

International Budo Sports Rules And Regulations ©

EVENT TYPES

POINTS

Will be decided by three (3) judges all from different styles where possible

The highest combined score will constitute a win, thus the second highest is second and so forth to fourth place

ROUND ROBIN SEMIS

These will have a round robin between 3 or 4 competitors from different style where possible

The top two (2) from each progress to Quarter/semis which will become a straight knockout

Example of contest

| NAME | POINTS | WIN 1 | WIN 2 | FINAL 1 & 2 | WIN 3 & 4 |
|---------|--------|---------|-------|-------------|-----------|
| Robby | II | Robby | Robby | | Matthew |
| Matthew | I | Matthew | | | |
| Brad | 0 | | | Robby | Bill |
| Luke | III | Luke | Luke | | Bill |
| Bill | II | Bill | | | |
| Sean | 0 | | | | |
| Jack | I | | | | |

| | |
|--------------|---------|
| First Place | Robby |
| Second Place | Luke |
| Third Place | Bill |
| Fourth Place | Matthew |

KNOCKOUT

Any loss will automatically eliminate you from the event

If at any stage there is only three (3) competitors left then it will be a round robin to constitute a win

Example of contest

| NAME | Match 1 | Match 2 | Match 3 | Wins |
|---------|-------------|-----------|-------------|-----------|
| Robby | Robby III | Robby III | Matthew III | Robby 1 |
| Matthew | Matthew III | Brad II | Brad 0 | Matthew 2 |
| Brad | | | | Brad 0 |

If however this ends in an even number of wins between more than one person the point score of each fight will give a total number of points accumulated, thus the highest point earner in total is awarded the placing. If this however is equal as well a re match between place holders will be issued.

BREAKING TIES

| | |
|---|---|
| 1 | The lowest score is re added |
| 2 | The highest score is re added |
| 3 | The Kata/Form is repeated and the judge decide with a "show of hands" |

It would be ideal if all judges gave close, comparable scores. However, having diverse scores is acceptable as long as each judge remains consistent with his or her personal standards. Age and experience level (rank) is taken into consideration for each individual competitor.

KATA

Points

All Competitors – all events

- ◆ Proper, Clean, Traditional uniforms are a must! T-shirts or singlets are accepted only if they are part of the school uniform
- ◆ Traditional or Freestyle Karate / Tae Kwon Do
- ◆ No Music or props
- ◆ 3 minute time limit

FORMS

Points

All Competitors – all events

- ◆ Proper, Clean, Traditional uniforms are a must! T-shirts are accepted only if they are part of the school uniform
- ◆ This is for Chinese Martial Arts stylists only
- ◆ No music or props
- ◆ 3 minute time limit

WEAPONS

Points

All Competitors – all events

- ◆ Proper, Clean, Traditional uniforms are a must ! T-shirts are accepted only if they are part of the school uniform
- ◆ Must be of solid construction and must be submitted to the judges for safety approval
- ◆ Competitors may be required to show their weapon to the judges prior to performing; this is to check the stability and safeness of the weapon
- ◆ No music or props / 3 minute time limit
- ◆ Competitor must not step of mat with weapon during competition

NB: Competitor's Kata/Form performance shall be graded based on technical merit, not technical content. Many instructors teach the same Kata or Form in different ways. The student should not be penalised for their instructor's interpretations.

DEMONSTRATION

Points

All Competitors – all events

- ◆ Any kind of demonstration – Kata, Self Defence, Weapons or show of strength etc With or without music (make sure cd or cassette is marked with competitors name and division and is registered once called for prior to the event)
- ◆ No longer than 3 minutes
- ◆ This will be judged on Martial Arts ability plus entertainment value

BOARD BREAKING

Points

All Competitors – all events

- ◆ Board shall only be purchased at each event 12"x10" (these shall be officially stamped)
- ◆ A maximum of 10 boards for juniors and a maximum of 15 boards for seniors
- ◆ There is a 1 minute set-up allowance
- ◆ 3 minute time limit

CREATIVE BREAKING

- ◆ Competitor must supply their own medium for breaking, and if requested must show evidence that the breaking medium is of solid construction
- ◆ This is judges on creativity and entertainment value and difficulty level
- ◆ 3 minute time limit

Required Sparring Equipment – All which must be personally supplied

| | | |
|----------------------|----------------------|---|
| Uniform | Traditional style | No Thai boxing shorts |
| Hand protectors | Vinyl or foam dipped | Fingers must be covered If not a tight fist must be assumed through out the fight |
| Foot protectors | Vinyl of foam dipped | Heels and toes must be covered |
| Head protectors | Vinyl of foam dipped | |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | Compulsory for all | Otherwise a parent or Instructor may agree for competitor to enter at their own risk. |
| Chest Guard (female) | Optional | |

General Rules

- ◆ There is a one and a half (1 ½) minute time limit for juniors under 18 years, and a two (2) minute time limit for seniors, unless a competitor earns enough points to be declared a winner before the end of the bout.
- ◆ The first competitor who earns five (5) points automatically wins
- ◆ If no competitor scores five (5) by the end of the time, the competitor with the majority points wins
- ◆ One point shall be awarded for each valid hand or foot technique. Hand and foot are permissible to the head area. See guidelines for contact.
- ◆ Referee has the discretion to appoint one warning, no penalty.
- ◆ Penalty points are added to the opponents score, three (3) penalty points will result in automatic disqualification.
- ◆ Two points will be awarded for clean kicking technique to the head area

Target areas

| | |
|---------|--|
| Legal | Head (top, sides, back), Chest, Ribs, Stomach , Kidneys, Collar Bone |
| Illegal | Throat, Whole Neck area, Below groin, Spinal area |

Definition of contact for helmet and face

| DIVISIONS | FACE | HELMET |
|---------------------------|---------------------|---------------------|
| All Junior | None | Light touch contact |
| Adult grade | None | Light touch contact |
| Junior Advance/Black belt | None | Light touch contact |
| Adult Advance/Black belt | Light touch contact | Light touch contact |

- ◆ Touching or penetrating a 6” invisible zone existing around the entire head with technical merit shall constitute a point.
- ◆ All techniques must be pulled back when opponent is on the ground.

Definition of contact for the body

| | | |
|------------|------|---------------------------------------|
| All Grades | Body | Touch contact only necessary to score |
|------------|------|---------------------------------------|

Permitted leg techniques

| TECHNIQUES | YES | NO |
|-------------------------|----------------------|-----------|
| Kicks above groin | ☺ | |
| Kicks below the groin | | ☹ |
| Leg sweeps bellow ankle | ☺ (leading leg only) | |
| Knee strikes | | ☹ |

Permitted hand techniques

| TECHNIQUES | YES | NO |
|-----------------------|------------------------|----|
| Open hand techniques | | ☹ |
| Punches to head | ☹ (see def of contact) | |
| Punches to main torso | ☹ | |
| Punches below groin | | ☹ |
| Elbow strikes | | ☹ |
| Grabbing & holding | | ☹ |

Warnings or Disqualifications

- ◆ Deliberate contact to a non point area
- ◆ Deliberate usage of a non permissible action
- ◆ Any blind technique – with or without contact
- ◆ Any sweep other than the leading leg
- ◆ Falling to the floor to avoid fighting
- ◆ Continuing after being ordered to stop
- ◆ Excessive stalling
- ◆ Pushing or attempting to throw the competitor
- ◆ Any excessive or uncontrolled contact shall result in immediate disqualification. Excessive contact is defined as any visible mark, redness, swelling and/or bleeding or incapacitation of a competitor by loss of air...any of which is a result of an attack
- ◆ Grabbing, pulling and/or holding the opponent
- ◆ Deliberately striking the opponent whilst he/she is on the ground (techniques may score but no contact is to be made in such a situation)
- ◆ Not being prepared and ready for commencement of bout
- ◆ Unsportsmanlike conduct, disrespect, and/or ill manners by the competitor, coach or parent may cause the competitor's disqualification with NO refunds

Stepping out of the ring

- ◆ Stepping out of the ring whilst defending or avoiding attacks is not permitted
- ◆ Both feet must be out of the ring for a warning
- ◆ Disqualification will occur on the 3rd warning
- ◆ Being forced out of the ring will not warrant a warning
- ◆ Stepping out of the ring does not immediately stop the match. The inside competitor may score points whilst the other opponent is stepping out of the ring as long as the competitor has at least one foot inside the ring area.

Scoring

- ◆ 1 x Point for any legal hand technique to the head or body
- ◆ 1 x Point for any legal kicking technique to the body
- ◆ 2 x Points for any clean kicking technique to the head area

Required Sparring Equipment – All which must be personally supplied

| | | |
|----------------------|---|-----------------------|
| Uniform | Traditional style | No Thai boxing shorts |
| Hand protectors | N/A | N/A |
| Foot protectors | N/A | N/A |
| Head protectors | Vinyl of foam dipped with face grill (will be supplied) | |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | N/A (grill over face is present) | |
| Chest Guard (female) | Optional | |

General Rules

- ◆ There is a One and a half (1 ½) minute time limit for juniors and seniors. 30sec will be utilising the Knife each, 30sec will be utilising the short stick each, 30sec will be utilising the Bokken each. This makes a total of 1 ½ min per round each competitor will undertake.
- ◆ The total number of points earned by each competitor out of each 30sec block will constitute a winner
- ◆ One point shall be awarded for each valid weapon strike only. See guidelines for points and contact.
- ◆ Referee has the discretion to appoint warnings, no penalty.
- ◆ Penalty points are added to the opponents score, three (3) penalty points will result in automatic disqualification.

Target areas

Knife (either hand may hold the knife)

| | |
|---------|---|
| Legal | Head (top, sides, back), Slash to Face, Above the elbow on the arm, Chest, Ribs, Stomach , Kidneys, Collar Bone, Legs |
| Illegal | Throat, Whole Neck area, Groin, Spinal area, Below the elbow on the arms |

Short Stick (either hand may hold the short stick)

| | |
|---------|--|
| Legal | Side of Head, Face, Above the elbow on the arm, Chest, Ribs, Stomach , Kidneys, Collar Bone, Top half of leg, Bottom half of leg |
| Illegal | Head (Top, back) Throat, Whole Neck area, Groin, Spinal area, Below the elbow on the arms, Knee area front and back |

Bokken (both hands must have control of the Bokken)

| | |
|---------|---|
| Legal | Head (sides, back), Face, Whole Arm, Chest, Ribs, Stomach , Kidneys, Collar Bone, Top half of leg, Bottom half of leg |
| Illegal | Throat, Whole Neck area, Groin, Spinal area, Top of Head, Knee area front and back |

Definition of contact for helmet and face

| DIVISIONS | FACE | HELMET |
|---------------------------|---------------|---------------|
| All Junior | Touch contact | touch contact |
| Adult grade | Touch contact | touch contact |
| Junior Advance/Black belt | Touch contact | touch contact |
| Adult Advance/Black belt | Touch contact | touch contact |

All techniques must be pulled back when opponent is on the ground.

Definition of contact for the body

| | | |
|------------|------|---------------------------------------|
| All Grades | Body | Touch contact only necessary to score |
|------------|------|---------------------------------------|

Warnings or Disqualifications

- ◆ Any movement other than with your weapon ie: punch/kick/strike etc. You may block the weapons but you cannot retaliate with a strike without your weapon.
- ◆ Deliberate contact to a non point area
- ◆ Deliberate usage of a non permissible action
- ◆ Any blind technique – with or without contact
- ◆ Any sweep or take down
- ◆ Falling to the floor to avoid fighting
- ◆ Continuing after being ordered to stop
- ◆ Excessive stalling
- ◆ Pushing or attempting to throw the competitor
- ◆ Any excessive or uncontrolled contact shall result in immediate disqualification. Excessive contact is defined as any visible mark, redness, swelling and/or bleeding or incapacitation of a competitor by loss of air...any of which is a result of an attack
- ◆ Grabbing, pulling and/or holding the opponent
- ◆ Deliberately striking the opponent whilst he/she is on the ground
- ◆ Not being prepared and ready for commencement of bout
- ◆ Unsportsmanlike conduct, disrespect, and/or ill manners by the competitor, coach or parent may cause the competitor's disqualification with NO refunds
- ◆ No grabbing opponents weapon

Stepping out of the ring

- ◆ Stepping out of the ring whilst defending or avoiding attacks is not permitted
- ◆ Both feet must be out of the ring for a warning
- ◆ Disqualification will occur on the 3rd warning
- ◆ Being forced out of the ring will not warrant a warning
- ◆ Stepping out of the ring does not immediately stop the match. The inside competitor may score points whilst the other opponent is stepping out of the ring as long as the competitor has at least one foot inside the ring area

Running the Match

- ◆ Your weapons are laid out on your side of the matt area (on the outside of the matt), your first weapon is the knife so this is your starting weapon (all bowing procedures are the same as sparring). The first round will commence and the judges will take score, once the 30sec is up the time keeper will yell change and you will have 5 sec to place the knife down and grab the short stick. The judges meanwhile are writing down your points from the knife round.
- ◆ Your second round starts after referee starts the bout, once the 30sec is up the time keeper will yell change and you will have 5 sec to place the short stick down and grab the Bokken. The judges meanwhile are writing down your points from the short stick round.
- ◆ Your third round starts after referee starts the bout, once the 30sec is up the time keeper will yell Time. Once this round is over the corner judges add their total points together on their score sheets. The referee then calls for the winner and the corner judge's award accordingly.
- ◆

If there is a draw the total sheets will be handed to the table officials who will add up the total number of points and award it to the highest point placer. If this still is a tie then another 30sec round of a weapon of choice will be added to the contest.

Match

- ◆ The time of the each match is 3 minutes

Refereeing

- ◆ 1 x Referee
- ◆ 2/3 x Judges

Required Equipment – All which must be personally supplied

| | | |
|-------------------------|---|---|
| Uniform | Traditional Karate style uniform must be worn | No Shorts or T-shirts are to be worn |
| Hand protectors | Compulsory 10oz IBS approved gloves | Fingers must be enclosed (no bag mitts, or cloth type hand protectors) |
| Foot protectors | Compulsory | May be required for inspection, Must cover toes and have enclosed heels |
| Head Gear | Compulsory | May be required for inspection |
| Shin Guards/Shin Instep | Optional | May be required for inspection |
| Knee Guards | Optional | May be required for inspection |
| Elbow Guards | Optional | May be required for inspection |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | Compulsory for all | |
| Chest Guard (female) | Compulsory | |

Weight Divisions

| | |
|--------------------|----------------|
| Fly Weight | 50.0kg or less |
| Bantam Weight | 57.0kg or less |
| Feather Weight | 64.0kg or less |
| Light Weight | 71.0kg or less |
| Welter Weight | 78.0kg or less |
| Middle Weight | 85.0kg or less |
| Light Heavy Weight | 92.0kg or less |
| Heavy Weight | 99.0kg or less |
| Super Heavy Weight | 99.1kg or More |

Weight Divisions may change on day of event depending on competitors and organisers

Competition Area

- ◆ A square type Ring (approved by IBS)
- ◆ A Square padded competition matt area of at least 5 metres square .(approved by IBS)

Bandages and Taping

- ◆ Bandages may be used for the protection of the knuckles, hand and wrist.
- ◆ Tape may be used instead of bandages. The tape must not be more than 3 layers thick. (All tapes and bandages to be inspected by referee)

Legal techniques

- ◆ Contact punches to the body area above the waist and below the neck
- ◆ Contact kicks to the head and body area above the waist
- ◆ Contact knees to the body area above the waist and below the neck
- ◆ Double Kicks may be used. The first kick is to be used as a lead up kick to the scoring kick. If the first kick is below the waist level, then the first kick must be touch contact only.

Fouls and Illegal Technique

Hand and Arm Techniques

Any Hand technique to the head or neck area

Elbow Techniques

Any Elbow Technique

Knee Techniques

Any Knee techniques to the head or neck area

Kicking Techniques

Any Contact Kick Bellow the Waist

Grabbing

No grabbing or grappling of any kind. No grabbing whilst delivering techniques

General Fouls and Illegal Techniques

- ◆ Head butting
- ◆ No Grappling
- ◆ Chops or Finger strikes with the open hand
- ◆ Strikes to the Spine
- ◆ Any attacks to the Fingers
- ◆ Any attack to the Groin
- ◆ Any strike to the Throat or Neck area
- ◆ Any strike to the Knee area
- ◆ Any Biting
- ◆ Putting fingers into Eyes, Nostrils, Ear holes or Anus
- ◆ Any deliberate pulling of Hair, Nose or Ears
- ◆ Deliberately pushing an opponent out of the Ring
- ◆ Offensive language to Referees or Opponents
- ◆ Spitting at or near an opponent or referee
- ◆ Disobeying the Referees Instructions
- ◆ Escaping: - Deliberately leaving the competition area or spitting the Mouth Guard

Referees Rulings

- ◆ If a fighter is stunned or momentarily hurt the referee may give the competitor a standing 8 count to allow the competitor to regain composure.
- ◆ If the fight becomes deadlocked the referee will call break and the competitors must separate from each other and continue the fight.

Determining the winner

- ◆ Knock Out (KO) - A Competitor goes down and does not show a willingness to continue the fight in the standing position, by the end of a 10 count by the referee. The Opponent must wait at the neutral corner during the count or until the referee gives further instructions. If the opponent does not wait in the neutral corner the referee will stop the count and not restart until the competitor returns to the neutral corner.
- ◆ Technical Knock Out (TKO) - The Referee may stop the fight if, a competitor goes down 3 times in the 1 round, a competitor is damaged or injured, a competitor losses the will to continue or by the competitors corner throwing in the towel.
- ◆ Disqualification - If a competitor uses illegal or foul techniques, they shall receive a caution. A lot of cautions will constitute a disqualification. If the first foul is declared dangerous and openly intentional the competitor will be disqualified immediately.
- ◆ Decision - When nominated rounds are completed, striking points are summed. Corner Judges will turn away from competitors and raise the required red or blue flag to signify the winner. The competitor with the most points will be declared the winner.

Required Equipment – All which must be personally supplied

| | | |
|----------------------|---|--------------------------------------|
| Uniform | Traditional Ju-Jitsu or Karate style uniform must be worn | No Shorts or T-shirts are to be worn |
| Hand protectors | N/A | N/A |
| Foot protectors | N/A | N/A |
| Knee Pads | Optional | |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | Compulsory for all | |

Weight Divisions

| | |
|--------------------|----------------|
| Fly Weight | 50.0kg or less |
| Bantam Weight | 57.0kg or less |
| Feather Weight | 64.0kg or less |
| Light Weight | 71.0kg or less |
| Welter Weight | 78.0kg or less |
| Middle Weight | 85.0kg or less |
| Light Heavy Weight | 92.0kg or less |
| Heavy Weight | 99.0kg or less |
| Super Heavy Weight | 99.1kg or less |

Weight Divisions may change on day of event depending on competitors and organisers

Description of the bout

- ◆ The match shall run for one (1) X two (2) minute round.
- ◆ One (1) or Two (2) judges shall control the contest, two (2) scorekeepers
- ◆ Matt area shall be not less than 5 (five) metres square.
- ◆ Language for competition shall be English.

Legal Techniques

- ◆ Any and all throws from kneeling position
- ◆ Any lock or hold down
- ◆ Any face, arm or leg bar
- ◆ Any choking technique
- ◆ Any pinning technique
- ◆ Any grappling technique

Illegal Techniques

- ◆ NO striking technique of any kind
- ◆ NO gouging
- ◆ NO pressure point technique
- ◆ NO naked strangle technique to the throat area with the hand wrapped around the voice box or windpipe
- ◆ NO standing on two feet. Allowances will be made for passing the guard.
- ◆ NO biting
- ◆ NO scratching
- ◆ NO pulling hair, ears or nose.
- ◆ NO offensive language to opponents, referees or judges or instructors.
- ◆ No person other than the competitors and the judges to be on the mat area.
- ◆ No sideline coaching will be tolerated.

Intolerable behaviour

- ◆ Angry and uncontrolled violent displays of behaviour will not be tolerated. If the referee believes that a player is guilty of such an infraction, he or she may call a judge's conference. A majority vote will cause the offending competitor to be disqualified. Judges will not tolerate undisciplined displays of temper.

Determining the match

- ◆ **Awarding Points** – Points will be awarded by the 2 judges during the competition. The points will be recorded by 2 scorekeepers. The judges will raise an arm with a coloured arm band on it indicating the competitor to receive the points. The judge will hold up a number of fingers indicating the amount of points to be awarded. The score keepers will tally points at the end of the competition and declare a winner. The winner will be the competitor with the highest amount of points. In case of draw the judge's decision applies.
- ◆ **Submission** – A submission will be declared when a competitor either taps at least 2 (two) times on the matt or opponent's body or a verbal expression of submission is given by a competitor.
- ◆ **Technical Submission** – If a competitor does not defend against a submission hold or does not respond to a question, or screams in pain, or at any other time the referee determines that a competitor is out classed, the referee will declare a Technical submission. The corner of the competitor may also stop the match by throwing in the towel.
- ◆ **Disqualification** – All competitors will be cautioned for using illegal techniques. If a competitor gives reason for three (3) cautions, the competitor will be disqualified or if a competitor is unable to continue after an illegal technique has been used that opponent will be disqualified.
- ◆ **Decision** – When the round is completed grappling points are to be added together and the competitor with the most points shall be declared the winner.

Any situation not covered by these rules shall be dealt with by a meeting between the referee and the judges. Any dispute after this is to be dealt with by the ring arbitrator.

Grappling Points shall be scored as follows

- ◆ Positioning
4 points for Front Mount & Back Mount
4 points escape or reversal of mounts
3 points for Sweep from Guard
3 points for Passing the Guard
1 point for Guard position
3 points for Catch
(Any controlling lock, hold or choke that does not end in submission)

These rules are the official rules for Ground fighting for International Budo Sports.

Required Equipment – All which must be personally supplied

| | | |
|-----------------------|---|--------------------------------------|
| Uniform | Traditional Ju-Jitsu or Karate style uniform must be worn | No Shorts or T-shirts are to be worn |
| Hand protectors | N/A | N/A |
| Foot protectors | N/A | N/A |
| Wrestling Head Gear | Optional | May be required for inspection |
| Wrestling Boots/shoes | Optional | May be required for inspection |
| Knee Pads | Optional | |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | Compulsory for all | |

Weight Divisions

| | |
|--------------------|----------------|
| Lightweight | Under 25 kg |
| Middleweight | Under 35 kg |
| Middle Heavyweight | Under 45 kg |
| Heavyweight | 45 kg and Over |

However once all competitors have entered on the tournament day a final look at weight groups will be viewed to see weather the weights need to be changed (which normally is the case), this leads to much farer weight divisions and normally are no more than 7 kilos apart.

Description of the bout

- ◆ The match shall run for one and a half (1 ½) minutes
- ◆ One (1) or Two (2) judges shall control the contest, two (2) scorekeepers
- ◆ The name of the game is to pin the opponent as many times as possible in 90 seconds
- ◆ The bout will start with no less than one (1) knee on the ground and be in lock up position
- ◆ Language for competition shall be English
- ◆ All Junior matches to be commenced in lock up position

Legal Techniques

- ◆ Any throw from kneeling position, other than locking the neck/head
- ◆ Any hold down
- ◆ Any pinning technique
- ◆ Any grappling technique

Illegal Techniques

- ◆ No lock of any kind to the Arm, Fingers or Shoulders
- ◆ No Neck or Head lock of any kind unless at least one (1) arm is locked with the neck or head
- ◆ No strangles
- ◆ No Body locks
- ◆ No Leg locks
- ◆ No Nerve pressure points
- ◆ No standing allowed at any time during the bout
- ◆ No striking techniques of any kind
- ◆ No gouging
- ◆ No biting, scratching, pulling hair/ear or nose
- ◆ No offensive language to opponents, referees/judges or coaches

Intolerable behaviour

- ◆ Angry and uncontrolled violent displays of behaviour will not be tolerated. If the referee believes that a player is guilty of such an infraction, he or she may call a judge's conference. A majority vote will cause the offending competitor to be disqualified. Judges will not tolerate undisciplined displays of temper.

Determining the match

- ◆ **Awarding Points** – Points will be awarded by the 2 judges during the competition. The points will be recorded by 2 scorekeepers. The judges will raise an arm with a coloured arm band on it indicating the competitor to receive the points. The judge will hold up a number of fingers indicating the amount of points to be awarded. The score keepers will tally points at the end of the competition and declare a winner. The winner will be the competitor with the highest amount of points. In case of draw the judge's decision applies.
- ◆ **Catch Points** – When one competitor holds another competitor down in a hold or controlling position then the referee will call catch and a count of 10 will be commenced by the referee. At the end of the count of ten the referee will award the competitor who is controlling the catch 3 points and the match is to be restarted from lock up position.
- ◆ **Technical Submission** – If a competitor does not defend against a hold, controlling position or does not respond to a question, or screams in pain, or at any other time the referee determines that a competitor is out classed, the referee will declare a Technical submission. The corner of the competitor may also stop the match by throwing in the towel.
- ◆ **Disqualification** – All competitors will be cautioned for using illegal techniques. If a competitor gives reason for three (3) cautions, the competitor will be disqualified or if a competitor is unable to continue after an illegal technique has been used that opponent will be disqualified.
- ◆ **Decision** – When the round is completed grappling points are to be added together and the competitor with the most points shall be declared the winner.

Any situation not covered by these rules shall be dealt with by a meeting between the referee and the judges. Any dispute after this is to be dealt with by the ring arbitrator.

Grappling Points shall be scored as follows

- ◆ Positioning
 - 4 points for Front Mount & Back Mount
 - 4 points for escape or reversal of Mount
 - 3 points for Sweep from Guard
 - 3 points for Passing the Guard
 - 1 point for Guard position
 - 3 points for Catch
 - (Any controlling lock, hold or choke that does not end in submission)

NB: Guard position may only be held for a maximum referee's count of 10, both competitors will be moved back to the centre position and continue from lock up position.

These rules are the official rules for Ground fighting for International Budo Sports.

Fouls and Illegal Technics

- ◆ Head butting
- ◆ Any naked strangles with hand or finger around throat

International Budo Sports (IBS) is the organisation that supervises & controls the “Viadal” World Wide. Viadal is a form of No-Holds-Barred Competition that incorporates different levels of competition.

“A” Grade Rules

Match

- ◆ The time of the each match is 3 minutes
- ◆ There are two (2) rounds per match
- ◆ The interval between each round is 1 minute

Refereeing

- ◆ 1 x Referee
- ◆ 3 x Judges

Required Equipment – All which must be personally supplied

| | | |
|-------------------------|---|--------------------------------------|
| Uniform | Traditional Ju-Jitsu or Karate style uniform must be worn | No Shorts or T-shirts are to be worn |
| Hand protectors | IBS approved gloves (supplied) | |
| Foot protectors | Optional | May be required for inspection |
| Wrestling Head Gear | Optional | May be required for inspection |
| Shin Guards/Shin Instep | Optional | May be required for inspection |
| Knee Guards | Optional | May be required for inspection |
| Elbow Guards | Optional | May be required for inspection |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | Compulsory for all | |

Corner Referees

- ◆ Each competitor is allowed 3 persons in the corner.
- ◆ Only the chief corner person may enter the Fight area before, in-between and after the match.
- ◆ If a corner person enters the ring or touches a competitor during the fight that corners competitor shall be disqualified.

Weight Divisions

| | |
|--------------------|----------------|
| Fly Weight | 50.0kg or less |
| Bantam Weight | 57.0kg or less |
| Feather Weight | 64.0kg or less |
| Light Weight | 71.0kg or less |
| Welter Weight | 78.0kg or less |
| Middle Weight | 85.0kg or less |
| Light Heavy Weight | 92.0kg or less |
| Heavy Weight | 99.0kg or less |
| Super Heavy Weight | 99.1kg or less |

Competition Area

- ◆ A square type Ring (approved by IBS)

- ◆ A Circular padded competition matt area (approved by IBS)
- ◆ A Square padded competition matt area (approved by IBS)

Bandages and Taping

- ◆ Bandages may be used for the protection of the knuckles, hand and wrist.
- ◆ Tape may be used instead of bandages. The tape must not be more than 3 layers thick. (All tapes and bandages to be inspected by referee)

Determining the winner

- ◆ Knock Out (KO) - A Competitor goes down and does not show a willingness to continue the fight in the standing position, by the end of a 10 count by the referee. The Opponent must wait at the neutral corner during the count or until the referee gives further instructions. If the opponent does not wait in the neutral corner the referee will stop the count and not restart until the competitor returns to the neutral corner.
- ◆ Technical Knock Out (TKO) - The Referee may stop the fight if, a competitor goes down 3 times in the 1 round, a competitor is damaged or injured, a competitor losses the will to continue or by the competitors corner throwing in the towel.
- ◆ Submission (S) - Submission by a competitor will be expressed either verbally or by tapping 3 or more times on the competition area or on the opponent with the hand or foot.
- ◆ Technical Submission (TS) - When a submission is almost complete the referee may ask the competitor if they will submit or not. If the competitor does not defend against the submission hold, does not respond to the question or screams in pain, the referee may judge the submission to be complete and will stop the fight.
- ◆ Disqualification - If a competitor uses illegal or foul technics, they shall receive a caution. A lot of cautions will constitute a disqualification. If the first foul is declared dangerous and openly intentional the competitor will be disqualified immediately.
- ◆ Decision - When nominated rounds are completed, striking points and grappling points are summed. The competitor with the most points will be declared the winner.

Striking Points shall be judged as follows

| | |
|-------|--|
| 10:10 | No Difference |
| 10:9 | A Little Difference (clean effective hits) |
| 10:8 | Difference (knock down without serious damage) |
| 10:7 | Clear Difference (knock down with damage) |
| 10:6 | Overwhelming Difference (standing 8 count) |

Grappling Points shall be scored as follows

- ◆ Takedown
 - 3 points for takedown that gains positioning or controlling points.
 - 2 point for takedown that does not gain position or control.
- ◆ Positioning
 - 4 points for Front Mount & Back Mount
 - 4 points for escape or reversal of Mount
 - 3 points for Sweep from Guard
 - 3 points for Passing the Guard
 - 1 point for Guard position
 - 3 points for Catch
 - (Any controlling lock, hold or choke that does not end in submission)

- ◆ Chops or Finger strikes with the open hand
- ◆ Strikes to the Spine
- ◆ Any attacks to the Fingers
- ◆ Any attack to the Groin
- ◆ Any strike to the Throat or Neck area
- ◆ Any deliberate strike to the Knee area
- ◆ Any Biting
- ◆ Any deliberate Scratching (finger and toe nails must be cut short)
- ◆ Putting fingers into Eyes, Nostrils, Ear holes or Anus
- ◆ Any deliberate pulling of Hair, Nose or Ears
- ◆ Any attacks or defences using the Rope, Corner or Mat
- ◆ Deliberately pushing an opponent out of the Ring
- ◆ Offensive language to Referees or Opponents
- ◆ Disobeying the Referees Instructions
- ◆ Escaping: - Deliberately leaving the competition area or spitting the Mouth Guard

Referees Rulings

- ◆ If a fighter is stunned or momentarily hurt the referee may give the competitor a standing 8 count to allow the competitor to regain composure.
- ◆ If the fight becomes deadlocked the referee will call break and the competitors must separate from each other and continue the fight from the standing position.
- ◆ If both competitors are about to fall out of the ring the referee will call “Don’t Move”. Both competitors will stop their motion and the referee with the assistance of the judges will move the competitors to the centre of the competition area and continue the fight.

“B” Grade Rules

Match

- ◆ The time of the each match is 3 minutes
- ◆ There are two (2) rounds per match
- ◆ The interval between each round is 1 minute

Refereeing

- ◆ 1 x Referee
- ◆ 3 x Judges

Required Equipment – All which must be personally supplied

| | | |
|-------------------------|---|--------------------------------------|
| Uniform | Traditional Ju-Jitsu or Karate style uniform must be worn | No Shorts or T-shirts are to be worn |
| Hand protectors | IBS approved gloves (supplied) unless qualified | |
| Foot protectors | N/A | N/A |
| Wrestling Head Gear | Optional | May be required for inspection |
| Shin Guards/Shin Instep | Optional | May be required for inspection |
| Knee Guards | Optional | |
| Elbow Guards | Optional | May be required for inspection |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | Compulsory for all | |

Corner Persons

- ◆ Each competitor is allowed 3 persons in the corner.
- ◆ Only the chief corner person may enter the Fight area before, in-between and after the match.
- ◆ If a corner person enters the ring or touches a competitor during the fight that corners competitor shall be disqualified.

Weight Divisions

| | |
|--------------------|----------------|
| Fly Weight | 50.0kg or less |
| Bantam Weight | 57.0kg or less |
| Feather Weight | 64.0kg or less |
| Light Weight | 71.0kg or less |
| Welter Weight | 78.0kg or less |
| Middle Weight | 85.0kg or less |
| Light Heavy Weight | 92.0kg or less |
| Heavy Weight | 99.0kg or less |
| Super Heavy Weight | 99.1kg or less |

Competition Area

- ◆ A square type Ring (approved by IBS)
- ◆ A Circular padded competition matt area (approved by IBS)
- ◆ A Square padded competition matt area (approved by IBS)

Bandages and Taping

- ◆ Bandages may be used for the protection of the knuckles, hand and wrist.
- ◆ Tape may be used instead of bandages. The tape must not be more than 3 layers thick. (All tapes and bandages to be inspected by referee)

Determining the winner

- ◆ Knock Out (KO) - A Competitor goes down and does not show a willingness to continue the fight in the standing position, by the end of a 10 count by the referee. The Opponent must wait at the neutral corner during the count or until the referee gives further instructions. If the opponent does not wait in the neutral corner the referee will stop the count and not restart until the competitor returns to the neutral corner.
- ◆ Technical Knock Out (TKO) - The Referee may stop the fight if, a competitor goes down 3 times in the 1 round, a competitor is damaged or injured, a competitor losses the will to continue or by the competitors corner throwing in the towel.
- ◆ Submission (S) - Submission by a competitor will be expressed either verbally or by tapping 3 or more times on the competition area or on the opponent with the hand or foot.
- ◆ Technical Submission (TS) - When a submission is almost complete the referee may ask the competitor if they will submit or not. If the competitor does not defend against the submission hold, does not respond to the question or screams in pain, the referee may judge the submission to be complete and will stop the fight.
- ◆ Disqualification - If a competitor uses illegal or foul technics, they shall receive a caution. A lot of cautions will constitute a disqualification. If the first foul is declared dangerous and openly intentional the competitor will be disqualified immediately.
- ◆ Decision - When nominated rounds are completed, striking points and grappling points are summed. The competitor with the most points will be declared the winner.

Striking Points shall be judged as follows

| | |
|-------|--|
| 10:10 | No Difference |
| 10:9 | A Little Difference (clean effective hits) |
| 10:8 | Difference (knock down without serious damage) |
| 10:7 | Clear Difference (knock down with damage) |
| 10:6 | Overwhelming Difference (standing 8 count) |

Grappling Points shall be scored as follows

- ◆ Takedown
3 points for takedown that gains positioning or controlling points.
2 point for takedown that does not gain position or control.
- ◆ Positioning
4 points for Front Mount & Back Mount
4 points for escape or reversal of Mount
3 points for Sweep from Guard
3 points for Passing the Guard
1 point for Guard position
3 points for Catch
(Any controlling lock, hold or choke that does not end in submission)

Fouls and Illegal Technique

Hand and Arm Techniques

Any Hand technique to the head or neck area
Any Elbow Technique to the head or neck area

Knee Techniques

Any Knee techniques to the head or neck area

Striking Opponent on Ground

Any strikes to the head or neck area of a grounded Opponent

General Fouls and Illegal Techniques

- ◆ Head butting
- ◆ Any naked strangles with hand or finger around throat
- ◆ Chops or Finger strikes with the open hand
- ◆ Strikes to the Spine
- ◆ Any attacks to the Fingers
- ◆ Any attack to the Groin
- ◆ Any strike to the Throat or Neck area
- ◆ Any deliberate strike to the Knee area
- ◆ Any Biting
- ◆ Any deliberate Scratching (finger and toe nails must be cut short)
- ◆ Putting fingers into Eyes, Nostrils, Ear holes or Anus
- ◆ Any deliberate pulling of Hair, Nose or Ears
- ◆ Any attacks or defences using the Rope, Corner or Mat
- ◆ Deliberately pushing an opponent out of the Ring
- ◆ Offensive language to Referees or Opponents
- ◆ Disobeying the Referees Instructions
- ◆ Escaping: - Deliberately leaving the competition area or spitting the Mouth Guard

Referees Rulings

- ◆ If a fighter is stunned or momentarily hurt the referee may give the competitor a standing 8 count to allow the competitor to regain composure.
- ◆ If the fight becomes deadlocked the referee will call break and the competitors must separate from each other and continue the fight from the standing position.
- ◆ If both competitors are about to fall out of the ring the referee will call “Don’t Move”. Both competitors will stop their motion and the referee with the assistance of the judges will move the competitors to the centre of the competition area and continue the fight.

“Junior” Grade Rules

Match

- ◆ The time of the each match is 1.5 minutes
- ◆ There are two (2) rounds per match
- ◆ The interval between each round is 1 minute

Refereeing

- ◆ 1 x Referee
- ◆ 3 x Judges

Required Equipment – All which must be personally supplied

| | | |
|-------------------------|---|--------------------------------------|
| Uniform | Traditional Ju-Jitsu or Karate style uniform must be worn | No Shorts or T-shirts are to be worn |
| Hand protectors | IBS approved gloves (supplied) unless qualified | |
| Foot protectors | Compulsory for all | May be required for inspection |
| Head Gear | Compulsory for all | May be required for inspection |
| Shin Guards/Shin Instep | Compulsory for all | May be required for inspection |
| Knee Guards | Optional | |
| Elbow Guards | Optional | May be required for inspection |
| Groin guards (males) | Compulsory for Males | |
| Mouthguards | Compulsory for all | |

Corner Persons

- ◆ Each competitor is allowed 3 persons in the corner.
- ◆ Only the chief corner person may enter the Fight area before, in-between and after the match.
- ◆ If a corner person enters the ring or touches a competitor during the fight that corners competitor shall be disqualified.

Weight Divisions

| | |
|--------------------|----------------|
| Fly Weight | 50.0kg or less |
| Bantam Weight | 57.0kg or less |
| Feather Weight | 64.0kg or less |
| Light Weight | 71.0kg or less |
| Welter Weight | 78.0kg or less |
| Middle Weight | 85.0kg or less |
| Light Heavy Weight | 92.0kg or less |
| Heavy Weight | 99.0kg or less |
| Super Heavy Weight | 99.1kg or less |

Competition Area

- ◆ A square type Ring (approved by IBS)
- ◆ A Circular padded competition matt area (approved by IBS)
- ◆ A Square padded competition matt area (approved by IBS)

Bandages and Taping

- ◆ Bandages may be used for the protection of the knuckles, hand and wrist.
- ◆ Tape may be used instead of bandages. The tape must not be more than 3 layers thick. (All tapes and bandages to be inspected by referee)

Determining the winner

- ◆ Knock Out (KO) - A Competitor goes down and does not show a willingness to continue the fight in the standing position, by the end of a 10 count by the referee. The Opponent must wait at the neutral corner during the count or until the referee gives further instructions. If the opponent does not wait in the neutral corner the referee will stop the count and not restart until the competitor returns to the neutral corner.
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Striking Points shall be judged as follows

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| 10:10 | No Difference |
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| 10:8 | Difference (knock down without serious damage) |
| 10:7 | Clear Difference (knock down with damage) |
| 10:6 | Overwhelming Difference (standing 8 count) |

Grappling Points shall be scored as follows

- ◆ Takedown
3 points for takedown that gains positioning or controlling points.
2 point for takedown that does not gain position or control.
- ◆ Positioning
4 points for Back Mount
3 points for Top Mount
2 points for passing the Guard to controlling position
1 point for passing the Guard without controlling position

Controlling Positions - Any legal hold or position that incapacitates the opponent without the actual submission of the opponent (eg; locks, chokes, some hold downs)

Fouls and Illegal Technique

Hand and Arm Techniques

Any Hand technique to the head or neck area
Any Elbow Technique to the head or neck area

Leg Techniques

Any Kick techniques to the head or neck area
Any Knee techniques to the head or neck area

Striking Opponent on Ground

Any strikes to a grounded Opponent

General Fouls and Illegal Techniques

- ◆ Head butting
- ◆ Any naked strangles with hand or finger around throat
- ◆ Chops or Finger strikes with the open hand
- ◆ Strikes to the Spine
- ◆ Any attacks to the Fingers
- ◆ Any attack to the Groin
- ◆ Any strike to the Throat or Neck area
- ◆ Any deliberate strike to the Knee area
- ◆ Any Biting
- ◆ Any deliberate Scratching (finger and toe nails must be cut short)
- ◆ Putting fingers into Eyes, Nostrils, Ear holes or Anus
- ◆ Any deliberate pulling of Hair, Nose or Ears
- ◆ Any attacks or defences using the Rope, Corner or Mat
- ◆ Deliberately pushing an opponent out of the Ring
- ◆ Offensive language to Referees or Opponents
- ◆ Disobeying the Referees Instructions
- ◆ Escaping: - Deliberately leaving the competition area or spitting the Mouth Guard

Referees Rulings

- ◆ If a fighter is stunned or momentarily hurt the referee may give the competitor a standing 8 count to allow the competitor to regain composure.
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