



# 16TH WEKAF WORLD CHAMPIONSHIPS

TECHNICAL HANDBOOK



## I. QUALIFICATIONS

1. Teams and Participants must be properly endorsed by their respective WEKAF Director. Applications shall be coursed through the KIHAPP website through the invitation link.
2. Each International Team may field in a maximum of two (2) entries per category (Not including the Juniors and Cadet Categories)
3. Each Athlete can enter 3 Individual Events per Registration Fee. But only limited to 1 Forms Event.
4. An Athlete can enter Additional Events more than the 3 Individual Events upon Registering and Paying for the Additional Events Fee.
5. Team Events are separate for the Individual Registration Fee and must be Registered separate with Team Entry Fees.

## II. REGISTRATION

1. Registration of participants shall be done through the KIHAPP Link.
  - Pre-Qualifying Tournament - [WEKAF World Qualifier - Philippine Team | Filipino Martial Arts | Kihapp](#)
  - World Championships - [16th WEKAF World Championships | Filipino Martial Arts | Kihapp](#)
2. Participants must fill out all the information required in KIHAPP.
3. Participants must provide ID photo in the registration link

## III. EVENTS - WEIGHT CLASSES

### A. CADET DIVISION

CADET (0 - 5 yrs old)	
BOYS	GIRLS
Open	Open

CADET A (6 - 7 yrs old)	
BOYS	GIRLS
120.0 cm & under	120.0 cm & under
120.1 cm & above	120.1 cm & above

CADET B (8 - 9 yrs old)	
BOYS	GIRLS
130.0 cm & under	130.0 cm & under
130.1 cm & above	130.1 cm & above

CADET C (10 - 11 yrs old)	
BOYS	GIRLS
136.0 cm & under	136.0 cm & under
136.1 cm & above	136.1 cm & above

## B. JUNIORS DIVISION

JUNIORS A (12 - 13 yrs old)	
BOYS	GIRLS
148.0 cm & under	146.0 cm & under
148.1 cm & above	146.1 cm & above

JUNIORS B (14 - 15 yrs old)	
BOYS	GIRLS
160.0 cm & under	156.0 cm & under
160.1 cm & above	156.1 cm & above

JUNIORS ELITE (16 - 17 yrs old)	
BOYS	GIRLS
165.0 cm & under	160.0 cm & under
165.1 cm – 172 cm	160.1 cm & above
172.1 cm – 182 cm	X
182.1 cm & above	X

## C. SENIORS DIVISION

PADDED POINT - SENIORS (18 - 39 yrs old)	
MEN'S	WOMEN'S
53 kg and under	52 kg and under
53.1 kg – 58 kg	52.1.1 kg – 59 kg
58.1 kg – 64 kg	59.1 kg – 71 kg
64.1 kg – 69 kg	71.1 kg – 78 kg
69.1 kg – 75 kg	78.1 kg & above
75.1 kg – 82 kg	X
82.1 kg – 91 kg	X
91.1 kg – 100 kg	X
100.1 kg & above	X

KNIFE POINT - SENIORS (18 - 39 yrs old)	
MEN'S	WOMEN'S
62 kg and under	52 kg and under
62.1 kg – 70 kg	52.1.1 kg – 59 kg
70.1 kg – 78 kg	59.1 kg – 71 kg
78.1 kg – 86 kg	71.1 kg – 78 kg
86.1 kg & above	78.1 kg & above

SINGLE STICK CONTINUOUS - SENIORS (18 - 39 yrs old)	
MEN'S	WOMEN'S
51 kg and under	49 kg and under
51.1 kg – 53 kg	49.1 kg – 53 kg
53.1 kg – 56 kg	53.1 kg – 58 kg
56.1 kg – 58 kg	58.1 kg – 64 kg
58.1 kg – 62 kg	64.1 kg – 71 kg
62.1 kg – 65 kg	71.1 kg – 78 kg
65.1 kg – 68 kg	78.1 kg & above
68.1 kg – 73 kg	X
73.1 kg – 77 kg	X
77.1 kg – 82 kg	X
82.1 kg – 87 kg	X
87.1 kg – 93 kg	X
93.1 kg – 100 kg	X
100.1 kg & above	X

DOUBLE STICK CONTINUOUS - SENIORS (18 - 39 yrs old)	
MEN'S	WOMEN'S
53 kg and under	49 kg and under
53.1 kg – 58 kg	49.1 kg – 53 kg
58.1 kg – 64 kg	53.1 kg – 58 kg
64.1 kg – 69 kg	58.1 kg – 64 kg
69.1 kg – 75 kg	64.1 kg – 71 kg
75.1 kg – 82 kg	71.1 kg – 78 kg
82.1 kg – 91 kg	78.1 kg & above
91.1 kg – 100 kg	X
100.1 kg & above	X

BANGKAW - SENIORS (18 - 39 yrs old)	
MEN'S	WOMEN'S
53 kg and under	Open
53.1 kg – 58 kg	
58.1 kg – 64 kg	
64.1 kg – 69 kg	
69.1 kg – 75 kg	
75.1 kg – 82 kg	
82.1 kg – 91 kg	
91.1 kg – 100 kg	
100.1 kg & above	

#### D. MASTERS DIVISION

MASTERS A (40 - 56 yrs old)	
MEN'S	WOMEN'S
62 kg and under	52 kg and under
62.1 kg – 67 kg	52.1 kg – 59 kg
67.1 kg – 75 kg	59.1 kg – 71 kg
75.1 kg – 84 kg	71.1 kg – 78 kg
84.1 kg – 100 kg	78.1 kg & above
100.1 kg & above	X

MASTERS B (57 - 69 yrs old)	
MEN'S	WOMEN'S
64 kg & under	X
64.1 kg – 73 kg	X
73.1 kg – 82 kg	X
82.1 kg and above	X

#### IV. COMPETITION PROCEDURES/ RULES AND REGULATIONS

##### 1. COMPETITION RULES

The 16th WEKAF World Championships shall be conducted in accordance with the World Eskrima Kali Arnis Federation's Consolidated Rules for Arnis Competitions.

All unforeseen matters and events not covered by the Rules and Regulations shall be decided upon by the Tournament Technical Committee.

The Tournament Technical Committee also reserves the right to formulate and establish Ground Rules that are deemed necessary to ensure the smooth conduct of the tournament.

##### 2. FORMAT OF COMPETITION

###### a. FULL CONTACT COMPETITIONS

Blind Matching and Pairing using Single Elimination shall be used in the Full Contact Competitions for the Single & Double Stick Continuous, Padded Point, Knife Point, Bangkaw/Long Stick, and Team Sparring.

###### b. FORMS COMPETITIONS

The order of performance shall be decided through drawing of lots.

##### 3. DISQUALIFICATION RULES

The following list of infractions is carried out as an AUTOMATIC player/team disqualification. The judges must confirm and agree. The tournament director may also question to confirm the disqualification to ensure the guidelines are being met:

- Incomplete requirements or documents.
- Submission of fraudulent and / or falsified documents.
- A participant who commits a dangerous intentional foul that inflict injury to the opponent like boxing, punching, slapping, kneeing, kicking, elbowing, bone, breaking, wrestling, grappling, throwing, tripping, sweeping, take downs, and hand/stick/headbutting.
- Deliberate hitting of illegal target areas like neck, throat, groin, back and back of head.
- Refusal to abide by the referee's decision or accumulates a total of three to five infractions of the rules.

- f. Any disruptive action or behavior of the participant, teammate, trainers, coaches, club instructors or team followers which may lead to violence breaking the spirit of sportsmanship.
- g. Any of the delegation that interrupts the orderly manner/conduct of the event.
- h. Attempting to influence the officiating officials.
- i. Aggressive behavior toward the referees and judges during and after the contest.

## **V. ATTIRE AND UNIFORM**

Shall mean all those that form the player's outfit worn in the competition / playing area during the competition.

### **1. FULL CONTACT COMPETITIONS**

Competitors are required to use their official team uniform. Proper footwear (Rubber Shoes) must be used.

### **2. FORMS COMPETITIONS**

Team Uniform / Official Eskrima/Kali/Arnis Uniform may be used during the competition.

Any costume appropriate to the Forms may be used provided that it has the approval of the Technical Committee.

- 3. Coaches should be in their delegation uniform during the competitions.

## **VI. PROTECTIVE EQUIPMENT**

- 1. Protective Equipment shall ensure the safety of the participants in the Full Contact Competitions. The use of safety equipment is mandatory. All safety equipment including Forms Weapons should PASS the STANDARDS and ACCREDITATION of WEKAF's Equipment Committees. The specifications of safety equipment are as follows:

### **HEAD GUARD:**

A protective gear that covers most part of head and is designed to improve and afford mobility of the athlete. Head guards should provide sufficient protection to prevent and avoid injuries to fighters even with excessive and series of heavy striking blows with rattan sticks or padded sticks. The fighting mask should comprise of a semi-spherical head guard having a top portion provided with thick resilient foam enclosed with a pair of protective sheets, a forehead protective member extending from the top front edge, an ear guard respectively provided on the opposing sides of head guard, a temple guard secured above said ear guard, a pair of extending flaps respectively provided along the vertical edges of the sides of the head guard



### **BODY VEST (FC – Padded Point / Knife Point)**

A protective gear that covers most part of the athlete's body. The Body Vest should be made out of light and durable material to improve and afford the athletes mobility while at the same time providing sufficient protection to prevent and avoid injuries to fighters even with excessive and series of heavy striking blows with rubber knives or padded sticks. The Body Vest is worn in the front of the fighter providing frontal protection from blows from strikes. Body Vest secures from the lower neck spanning out to the shoulders and dropping down all the way down to the groin. Adjustable straps are located at the back to better fit the fighter.

### **BODY PROTECTOR (FC – Single&Double Stick Continuous / Bangkaw)**

A protective gear that covers most part of the athlete's body. The Body Protector should provide sufficient protection to prevent and avoid injuries to fighters even with excessive and series of heavy striking blows with rattan sticks. It should be made up of light cloth and padding material for mobility for the fighter and expand its padded section that wraps around the left and right side body to protect against strong whipping blows. The improved Body Protector covers the body from the neck down to the knees. It is worn through the front and is fastened from the back to maximize protection in the front. Protective flaps reach up to the left and right elbows to allow mobility for the arms. Protective flaps reach up to the knees and side of thighs for ease of movement for the legs. Additional padding may also be introduced to cover the right and left side of the thigh and the upper leg.

### **ARM PAD / GUARD**

The Arm Pad should provide sufficient protection to prevent and avoid injuries to athletes even with excessive and series of heavy striking blows with rattan sticks or padded sticks. It should provide and afford mobility for the athletes. The Arm Pad should be made of light and durable material that is able to reduce the impact of stick blows. It wraps around the entire forearm with two adjustable straps for comfort of the wearer.

### **LEG GUARD**

The Leg Guard should provide sufficient protection to prevent and avoid injuries to athletes even with excessive and series of heavy striking blows with rattan sticks or padded sticks. It should provide and afford mobility for the athletes. The Leg Guard is made out of light but durable material. The Leg guard covers the thighs, knees and upper shins from blows coming from strikes. The Leg Guard fastens up along the thigh and stretches all the way down to calf, several inches from below the knee. Leg Guard wraps around the entire leg, it has two adjustable straps to better suit the player. Leg guard is flexible and stretches along the knees to provide ease of mobility but also has padding to protect the knees.

### **SPARRING GLOVES**

The Sparring Gloves should provide sufficient protection to prevent and avoid injuries to athletes even with excessive and series of heavy striking blows with rattan sticks or padded sticks. It should provide and afford mobility for the athletes. The Sparring Gloves are made from durable and light materials. The Sparring Gloves

cover the entire hand and wrist. Flaps reinforced with resilient material cover the fingers and thumb. Finger loops inside the Sparring Glove allow securing the glove on as well as giving maximum grip for the fighter. An adjustable strap along the wrist allows the wearer to adjust the tightness of the glove along the wrist.

2. Protective Equipment which includes Head Gear, Body Vest, Body Protector, Arm Guard, Leg Guard, Groin Guard/Cap, Hand Gloves, and weapons shall be color coded, one red and the other one blue.
3. All protective equipment including weapons for Full Contact Competition shall be provided by the Tournament Management.

## **VII. WEAPONS**

### **1. FORMS/SAYAW/KARANZA COMPETITIONS**

All weapons used must be a legitimate part of established Filipino Martial Art systems. These include solo baston/olisi, doble baston/olisi, or replicas of indigenous Filipino long and short blades (kris, kampilan, barong, bolo, pinuti, etc.), Bangkaw, and Espada y Daga.

### **2. FULL CONTACT COMPETITIONS – Single & Double Stick Continuous/ Bangkaw**

#### **SPARRING STICKS**

The Sparring Stick is the main weapon for the Full Contact – Single/Double Stick Continuous Competitions. It should be made from a light fibrous wood and durable. Light Sparring Sticks are used for safety purposes. Sparring Sticks are 70 cm long and about an inch in diameter.

#### **BANGKAW/LONG STICKS**

The Long Stick/Bangkaw is the main weapon for the Full Contact – Long Stick/Bangkaw Continuous Competitions. It should be made from a light fibrous wood and durable. Light Long/Bangkaw Sparring Sticks are used for safety purposes. Long Stick/Bangkaw are 5ft long and about 2.5 cm in diameter, with an approximate weight of 400 grams.

### **3. FULL CONTACT COMPETITIONS – Padded Point / Knife Point**

The stick made of rattan wrapped with foam shall be the official weapon at the competition.

#### **PADDED STICKS**

The Padded Stick is the main weapon for the Full Contact – Padded Stick Competitions. The Padded Stick is made out of a thin light fibrous wood covered with a thick foam padding finished with a durable fabric. Light Padded Sticks are used for safety purposes. Padded Sticks are 70 cm long and about an inch and a half in diameter.



## RUBBER KNIFE

The Rubber Knife is the main weapon for the Full Contact – knife Stick Competitions. It should be made out of a light durable rubber material covered with extra padding for safety purposes. Rubber knives 30 cm long and about 6cm wide, with an approximate weight of 50 grams.

## VIII. AWARDS

Winning competitors shall be awarded with the following medals:

### a. FULL CONTACT COMPETITIONS

1st	Placer	-	Gold
2nd	Placer	-	Silver
3rd	Placer	-	Bronze (2 winners)

### b. FORMS COMPETITIONS

1st	Placer	-	Gold
2nd	Placer	-	Silver
3rd	Placer	-	Bronze

## IX. TOURNAMENT SCHEDULE

16th WEKAF World Championships Pre-qualifying Event		
Day 1 Jul-16		
Pre-Competition		
Time	Venue	Activity
7:00 pm	TBA	Registration & Accreditation
7:30 pm	TBA	Weigh in
8:00 pm	TBA	Solidarity Meeting
Day 2 Jul-17		
First Day of Tournament		
Time	Venue	Activity
7:00 am	Mandaue Sports Complex	Opening
8:00 am	Mandaue Sports Complex	Forms Competition
12:00 nn	Mandaue Sports Complex	Lunch Break
1:00 pm	Mandaue Sports Complex	Resume Tournament
3:00 pm	Mandaue Sports Complex	Sparring Competition
6:00 pm	Mandaue Sports Complex	Dinner Break
9:00 pm	Mandaue Sports Complex	End of Day 1
Day 3 Jul-18		
Final Day of Tournament		
Time	Venue	Activity
7:00 pm	Mandaue Sports Complex	Sparring Competition
12:00 nn	Mandaue Sports Complex	Luch Break

1:00 pm	Mandaue Sports Complex	Resume Tournament
6:00 pm	Mandaue Sports Complex	Dinner Break
9:00 pm	Mandaue Sports Complex	End of Day 2

16th WEKAF World Championships Schedule of Activities				
Day 1 Jul-18				
Pre-Competition				
Time	Venue	Activity		
8:00 am	TBA	Registration & Accreditation		
8:30 am	TBA	Weigh-in		
10:00 am	TBA	WEKAF Congress		
1:00 pm	TBA		Solidarity Meeting	
6:00 pm	TBA	Welcome Reception & Dinner		
Day 2 Jul-19				
First Day of Tournament				
Time	Venue	Activity		
7:00 am	Mandaue Spots Complex	Opening Ceremonies		
8:00 am	Mandaue Spots Complex	Forms Competition		
12:00 nn	Mandaue Spots Complex	Lunch Break		
1:00 pm	Mandaue Spots Complex	Resume Competitions		
3:00 pm	Mandaue Spots Complex	Sparring Competitions		
6:00 pm	Mandaue Spots Complex	Dinner Break		
9:00 pm	Mandaue Spots Complex	End Day 1 of Competition		
Day 3 Jul-20				
2nd Day of Tournament				
Time	Venue	Activity		
7:00 am	Mandaue Spots Complex	Sparring Competitions		
12:00 nn	Mandaue Spots Complex	Lunch Break		
1:00 pm	Mandaue Spots Complex	Resume Competitions		
6:00 pm	Mandaue Spots Complex	Dinner Break		
Day 4 Jul-21				
Final Day of Tournament				
Time	Venue	Activity		
7:00 am	Mandaue Spots Complex	Sparring Competitions		
12:00 nn	Mandaue Spots Complex	Lunch Break		
1:00 pm	Mandaue Spots Complex	Resume Competitions		
6:00 pm	Mandaue Spots Complex	Dinner Break		
Day 5 Jul-22				
Post Tournament				
Time	Venue	Activity		
6:00 pm	TBA	Awarding and Fellowship Dinner		

## X. TECHNICAL OFFICIALS AND JURY

The appointment of Technical Officials and the Jury of Appeals will be in accordance with the Charter and Rules of the World Eskrima Kali Arnis Federation.

### 1. International Officiating Officials

- a. WEKAF shall appoint International Officiating Officials who shall serve as Neutral Referees and Judges.
- b. Each participating International Team/NOC can bring along one (1) WEKAF - accredited official.

### 2. National Officiating Officials

PEKAF in coordination with and approval of WEKAF will appoint a number of National Officiating Officials (NOOs) as may be approved by PHISGOC to assist the International Officiating Officials.

### 3. Jury of Appeals

The Jury of Appeals shall comprise of representatives from the World Eskrima Kali Arnis Federation. The decision of the Jury of Appeals shall be final.

## XI. PROTEST AND COMPLAINTS

Protest shall be done immediately after the match and before the next competition begins. Protest after the match/bout shall be made in writing within two (2) hours by the coach, duly signed by the athletic manager or authorized representative of the delegation, and addressed to the Technical Committee.

## RULES AND REGULATIONS

1. A maximum of **3** protests are only allowed per match. These protests will be subjected to a **PROTEST FEE of \$300** per protest
2. The coach can raise a protest on the call/decision of a referee or judge during the contest.
3. Upon raising the protest, the coach must right away fill out the form and have it signed by the team manager or the head of the delegation.
4. When can protests be made:
  - a. **Padded Point/Knife Point**
    - i. **After** the referee gives **the point/foul/disarm** and before the resumption of the match/encounter.
    - ii. An athlete can call for a timeout to consult with his/her coach but only the coach can make the official protest.
  - b. **Forms**
    - i. After the score is raised per performance
    - ii. Before the start of the next performance
  - c. **Single & Double Stick Continuous / Bangkaw**

- i. For calls on **penalties**: The protest must be made right after the round the penalty was given.
  - ii. For **results**: Protests must be made right after the declaration of winner has been made
  - iii. An athlete can call for a timeout to consult with his/her coach but only the coach can make the official protest.
5. The referee will call for a special timeout which will not last for more than 5 minutes. The jury of appeals will then review the protest and make their decision
6. The jury's decision is final. No appeals will be accepted.

## PROCEDURE

1. The coach of the player will call the referee's attention and will raise his/her protest. The referee in turn will call the Court Manager. Court Manager will provide a form with details of the protest to be filled out by the coach and signed by the protesting team's manager.
2. The filled out and signed form will be submitted to the jury and will then review the clip.
3. Once proven that there was an error in judgement, the judges will be informed of the decision of the jury and the appropriate point/foul/disarm will be given by the referee to the player concerned.
4. If the protest is deemed lacking of concrete evidence based on the clip, no appropriate point/foul/disarm will be given.

## XII. OTHER MATTERS

All other matters not mentioned in the 16<sup>th</sup> WEKAF World Championship Technical Handbook and not covered by the Consolidated WEKAF Rules shall be decided by the Technical Committee through the Tournament Ground Rules

## XIII. DIRECTORY

### World Eskrima Kali Arnis Federation (WEKAF)

President: Steve Wolk  
 Sec. Gen.: Gerald Cañete  
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## I. ARNIS FULL CONTACT COMPETITIONS

### Game Characteristics

Arnis Full Contact is a combative sport played by two (2) individuals in a court measuring 8.0 x 8.0 meters, with a smooth and well-kept surface. Players are paired/matched by division of weight categories. Competitors shall use prescribed weapons in delivering artistic and legal blows, strikes, and disarms to gain scores in a competitive, safe, fair and sportsmanlike manner. There are two (4) concepts of game/play in the Full Contact Event, *namely*: 1. Single Stick Continuous, Bangkaw, Padded Point and Knife Point Competitions.

### 1. SINGLE STICK CONTINUOUS / DOUBLE STICK CONTINUOUS / BANGKAW

#### Continuous Sparring

The contest shall consist of three (3) rounds of one (1) minute each, with thirty (30) seconds of rest in between rounds. Target points shall be any part of the body above the knee except the groin and the neck. This includes the front and the sides of the thighs and body, both arms and hands, and the top, front, and sides of the helmet. Hitting the back of the body is only allowed when the competitors are facing each other (i.e. through the use of curving strikes). Hitting the back of the head is not allowed due to insufficient padding on the back of the helmet. Only two (2) consecutive strikes to the same target area are permitted.

A panel of three (3) Judges shall decide the winner of the match. A Referee shall supervise the match but has no decision in the scoring. The Referee will be provided with an olisi to facilitate managing the match. A timekeeper will manage the rounds and intermissions. An Arbitrator, who will have authority over the Referee, may be assigned a ring or group of rings. The Tournament Director will be the highest authority, and has the power to stop a contest at any time should he/she see fit.

But this must be done at the end of the round.

#### a. SCORING

Scoring shall be based on the following:

- i. The competitor who scores more hits to the head, hands, and all other legitimate target areas.
- ii. The competitor who scores more powerful hits to the head, hands, and all other legitimate target areas.
- iii. When a competitor loses his stick (Disarm or Agaw) through any move other than foul means. In scoring, the elements of offense, defense, clean hitting, ring generalship, techniques, and sportsmanship shall be carefully considered. Aggressiveness also earns credit.

Scoring shall be done using the “10 Point Must” system. The winner of the round is always awarded ten (10) points (prior to deductions), while the loser receives anywhere from nine to seven (9-7) points, depending on how decisively the round was won. The “10 Point Must” system of scoring is applied as follows:



SCORING	
Slight Edge	10-9
Wide Edge	10-8
One Sided	10-7

Most reasonably competitive rounds are scored “10-9”. A “10-8” round is usually the result of one competitor dominating consistently for the entire round, or possibly a clean victory in addition to a Disarm. A “10-7” round is very rare, and should only be scored when a competitor has his arms at his sides, is being hit constantly, and is almost unable to defend him/herself.

#### **b. JUDGEMENT / DECLARING THE WINNER**

Judgement for the winner of the match shall be made on the following conditions:

##### **1. Win by Points**

On completion of the three (3) rounds of the match, each Judge will total the score on his card for each of the two competitors. The winner will be the competitor with the highest point total for three (3) rounds. If the point totals are equal, the judge will score the match as a draw on his/her card. The winner of the match will be determined according to the cards of the three (3) Judges as follows:

	WIN	LOSE	DRAW
Unanimous Decision	3	0	0
Majority Decision	2	0	1
Split Decision	2	1	0
Majority Draw	1	0	2
Draw	0	0	3
Draw	1	1	1

##### **2. Win by Technical Knockout (TKO)**

The contest is terminated and judged a Technical Knockout (TKO) for terms of:

i. An overwhelming one-sided match. If in the opinion of the Referee, a competitor is totally outclassed or is receiving excessive punishment, the bout shall be stopped and the opponent will be declared the winner.

ii. Injury. If a fight in the opinion of the Referee is unfit to continue because of injury or other physical reasons, the bout shall be stopped and the opponent will be declared the winner. The right to make the decision rests with the Referee, who may consult with the available qualified medical personnel. After consultation, the Referee must follow the medical advice. When the medical personnel are called into the ring / playing area, only the medical personnel and the Referee shall be present inside the ring. The medical personnel have the right to request that the bout be stopped, if for medical reasons a competitor appears to be unfit to continue.

### 3. Win by Disqualification

If a competitor is disqualified, his opponent shall be declared the winner. If both competitors are disqualified, the decision shall be announced accordingly. A disqualified competitor shall not be entitled to any prize, medal, or honorable award relating to any stage of the competition in which he has been disqualified.

Any competitor who loses by disqualification may be subject to additional sanctions by PEKAF, including possible suspension from future PEKAF events or by expulsion.

#### c. DRAW / TIE BREAK

A judgement of Draw (“Patás”) shall be made when neither competitor has been able to win the match according to the rules of scoring. In the event of a draw, the winner of the contest will be determined by a single extension round of one (1) minute for adults and 45 seconds for the juniors.

## 2. PADDED POINT / KNIFE POINT

#### a. GAME DESCRIPTION

The contest shall consist of one (1) round with an allotted time of two (2) minutes. The philosophy of padded point/knife point sparring is ‘One Hit, One Score’ with the first strike getting the point. Padded point/knife point Sparring is played by two players who are color-coded, one is Red while the other one is Blue. Points are awarded to contestant who scores with strikes on the targeted areas of the opponent. One (1) point is awarded where there is a “hit” or “strike” to the body areas from the head, or shoulders, torso, arms, legs, and down to the feet including armor and clothing.

#### b. DRAW / TIE BREAK

In case that the two (2) minute time allotment for a round has lapsed and the scores, disarms, fouls of both players are identical, an extension of sudden death round will be implemented. First person to score will be declared the winner.

## II. ARNIS – FORMS Competition

(ANYO) FORMS Event is a demonstration of artistic, choreographed, and prearranged sets of movements, offensive and defensive techniques using a stick, a wooden replica of a bladed weapon or a metallic un-bladed replica of a weapon. Performance should have a minimum time limit of one (1) minute and should not exceed two (2) minutes. The time begins when the first salutation has been completed and ends with the ending salutation. A salutation must be performed by the competitor prior to beginning the Anyo, and immediately after the Anyo movements are complete.

The order of performance shall be made through drawing of lots and it shall be judged based on the Consolidated Sports Rules for Arnis Competitions.

The competition is sub classified as 1. Traditional Forms Competitions; and 2. Musical Forms Competitions.

## 1. Traditional Anyo/Sayaw/Karanza

A Forms demonstration of strictly combative martial arts techniques without the use of “fancy” movements. There are no musical accompaniment for this division.

## 2. Musical Anyo/Sayaw/Karanza

A Forms demonstration which can incorporate weapon releases/throws, kicks, jumps, rolls, and other creative and acrobatic movements provided that the Forms must follow the movements and principles of Eskrima – Kali – Arnis and that at least 80 percent of the total performance shall emphasize stick/olisi, bladed weapon replicas, or other weapons being used. Music is allowed.

## 3. SCORING

There shall be five (5) Anyo Judges seated in front of the competition area. Each competitor shall be given scores between five (5) to ten (10). Ten (10) shall be the highest score, and five (5) shall be the lowest score. Increments of 0.1 are allowed.

The highest and the lowest of the five (5) scores are dropped to prevent biases and the remaining three (3) scores are averaged to determine a contestant's score.

The following actions will result in a deduction per violation to the participant's score in order to come up with the final score.

- |  |                     |
|--|---------------------|
| a. Disarm  | 0.5 point deduction |
| b. Time Limit Violation                                      | 0.5 point deduction |
| c. Starting Over   | 0.5 point deduction |
| d. Finishing in a place<br>different from the starting point | 0.5 point deduction |
- (unless Judges have been notified in advance that this will occur)*

## 4. DRAW / TIE BREAK

In case of a tie, the first option to settle the tie break is to review the scores and average the original five (5) scores by including the lowest and highest scores previously removed. The new scores will be used to break the tie only, and will not be used to determine results relative to the other competitors in the division. If there still exists a tie in points, the competitors will be required to perform again and be judged a second time. Likewise, the new scores will be used to break the tie only, and will not be used to determine results relative to the other competitors in the division.