

Email: sikaran.arnis.manitoba@gmail.com

Phone: 204.918.4441

TOURNAMENT RULES OF MANITOBA ASSOCIATION FOR SIKARAN ARNIS

Competition Area Requirements:

- 1. 1 or more first aid attendant(s)
- 2. 3 or 5 judges per ring
- 3. 1 or more score/time keepers per ring
- 4. Competition paper work and supplies per ring
- 5. Signage to identify each ring

Point Sparring

- 1. Competitor with most points after 2 minutes will be crowned the winner of the match
- 2. If one competitor has 5 or more points than their opponent at any time of the match, the competitor with more points automatically wins the match (i.e. 5 point spread 7 vs 2 score)
- 3. Action will be stopped by judges after each potential scoring strike
- 4. One point will be awarded for a successful scoring punch
- 5. Two points will be awarded for a successful scoring kick
- 6. A successful scoring strike will be awarded by judges majority (at least 2 out of 3 judges, or 3 out of 5 judges)
- 7. If there is discrepancy in the scoring then the lowest score will be awarded (i.e. 3 judges one judge saw no score, one judge saw 1 point score, one judge saw 2 point score = person will get 1 point)
- 8. Mandatory Gear:
 - a. Head Gear (face shield/cage preferred)
 - b. Mouth Guard



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- c. Support Cup (for males)
- d. Hand and Foot foam sparring gear (fingers/toes are not to be exposed)
- e. Chest Protector (optional)
- 9. Scoring Areas:
 - a. Front and Side of Body
 - b. Front (forehead) and Side of Head
 - i A controlled technique 3 inches from an opponents' head or body will be a scoring strike, IF the opponent does not attempt to defend it.
 - ii No contact is allowed to face
 - iii Light contact is allowed to top and side of head
 - iv No striking below the belt or back

Prohibited techniques:

- Knee strikes
- Elbow strikes
- Spinning back fists
- Grabbing/holding the arms or hands
- Grabbing/holding the legs
- Sweeping, Ground fighting, take downs
- 10. Contact is allowed to the body, however heavy or excessive contact is not permitted. Center judge will caution competitors if contact is becoming excessive
- 11. Grounds for Disqualifications are:
 - a. Use of foul language towards the judges, other competitors, or spectators
 - b. Failure to follow the judges commands
 - c. Intent to injure/harm
- 12. Competitors will be allowed 2 official warnings if committing a foul:



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-Second official warning is a point deduction. A foul committed after the second official warning will result in a disqualification. Official warnings are issued out with **yellow cards**. A **red card** will be issued out for a disqualification.

- -Verbal warnings can be given out during the match that will not be considered an official warning as long as it is minor. (eg. Stepping out of the ring)
- 13. Each competitor is allowed one timeout per match (30 seconds). The clock will be stopped and will resume after head referee calls time in.
- 14. In the case of an injury:
 - -injured competitor has 2 minutes to determine if he/she will return to the match
 - -injured competitor has to be cleared by medical staff, coach and officials/judges
 - -if injured competitor fails to return, he/she will automatically lose the match regardless of the score.
- 15. When blood is drawn during match:
 - -officials will assess the situation
 - -if blood is drawn from an accidental strike, officials will issue out an official warning
 - -if strike was blatant or malicious, the competitor will be disqualified.
 - -if there is no contact and blood appears, the match will be stopped with an injury timeout. The match will continue when the competitor is cleared by medical staff, coach, officials/judges.
- 16. In the case of tie at the end of the match:
 - -the match goes into sudden death. First competitor who scores a point will win the match.
- 16. Males and Females will be divided into their own division.
- 17. Competitors are to compete in the division indicated on registration form.

M. A. S. A. EST. 2015

Manitoba Association for Sikaran Arnis

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Forms (Empty hand/Weapons/Team)

- Depending on amount of competitors, the judges will have the first and second competitors
 perform their Sayaw (FORMS/KATA), after the third competitor the judges will begin to score
 the first and second competitor
- 2. If there are 5 judges both high and low scores will be dropped
- 3. If there are 3 judges no scores will be dropped
- 4. In the event of a tie between 2 competitors both competitors will redo their form and judges will point to whom they judge is the winner
- 5. In the event of a tie between more than 2 competitors, tied competitors will redo their form and judges will once again score each competitor
- 6. Scoring will be done to a two decimal point system (i.e. 8.75)
- 7. Scoring ranges will be decided on by the judges of that ring (i.e. For Advance Competitors scoring ranges will be from 8.50 9.75)
- 8. If a student stops in the middle of their sayaw (form/kata) or unintentionally drops their weapon the competitor will receive minimum score across the board (i.e. if the scoring range is set at 8.00 9.75, the competitor will receive 8.00 from all judges)
- 9. Grounds for Disqualifications are:
 - a. Use of foul language towards the judges, other competitors, or spectators
 - b. Failure to follow the judges commands
- 10. Males and Females will be divided into their own division. However, if there is a shortage of females/males, there can be a mixed division based on age and rank.



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Arnis Sparring

- 1. First competitor to reach 6 points will be crowned the winner of the match
- 2. Action will be stopped by judges after each potential scoring strike
- 3. If a competitor drops their weapon they automatically lose
- 4. One point will be awarded for each successful scoring strike
- 5. All byes will occur in the 1st round (i.e. 5 competitors means 3 competitors automatically advance to 2nd round)
- 6. A successful scoring strike will be awarded by judges majority (at least 2 out of 3 judges, or 3 out of 5 judges)
- 7. Mandatory Gear:
 - a. Head Gear with Cage or Head Gear with goggles
 - b. Padded/Foam Arnis Stick (provided)
 - c. Mouth Guard (mandatory)
 - d. Support Cup (mandatory for male competitors)
 - e. Mix Martial Arts gloves (optional)
 - f. Chest Protector (optional)
 - g. Additional equipment is prohibited that will provide an advantage for the competitor. (eg. wrist straps)
- 8. Scoring Areas:
 - a. Arms, Legs, and Hands
 - b. Front, Side and Back of body
- 9. a. NO THRUSTING OR STABBING TECHNIQUES ALLOWED
 - b. NO STRIKING TO THE HEAD



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NO GRABBING OR HOLDING

- 10. Blocking is permitted with the empty hand however, you can't make contact with the weapon and you can't disarm.
- 11. Only slashing/cutting techniques are allowed
- 12. Contact is allowed to the body, however heavy or excessive contact is not permitted. Center judge will caution competitors if contact is becoming excessive
- 13. Competitor will be allowed 2 official warnings if committing a foul:
 - -Second official warning is a point deduction. A foul committed after the second official warning will result in a disqualification. Official warnings are issued out with **yellow cards**. A **red card** will be issued out for a disqualification.
- 14. Competitor will be disqualified if there is a deliberate strike to the head or intent to injure their opponent. Head referee will use their discretion on the nature of the strike.

Grounds for Disqualifications are:

- a. Use of foul language towards the judges, other competitors, or spectators
- b. Failure to follow the judges commands
- 15. Each competitor is allowed one timeout per match (30 seconds). The clock will be stopped and will resume after head referee calls time in.
- 16. In the case of an injury:
 - -injured competitor has 2 minutes to determine if he/she will return to the match.
 - -injured competitor has to be cleared by medical staff, coach and officials/judges.
 - -if injured competitor fails to return, he/she will automatically lose the match regardless of the score.
- 17. When blood is drawn during match:
 - -officials will assess the situation
 - -if blood is drawn from an accidental strike, officials will issue out an official warning
 - -if strike was blatant or malicious, the competitor will be disqualified.



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-if there is no contact and blood appears, the match will be stopped with an injury timeout. The match will continue when the competitor is cleared by medical staff, coach and officials/judges.

18. This will be a mixed division (all belts, male/female). Officials will divide the group of competitors based on age, size/weight, and gender to the best of their ability

Knife Point Sparring

- 1. First competitor to reach 6 points will be crowned the winner of the match
- 2. Action will be stopped by judges after each potential scoring strike
- 3. If a competitor drops their weapon they automatically lose
- 4. One point will be awarded for each successful scoring strike
- 5. All byes will occur in the 1st round (i.e. 5 competitors means 3 competitors automatically advance to 2nd round)
- 6. A successful scoring strike will be awarded by judges majority (at least 2 out of 3 judges, or 3 out of 5 judges)
- 7. Mandatory Gear:
 - a. Head gear with Cage or Safety Goggles
 - b. Patalim (Foam Knife) (WILL BE PROVIDED)
 - c. Mouth Guard
 - d. Support Cup (groin protector)
 - e. Mix Martial Arts gloves (optional)
- 8. Scoring Areas:
 - a. Arms, Legs, and Hands
 - b. Front, Side and Back of body



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- 9. a. NO THRUSTING OR STABBING TECHNIQUES ALLOWED
 - b. NO STRIKING TO THE HEAD (FRONT, SIDE AND BACK)
 - c. NO GRABBING OR HOLDING
- 10. Blocking is permitted with the empty hand however, you can't make contact with the weapon and you can't disarm.
- 11. Only slashing/cutting techniques are allowed
- 12. Contact is allowed to body, however heavy or excessive contact is not permitted. Center judge will caution competitors if contact is becoming excessive
- 13. Competitor will be allowed 2 official warnings if committing a foul:
 - -Second official warning is a point deduction. A foul committed after the second official warning will result in a disqualification. . Official warnings are issued out with **yellow cards**. A **red card** will be issued out for a disqualification.
- 14. Grounds for Disqualifications are:
 - a. Use of foul language towards the judges, other competitors, or spectators
 - b. Failure to follow the judges commands
- 15. Each competitor is allowed one timeout per match (30 seconds). The clock will be stopped and will resume after head referee calls time in.
- 16. In the case of an injury:
 - -injured competitor has 2 minutes to determine if he/she will return to the match.
 - -injured competitor has to be cleared by medical staff, coach and officials/judges.
 - -if injured competitor fails to return, he/she will automatically lose the match regardless of the score.
- 17. When blood is drawn during match:
 - -officials will assess the situation
 - -if blood is drawn from an accidental strike, officials will issue out an official warning
 - -if strike was blatant or malicious, the competitor will be disqualified.



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-if there is no contact and blood appears, the match will be stopped with an injury timeout. The match will continue when the competitor is cleared by medical staff, coach and officials/ judges.

18. This will be a mixed division (all belts, male/female). Officials will divide the group of competitors based on age, size/weight, and gender to the best of their ability.

Espada y Daga Sparring

- 1. Ring Size approx 8 12 ft
- 2. Officials of the Match
 - a) Center Judge Controls the match, has ability to stop action to call for points/warnings/disqualification, has ability to award points
 - b) Corner Judges Each match will have either 2 or 4 corner judges. Each Corner Judge has the ability to stop action to call for points, has ability to award points
- *Majority rules when calling for points
- *If there is a discrepancy on amount of points to be awarded, majority rules (ie. two judges scores 2 points, one judge scores 1 point, the competitor will be awarded 2 points)
- *If there is a discrepancy on amount of points to be awarded and there is no majority, the competitor will receive the lower point value (ie. one judge scores 2 points, one judge scores 1 point, one judge score no points, the competitor will be awarded 1 point)
- 3. Match Length No time limit, match is first to 10 points
- 4. Equipment:
 - a) Padded Pamalo (Stick) provided by tournament (Mandatory)
 - b) Padded Patalim (Knife) provided by tournament (Mandatory)
 - c) Padded Caged Headgear or headgear with safety goggles (Mandatory)



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d) Mouth Guard – (Mandato	ſy)	
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- e) Groin Protector (Mandatory for male)
- f) Chest Protector (Optional)
- g) Sparring Gloves (Optional) must be approved by either tournament host/director/arbitrator
- h) Cups for males
- 5. Scoring Areas Please note all strikes must be a slashing/cutting motion, no thrusting/spearing allowed.
 - a) Head Area Front, Sides, Top
 - b) Body front, sides, back
 - c) Shoulders
 - d) Arms
 - e) Hands
 - f) Legs
 - g) Feet
- 6. Prohibited Techniques
 - a) Thrusting/Spearing techniques
 - b) Striking non-scoring areas groin, back of head
 - c) Grabbing/hold the arms or hands
 - d) Grabbing/holding the legs
 - e) Biting, Spiting, Sweeping, Ground fighting
 - f) Small and Large Joint Manipulation
- 7. Scoring System



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- a) 1 point striking a scoring area with stick
- b) 2 points striking a scoring area with a knife
- 8. How to Score First competitor to have 2 consecutive strikes to any scoring area will be awarded combined points based on weapon used
 - a) Two strikes with pamalo = 1 + 1 = 2 points
 - b) One strike with pamalo + one strike with patalim = 1 + 2 = 3 points
 - c) Two strikes with patalim = 2 + 2 = 4 points
- 9. How to win a match
 - a) First to 10 points
 - b) Disarm opponent of both weapons
 - c) Opponent drops both weapons
 - d) Disarm opponent of 1 weapon and opponent drops other weapon
 - e) Opponent disqualification
- 10. Disarming Disarming techniques are only to be applied to the area between the hand and the weapon. Striking the hand and leverage moves to hand/weapon area such as gunting (scissor), quick release, circular motion techniques are allowed. Small and large Joint manipulation is prohibited.
- 11. Grounds for warnings are the same as in all other Weapon Laban (sparring) divisions.
- 12. Grounds for disqualification are the same as in all other Weapon Laban (sparring) divisions.
- 13. Each competitor is allowed one timeout per match (30 seconds). The clock will be stopped and will resume after head referee calls time in.
- 14. In the case of an injury:
 - -injured competitor has 2 minutes to determine if he/she will return to the match
 - -injured competitor has to be cleared by medical staff, coach and officials/judges.
 - -if injured competitor fails to return, he/she will automatically lose the match regardless of the score.



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- 15. When blood is drawn during match:
 - -officials will assess the situation
 - -if blood is drawn from an accidental strike, officials will issue out an official warning
 - -if strike was blatant or malicious, the competitor will be disqualified.
 - -if there is no contact and blood appears, the match will be stopped with an injury timeout. The match will continue when the competitor is cleared by medical staff, coach and officials/judges.
- 16. This will be a mixed division (all belts, male/female). Officials will divide the group of competitors based on age, size/weight, and gender to the best of their ability.

NOTE: Event to crown Grand Champion will be a mixed division (males/females) performing their forms/pattern/kata.