

Open Dutch Championship 2023 Enschede, the Netherlands

This are the rules compiling the 2023 Open Dutch Championship of Doce Pares Netherlands

Traditional, with music and team forms general rules

- Competitors are allowed to use any standard training uniform or decent costumes or whatever the form calls for.
- Competitors may use either single or double Olisi or Espada y Daga (long and short sticks) or either a Filipino indigenous long blade or short blade (kris, kemplilan, pinuti, barong, etc.)
- The competitor must bow before entering the competition field
- The competitor bows to the judges
- The competitor bows again and walk to his/ her starting point
- The competitor bows again and stand in his/ her opening stance
- The competitor perform his/ her form
- The competitor goes back in opening stance and wait for the score
- The competitor bows again and walks back with face to judges from the field

Judges and giving points on the forms divisions

- Each field are 5 judges
- The judges remain in field until end of each division. No judges may change during a division.
- All judges have to raise the score board up in the air and turn the scoreboard to the official table
- The Score Keeper shall read out loud and record all scores and total the score as applicable.
- Lowest point is a 5 and highest point is a 10
- Points will be given to 1 tenth of a point (like 6,6 or 7,7)
- The lowest point and the highest point will be stripped away
- The remaining points will be added up and written
- When abandoning during a performance **NO** points will be given
- When ending in a tie the candidates have to perform the same performance again

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- When ending in a second tie judges choose who performed best by a majority vote
- When the competitor will lose a weapon 1 point goes of the total points
- The judge will give the point by the next criteria:
 - **a. GRACEFULNESS**
 - i. execution of the olisi
 - ii. foot works and stances
 - iii. balance and posture
 - iv. body, hand and stick movements (motions)
 - **b. POWER**
 - i. breathing movement (inhalation and exhalation)
 - ii. delivery of strikes, i.e. angles, lines, zones, etc.
 - iii. dynamic tension
 - **c. IMPACT**
 - i. Precision of movement, i.e. ending at the starting point and utilization of the entire contest area.
 - ii. Uniform, costumes other indigenous native/tribal garb or accessories but with relevance to Eskrima Kali Arnis.
 - **Note:** Acrobatic, Gymnastic and movements purely of other martial arts and which have no relevance to Eskrima Kali Arnis shall be ignored.

Traditional form

- The form must contain only the (original) forms (Sayaw) without music
- The competitor tell his/ her name and what sayaw he or she is going to perform

Forms with music and team form

- Individual competitors doing a form must say where they start and where to end
- Individual competitors doing a non traditional form must say if he/ she will if the weapon is going to fall on the ground
- The forms with music form may not exceed two (2) minutes duration. Team forms are allowed to have a duration of 4 minutes maximum.
- When exceeding the maximum time 1 point will go off the total points

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- Music is allowed (music must be given to the organisation before the divisions starts)
- Minimum for a team is 2, maximum is 10
- Each school may enter the team divisions with maximum of 3 teams.

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Padded knives and padded sticks

- Padded Point Sparring is played by two players (one red and one blue)
- Competitor must stay at the same field when division starts
- All competitors may wear clothing of any color. Insignias and writing on clothing must not be offensive to anyone. The shoes must have soles which do not mark or damage the floor. Street clothing is not allowed. Uniform shirts and trousers must have a neat appearance
- A padded stick representing a weapon measuring 76,2 cm long and a diameter from 2,54cm to no more than 7,6 cm is used to score points to targeted areas of the opponents body
- A padded knife representing a weapon measuring 30 cm long and a blunt blade of 18 cm.
- **Mandatory safety equipment:** tournament approved headgear with eye protection, padded gloves, groin protector (male), chest or torso protector under 18 years old
- **Highly recommended safety equipment:** chest or torso protector 18 years old and up, elbow pad, knee pads, forearm and shin pads and other safety equipment the competitor may feel needed to prevent injury
- To win the match by accumulating the majority of points in a two minute match
- Points are awarded to the contestant who scores with a controlled strike to the targeted areas of the opponents body as one would use a sword. One awarded to the body areas from the head, upper shoulders, torso and weapon arm. No point is awarded to strikes of the non-weapon arm and from the knee down to the foot
- Fighting area is 6 by 6 meters
- A match can be announced a forfeit when any player refuses to abide by the referee's decision or accumulates a total of three infractions to the rules
- A match can be announced a forfeit when A player does not report to the ring when called three consecutive times
- The winner of each match must go to the field table to confirm his/ her name
- A total of three warnings will disqualify the competitor and default the opponent as winner

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Judges and referees on padded knives and sticks

- Each field have 1 center referee
- Each field have 3 judges who have a seat all on one side
- Referee and judges stay on same field during each division
- Each match is 2 minutes
- A referee may not be removed upon request of a participant. A referee may be removed if the Floor Manager or Tournament Arbitrator feels that it is necessary for the fairness of the event
- Check the ring for proper markings, cleanliness or hazards
- Check availability of materials such as time clocks, referee staff, padded weapons, paper and pencils a towel or similar object to use as a time over signal
- Check each competitor for the required safety equipment
- Judges must maintain a manner that will not mislead the decision of the referee or other judges in the ring and must wait for the command from the referee before showing their point indication
- The referee will have the competitors face and salute the time keeper table or head table then turn and salute the judges and referee then salute each other. The referee will then have the competitors step back to the designated marked positions on the floor
- The referee will check with the judges, time keeper and score keeper for ready status. When an acknowledgement from all officials is given the referee will give the command to the competitors to commence by using the word start or go
- A time-out can only be called by the referee and 1 given to each player. The referee can call a time out for injury, equipment adjustments, or discussion with the tournament director and judges
- When a point is made a judge will say CALL and The referee will give verbal command to the judges “JUDGES READY — CALL” a hesitation between the words “READY” and “CALL” must be made. The judges and referee will then simultaneously extend out red or blue flag for the point
- And the end of the 2 minutes the timekeeper will call TIME and the match ends
- The referee will then have the two competitors meet in the center of the ring salute the head table, the judges and each other. The referee will then indicate the winner by either raising the competitors arm or an extended arm pointing to the winners side
- **Warnings:**

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- **HAND CHECKING.** This is not allowed to any parts of the body or head. Hand checking is only allowed to the weapon hand
- **GRABBING.** The match will be stopped if grabbing and holding is done
- **Strikes to the rear of the body including the head is not allowed**
- **FOUL LANGUAGE.** Cursing and swearing unintentional or otherwise remarks will not be tolerated
- **EXCESSIVE CONTACT.** A warning will be made if competitors do not stop action when a "BREAK" is called

DISQUALIFICATION (AUTOMATIC)

- The judges must confirm and agree. The tournament director may also question to confirm the disqualification to ensure guidelines are being met
- **KICKING, KNEE THRUSTS, TRIPPING, SWEEPING, HEAD BUTTING**
- **PUNCHING AND ELBOWS.** Using the free hand to punch is not allowed. Only to check to the weapon arm. Using the Elbow for striking is prohibited
- **WRESTLING, GRAPPLING, TAKE DOWNS.** Are not allowed
- **THRUSTING OR BUTTING** with tyke weapon. Not allowed with either end

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Full contact rules single and double stick

- Only competitors from 16 years and up are allowed to compete
- Fighting area will be 7 by 7 meters
- Each match have one referee and three corner judges, one time keeper and one point keeper
- Each competitor may have one coach on the side of the field to support
- Tables and chairs for officials – Judges, Announcers, Timekeepers, Physicians, Jury, Administration, Media, etc.
- Score cards – for judges with extra black copies. Also extra pens, pencils and clipboards
- The competitor shall have three (3) rounds of one (1) minute per round with thirty (30) seconds to one (1) minute interval
- Striking or hitting points shall be any part of the body and hand – except from the knee down to the foot, the groin and neck and back of the head and body
- The competitors stand two (2) meters apart at the center of the contest area, both facing and jury. At the command of the referee who shall stand between the contestants, the contestants shall execute the formal salutation or “yuko” – then facing each other, another “yuko”. After the salutations, the contestants shall assume on-guard (“handa”) position upon instruction of the referee. The contest then begins at the referee’s command of “Fight
- When the time limit expires without any player having lost by technical knockout (TKO) or referee shall require both contestants to return to the original position at the start of the contest. The referee shall then collect the score cards from the judges and them over to the jury. After checking the score cards, the jury shall announce the decision

Scoring

- a. A contestant making more hits to the body. Head and arm.
- b. When a contestant loses his olisi as a result of disarming (“agaw”), or his olisi is knocked off from his hand.
- Scoring shall be by the “10-point must” system. The winner during the “encounter” or “exchange” gets “10” points while the loser receives anywhere from “9” points – depending upon the decisiveness by which the former won the round
- A minus one point penalty (-1 penalty point) can only given at the end of the full match not after one round
- When a competitor loose his stick during a single stick match the competitor will get his stick back but will get a penalty point at the end of the match

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- When a competitor of a double stick match loses a stick during one round he or she must fight with one stick till the end of the round
- In scoring a contest the elements of offense, defense, clean hitting, ring generalship, technique and sportsmanship shall be carefully considered.
- The use of foul strikes or blows, and other foul or unsportsmanlike tactics shall result either in a warning or penalty. The referee shall stop the contest upon the commission of the foul to admonish or warn the contestant, and to advise the judges in case of a point deduction. However in a clean intentional foul, the referee shall disqualify the erring contestant automatically for only after consultation with the judges

Mandatory Protection

- **Headgear** must be fitted with steel/Aluminum grille screen to fully cover the face, designed in such a manner as not to impair a contestant's vision.
- The competitive headguard shall be made adjustable to all head sizes. It shall fully cover the face and head with flaps to protect the neck and back of the neck. There should be an adjustable strap for proper adjustment.
- **A protective jacket** must be worn by all contestants which shall cover the entire body down to the knee. The jacket shall cover all portions of the leg above knee with sufficient foam padding in front and on the sides. Foam padding shall extend to both sides of the body, although a light padding at the back portion is allowable.
- When the body protective jacket is undone during the contest, the referee shall stop the contest, the contest and have it attended to.
- **Approved Gloves:** A competitor shall wear gloves which the organizers of the competition have placed at their disposal, however, may be allowed to wear their own gloves upon prior approval. The glove may extend to cover up to a big portion of the arm. However, if he so desires, a fighter may be permitted to use additional arm pad to protect his arm.
- **Stick (Olisi)**
- Contestants shall be provided with rattan stick "olisi" with the following specifications:
 - i. Length shall not be more than 74 centimeters.
 - ii. Diameter shall not be more than 2.6 centimeters.
 - iii. Weight shall not be more than 200 grams.
- Contestants may use their own rattan sticks provided prior approval have been granted by the organizers.

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• Optional Equipment

- Leg band or pad, arm pad or additional body vest may be permitted for use by the contestants provided prior authorization shall be obtained.

Referee

- See that the rules and fair play are strictly observed
- Maintain control of the contest at all stages
- Prevent a weak fighter from receiving undue and unnecessary punishment
- Check the protective gears and equipment
- Use the commands during a match: "Fight", "Break", "Stop"
- He shall indicate to a fighter by any suitable explanatory signs or gestures any infringement of the rules
- At the end of the contest, collect and check the score cards of the judges; after checking, he shall hand those score cards to the jury or on occasion where there is no jury, to the announcer
- The referee shall not indicate the winner by raising a fighter's hand or otherwise until the announcement has been made. When the referee has disqualified a fighter or stopped the bout. He shall first inform the jury or announcer which fighter he has disqualified or the reason for which he stopped the bout, to enable the jury to instruct the announcer to make the decision correctly known to the public. When the winner of a bout is announced, the referee shall raise the hand of the winning fighter