  
  
RULES

Tolpar Knife Fighting School

These Rules of organizing and conducting sports knife fighting competitions (hereinafter referred to as "Rules") are drawn up considering the main requirements of the Organizational and Technical Regulations of the Competition Rules. All organizers of sports knife fighting in the name of Tolpar Knife Fighting School shall strictly meet them. The Rules define the most important issues of judging and the work of judiciary board. When it comes to all disputable competitive situations not covered by these Rules, the Chief Referee of the Competition is entitled to take a decision. Officials (team representatives, instructors, coaches, athletes and referees) taking part in the competition shall observe these Rules.

**CHAPTER 1. GENERAL PROVISIONS**.

Article 1. Nature of the competition.

1. The nature, conditions and ways of conducting the competitions are determined by the Regulations drawn up by the organization conducting the competition. The Regulation shall be published at least one month before the competition day.
2. As per the nature, the competitions are divided into individual, team, and individual-team ones.
3. In individual competitions, each athlete in his/her category takes a specific place.
4. As for team competitions, each team take a specific place based on the competition results.
5. When it comes to individual-team competitions, individual places of athletes are considered, and the team place is determined based on the sum of individual results of its participants. At that, the following scoring shall be taken into account:

* the participant who took the 1st place - 8 points;
* the participant who took the 2nd place - 6 points;
* the participant who took the 3rd place - 4 points;
* participants, who took the 4th-6th places - 2 points;

When determining the team championship, the team that has more first, then second, etc. places will be favoured, in case two or more teams have equal points.

Article 2. Competition and scoring systems.

Depending on the system of dropping-out of competitors, competitions are held:

1. As the round robin system (with the number of participants, or teams, from 2 to 5). A system in which athletes in the same subgroup compete with each other to determine the winner and allocate places among each other (for 2 - 3 teams \*see Appendix 1). To determine the winner by the round robin system in the individual category, the following criteria shall apply in the order specified below:

* By the number of wins. The athlete with the highest number of victories among all participants becomes the winner.
* Based on the result of a head-to-head battle, in case of an equal number of wins.
* Based on the greatest sum of points gained in all battles, as a result of the difference between won and lost fights.
* In case all criteria for determining the winner are equal, an additional fight shall be held.

To determine the winner by the round robin system in the team category, the following criteria shall apply in the order specified below:

* Based on the most total team wins.
* Based on the result of an individual team battles between teams with an equal number of team wins.
* Based on the highest sum of individual wins in all team fights in the group.
* Based on the highest sum of points of all team fighters. This sum is the difference between won and lost battles in all team fights of the group.

In case all parameters are equal, one additional fight shall be held until the first "clean" point. At that, the time is not considered.

1. As the Olympic system with dropping-out after the first loss:

* Without repechage (when the number of participants, or teams is between 16 and 20). A system in which the athletes that lose in the semi-finals compete with each other for the 3rd place (there is one third place).
* With repechage (if the number of participants is 21 or more). A system in which all athletes that lose to the finalists will compete for 3rd place (there are two third places).

1. As a mixed system. When the round robin and Olympic systems are combined. Qualifying fights are held based on a round robin system in several subgroups (from 2 to 5 athletes/teams in a subgroup). At that, one or two athletes/teams drop-out the subgroup. The final fights are held based on the Olympic system.

\* see Appendix 2

Article 3. Age of participants.

As per their age, athletes are divided into the following groups: - Boys 14-15 years old, - Girls 14-15 years old, - Juniors (male) 16-17 years old, - Juniors (female) 16-17 years old, - Men (18 years old and over), - Women (18 years old and over). The athletes shall reach specified years of age prior to the competition day.

Article 4. Competition categories.

1. Competition for beginners:

* all participants over 14 years of age not considering the height, having a total training experience of up to two years, and taking not more than two prize places at the competitions

1. The competition category "personal growth":

* Boys and juniors (male) up to 170 cm, over 170 cm.
* girls and juniors (female) up to 168 cm, over 168 cm.
* men up to 175 cm, up to 185 cm, over 185 cm.
* women up to 168 cm, over 168 cm.

A competitor may compete only in one category meeting his/her height or in the following category.

1. Competition category "PRO":

* men, women not considering the height, having the status of an instructor, coach in sports knife fighting, master of sports in knife fighting, master of sports of international level in knife fighting, the head of the organization.

If the PRO category is held according to the Competition Regulation, the competitors of this category may not take part in the growth categories.

1. Competition category "Veterans - Absolute":

* men, women not considering the height, over 45 years old.

1. Competition category "Absolute":

* men, women not considering the height.

1. Competition category "Team":

* men (3 persons) not considering the height.
* women (3 persons) not considering the height.

Article 5. Obligations and rights of competitors and seconds. Commitment to honour.

Competitors shall:

1. Pass the credentials committee.
2. Know the Rules, Regulations and strictly observe them.
3. Strictly observe the fight rules, be polite to opponents, referees, officials and spectators during the competition.
4. Follow the requirements of the referee.
5. Wear neat, clean clothing. Wear protective equipment meeting the requirements of the Tolpar Knife Fighting School Rules.
6. When calling by the referee or the secretary, to come immediately to the competition venue. Coming late to the competition venue is possible only with the referee or secretary permission, and only in connection with good reasons.
7. Immediately inform the secretariat of the competition in case of impossibility to continue the competition.
8. Greet the opponent before the fight start and after the fight end.
9. Not stop the fight by him/herself.
10. Fight to win in every battle.
11. Have a medical clearance to participate in the competition.

Participants shall not:

1. Talk during the fight.
2. Interfere in the work of referees, quarrel with them or express dissatisfaction with the judging publicly.
3. Leave the competition venue by him/herself.

The competitor is entitled to:

1. Have a second.
2. Use personal protective equipment according to the Competition Rules.
3. Appeal to the judiciary board through a team representative or in person when there is no representative.
4. Protest against a referee's decision which is contrary to the Rules or the Competition Regulations.
5. Turn to the referee with a request to stop the fight for a while if he/she cannot fight due to a defect of the "sport knife", or personal equipment, and the referee did not notice this.
6. Have a break of 2 minutes before each fight and 5 minutes before the semi-final and final fights.
7. Seek medical care.
8. Refuse to compete or participate in the competition.

The second shall:

1. Know and observe the Competition Rules.
2. Be polite and experienced.
3. Follow the requirements of the referee.
4. Not enter the competition venue during the fight.

The second is entitled to:

1. Immediately protest during the fight. If during one fight the protest is considered to be as ungrounded twice and the referee does not change his/her decision, the subsequent protests during the current fight are not possible.
2. Appeal to the Chief Referee in case of disagreement with the referee decision when dealing with the disputed situation.
3. Assist the athlete to eliminate defects in equipment and clothing.

*Commitment to honour.*

Once the athletes apply for participation in sports knife fighting competitions, they undertake to respect the Rules and decisions of the referee and the Judiciary Board, to follow their instructions exactly and to have respect to the members of the Judiciary Board. A true athlete observing the code of honour has the following characters:

* the desire to win in a fair and uncompromising fight;
* faithful and good behaviour in all situations;
* politeness when dealing with teammates and opponents;
* respectful attitude towards instructors, coaches, team representatives, spectators;
* the ability to remain decent after a victory and to accept loss with grace.

Article 6. Representatives, coaches and team captains.

1. Each organization participating in the competition shall have its representative. If a team does not have a representative, the team captain - officially stated before the competition - may perform his/her duties.
2. The representative is the team leader. He/she is responsible for the discipline and appearance of the competitors, as well as for their timely arriving to the competition.
3. The team representative shall suppress any disrespectful behaviour or statements of his/her team members towards the opponents both during the fight and during the rest time of competitions.

\*For this violation, the team fighter violating moral and ethical standards will receive a penalty point, and the question of disciplinary sanction towards the whole team will arise.

1. A representative (coach, captain) may attend the meetings of the judiciary board and has advisory vote provided that they are held together with the representatives.
2. A representative (coach, captain) has the right to be during the "drawing procedure" of competitors.
3. A representative (coach, captain) has the right to apply in the name of his/her team.
4. A representative (coach, captain) has no right to interfere with the work of referees. In case of such violation, the team, or individual fighter, because of which the representative (coach, captain) interfered, receives a warning. In case of repeated interference, the team or individual fighter will reckon with a penalty point. What is more, a representative (coach, captain) may be removed from the competition venue by a decision of the judiciary board, as advised by the referee or Chief Referee, due to the violation of order or untactful behaviour at the competition.

Article 7. Dress code and equipment.

1. Competitors and judges shall wear the official uniforms described below.
2. Official uniform of the referee is as follows:

* a white short-sleeved shirt;
* a black butterfly;
* black trousers;
* black boots.

1. Official uniforms of competitors are as follows:

* trousers shall be long enough to cover at least two-thirds of the lower leg, but shall not be below the ankle;
* upper body clothing: the maximum length of the sleeves shall not be lower the wrist, but not shorter than mid-shoulder. Sleeveless clothing is prohibited;
* shorts may only be used coming with leggings,
* athletic shoes (without hard inserts).

1. Mandatory protective equipment:

* a fencing mask;
* protective gloves for the hands. Fingerless gloves are prohibited;
* As for women, the use of a protective chest pad is a must.

1. The use of an inguinal bandage, a mouth guard and elastic bandage is permitted.
2. The use of a safety vest is permitted in all categories.

\*The vest serves for a body protection made of a soft foam material used to fill protectors of this kind, largely covering the upper body including sides, and not restricting the fighter's movements. The vest can be made with a team logo and covered with the clothing materials.

1. Additional neck protection with stiff inserts is recommended.
2. The use of unspecified protective equipment is prohibited.
3. The Chief Referee may disqualify any competitor not observing the Rules of dress code and protective equipment.

Article 8. Equipment in the competitive venue and maintenance of the competition venues.

1. The competition venues shall meet all sanitary and technical requirements and standards for holding sports and mass events. The air temperature in the room shall be from +17 to +20 degrees (Sanitary Rules and Regulations Requirements).
2. Official competitions shall be held in a competitive venue that provides places for at least two arenas.
3. The competition area shall be plain, flat and free of obstacles.
4. The competition area is a square with a side length of 8m (the measurement on the outer side can be adjusted depending on the hall conditions). There is a 2m wide safety zone around the perimeter of the area. (can be adjusted depending on the hall conditions). There shall be no billboards, walls, poles and so on closer than two meters from the outer perimeter of the safety zone.
5. To indicate the positions of athletes at a distance of 1.5 meters from the centre of the court, two parallel lines equidistant from the edge of the court with a length of one meter shall be drawn.
6. To indicate the location of the seconds during the fights, two chairs are placed outside the area, opposite the athletes' position marking line, on which the red and green (200x150mm) rectangular cards for filing a protest shall be placed.
7. The court shall be equipped with an electronic punching count system "Sport Knife" for fights, chairs for the seconds of the participants, and a table for the secretary. The table includes an electronic monitor for counting punches, a flip or electronic scoreboard to display the total score of the fights, sound-amplifying equipment.
8. There shall be a physician's table along the line of sight of the competition area.
9. The arena shall provide places for spectators, competitors, coaches, representatives, referees, medical team, warm-up area for athletes.
10. The building in which the competition takes place shall include an adequate number of changing rooms, showers, WC and utility rooms.
11. A hot meal facility may be arranged at the competition venue.

Article 9. Doping and Competition Medical Support.

1. All issued in terms of doping control shall be governed by the Anti-Doping Rules and Procedures based on the basic principles of the World Anti-Doping Code developed by the World Anti-Doping Agency (WADA) and on the documents issued by the Russian Anti-Doping Agency (RUSADA).
2. All persons (athletes, coaches, team leaders, physicians, etc.) involved in competitions shall be fully aware of the procedural rules and anti-doping control requirements set forth in the documents issued by RUSADA [(http://rusada.ru/documents/all-russian-anti-doping-rules](http://rusada.ru/documents/all-russian-anti-doping-rules)).
3. The use of any prohibited substance which may affect an athlete's performance, whether conscientious or otherwise (in the absence of a therapeutic use exemption), is strictly prohibited. If such use occurs, the athlete shall be disqualified from the competition. What is more, this could lead to a further disqualification.
4. Emergency medical care is provided in compliance with Order of the Ministry of Healthcare of the Russian Federation No. 134n dated March 01, 2016 "On the Procedure for the Provision of Medical Care to Persons Engaged in Physical Culture and Sport (Including in the Preparation and Conducting of Physical Education Events and Sports Events).
5. The basis for an athlete's admission to sports competitions based on medical reports shall be an application for participation in sports competitions with a mark "Admitted" opposite each surname of the athlete, certified by the signature of a sports medicine physician and his/her personal seal. The application for participation in sports competitions shall be signed by a sports medicine physician with an indicating of the surname, name, patronymic (if available) and certified by the seal of the medical organization that has a license to carry out medical activity and provides work (services) in physical therapy and sports medicine.
6. Participation in sports competitions is possible only if there is a life and health insurance policy against accidents, compulsory medical insurance certificate, which are handed-over for each participant of sports competitions to the commission on the admission of participants.

CHAPTER 2. JUDICIARY BOARD.

Judiciary board is directly responsible for conducting the competition. The competition judiciary board shall be appointed and approved by the organization holding these competitions on the recommendation of the Tolpar Fight Knife School Judiciary Board.

**Article 10. Composition of the judiciary board.**

1. Chief Judge of the competition.
2. Chief Secretary of the competition.
3. Arena Secretary.
4. Time keeper.
5. Informer.
6. Videographer.
7. Referee.
8. Physician.

Article 11. Functions of the Chief Referee of the competition.

The Chief Referee of the competitions shall manage the competitions as per the Regulations and the Rules, is responsible for the competitions to the organization conducting these competitions.

1. The Chief Referee checks the readiness of all rooms, competition venues and equipment and their compliance with the requirements of the Rules.
2. The Chief Referee holds meetings with the competition referees and team representatives before the competition start and after the competition end, as well as when it is necessary.
3. The Chief Referee organizes and supervises the drawing procedure;
4. The Chief Referee approves the schedule of the competition.
5. The Chief Referee submits the report to the organization holding the competition not later than 7 days after the competition end.
6. The Chief Referee cancels the competition if the venue and equipment does not meet the requirements of the Rules before the competition start (the decision is taken jointly with a representative of the holding organization).
7. The Chief Referee declares a pause or terminates the competition in case of unfavourable conditions preventing the normal conduct of the competition.
8. The Chief Referee makes changes in the programme or the schedule of the competition provided that there are good reasons therefor.
9. The Chief Referee makes a warning or suspends a team representative or coach who is rude to referees or fails to fulfil his/her duties.

Article 12. Functions of the Chief Secretary of the competition.

The Chief Secretary organizes and supervises the work of the competition secretariat:

1. The Chief Secretary assigns secretaries to the competition arenas.
2. The Chief Secretary directs the drawing procedure.
3. The Chief Secretary draws up the program and the schedule of the competition.
4. The Chief Secretary keeps competition records.
5. The Chief Secretary is responsible for an order of fights.
6. The Chief Secretary supervises the execution of fight records.
7. The Chief Secretary draws up the orders and decisions of the Chief Referee.
8. The Chief Secretary submits the results of the competition to the Chief Referee for approval and the clarifying the necessary data for the final report.
9. The Chief Secretary provides necessary information material to all referees, team representatives, media representatives.
10. The Chief Secretary supervises the installation and setup of the computer network, computer hardware and software required for the secretariat work.

Article 13. Functions of Arena Secretary.

The Arena Secretary shall be seated at the referee's table during the competition and shall perform the following functions:

1. To call athletes to the arena, introduce the participants, as well as announce the result in case there is no informer.
2. To supervise the performance of duties by the timekeeper, informer. In case there is no timekeeper and informer, the Arena Secretary shall carry out their duties.
3. To fill in the necessary columns of the record sheet.
4. To send the completed result records to the Chief Secretary.

Article 14. Functions of the timekeeper.

The timekeeper shall be seated at the table of arena secretary and shall track the fight time using an electronic or mechanical stopwatch.

Article 15. Functions of the informer.

The informer records the fight score using a flip or electronic scoreboard. The informer hangs out the lists of competitors by category based on the submitted applications.

Article 16. Functions of a videographer.

The videographer shall shoot fights in individual and team competitions in order to provide official video replays of individual fight episodes at the request of the arena referee to resolve disputed situations as per the Rules**.**

Article 17. Referee Functions.

1. The referee leads the fight and carries out referee duties during the fight;
2. The referee says about the points and penalties as per the Rules;
3. The referee uses video replay when dealing with controversial fight episodes;
4. The referee ensures that his/her decisions are properly recorded on the scoreboard;
5. The referee shall ensure that the competition area, electronic punching count system "Sport Knife", electronic scoreboard, uniforms, protective equipment, etc. are of required quality before the fight start;
6. The referee shall get to know about the location of the physician or medical assistant before the competition start;
7. The referee shall ensure that spectators or photographers do not cause a hazard or injury risk to competitors;
8. If an athlete is injured and needs medical aid, the referee shall call the physician by raising his/her hand and saying "Physician!"
9. The referee shall leave the competition area during presentations or any prolonged delay in the competition program.

Article 18. Physician. Functions of the competition physician, team physician.

Competition physician:

1. Is member of the committee for accepting competition venues.
2. Checks the correctness of applications, insurance certificates.
3. Carries out medical supervision of athletes during the competitions and provides assistance as per the Rules.
4. Looks after the compliance with sanitary and hygienic requirements in the competition venues.
5. At the end of the competition, the physician submits a report to the Chief Referee of the competition about the medical and sanitary support of the competition specifying the cases of injuries and illnesses.

Official team physician:

1. Shall have medical degree and shall register prior to the competition start.
2. Shall be in a stated area and stand out of the crowd. For example: wear an armband with a red cross on it.
3. The sending organization is responsible for the actions of the team physician.
4. Physicians should be informed about changes in rules and their interpretations.

CHAPTER 3. RULES OF JUDGING

Article 19. Procedure for the conduct of the fight.

1. The referee assumes the responsibility for the conduct of the fight.
2. The Secretary calls the pair going into the upcoming fight and the athletes who need to prepare for the next fight.
3. Before the fight start, the athlete called first receives a red "sport knife" from the referee and takes the starting position on that side of the arena corresponding to the punch counts on the electronic scoreboard in red and his/her opponent in green.
4. The referee shall make sure the opponents are ready for the fight and then shall give the command "Fight!" From this point, the timing, record keeping and evaluation of actions starts.
5. The fight shall be stopped by the referee's command "Stop" or, after the total time has expired, by the timekeeper's command "Stop Time".
6. In case the referee gives the "Stop" command due to one or two athletes being outside the arena, or due to a clean attack with giving the credit points, the athletes shall be returned to their initial position in the centre of the arena to continue the fight until the "Fight" command is given. If the "Stop" command is given due to the "mutual" action, the fight continues after the "Fight" command at the place where the stop was given. At the same time, the fighters cannot change their position except for stepping back in different directions.
7. After each "Stop" command and before the "Fight" command, the referee shall bring apart the opponents if the distance between them is less than 1.5 meters (the distance is considered between the feet of the opponents).
8. The fight shall be one round fight lasting 2 (two) minutes net time. In case of a tie score, an extra 1 minute net time is given. However, if this round is also inconclusive, the winner shall be determined by the "stop - score" system not considering the time.
9. A fight is considered to be won when one of the athlete gains 5 points, or the allotted time runs out and one of the fighters has a point advantage. When it comes to a fight lasting 1 minute net time, 3 points is the maximum amount to win. In a team competition, a tie score is possible.
10. The fight may end early (Article 23).
11. The fight score is the results of "scoring" and "penalty" points.
12. Points, including penalties, shall be given by the referee, immediately recorded by the informer on the scoreboard after the fight is stopped.
13. The referee is entitled to reset the electronic scoreboard only after the informer has recorded the result on the flip or electronic scoreboard of the total score, or after the result of the last fight episode has been announced.
14. No score will be given for an action performed with a violation or after a rule violation.
15. Once one of the athletes violates the Rules, the "Stop" command is given. The referee gives "penalty points" for violation of the Rules.
16. At the fight end, the opponents shall take their initial positions for the announcement of the fight result.
17. After the winner is announced, the athletes shall leave the area without delay (they may only show respect to their opponent, spectators or referees).

Article 20. The fight duration.

The main fight time amounts to 2 minutes net time. In cases none of the athletes has a point advantage at the fight end, an extra time of 1 minute net time shall be declared, until the first effective action of one of the fighters. If the winner is not determined at extra time, the "Sport Knife" system is set for a negative score of 1 point, and the fight keeps on a "Stop - Score" basis not considering the time. This means that on any hit by both fighters, other than a knife hit, the electronic knives gives signal immediately, showing the result on the scoreboard of fighters who hits first. Then the system locks and no further action is recorded. Thus, the winner will be determined**.** In team competitions, fight may last 1 minute net time. In a team competition, a tie score is possible.

Article 21. Evaluation of technical actions.

1. Score points are given by 1, for any cleanly conducted chopping, cutting and slashing hits to the permitted areas registered by the "Sport Knife" system. If a technical action is performed cleanly, without a fightback, simultaneously with the "Stop" referee's command or "Stop time" timekeeper's command, it is scored as performed and the corresponding number of points is given.
2. Mutual effective actions (mutual attacks, with fixation of scores on the electronic scoreboard, one or more points simultaneously for two fighters) shall not be evaluated.
3. Strikes recorded by "Sport - Knife" with a violation of the Rules in one episode (an episode is the actions of opponents between the "Fight" command and the "Stop" and "Stop Time" command), or after the violation of the Rules, shall not be counted.
4. If two or more clean (without fightback) hits with a "sport knife" are made during an attack by an athlete before the "Stop" referee's command, the "scoring" points shall be added up.
5. In case one of the athletes has carried out a clean control of the opponent's armed hand and made a series of hits without fightback, as a result of which the score 5 - 0 is recorded on the electronic scoreboard when weaving the "Sport Knife" electronic system, giving 1 point for the hit, the fight is stopped without reaching the tactical pause and regardless of how the score on the scoreboard changes, he/she becomes the winner due to his/her obvious advantage. When weaving the "Sport Knife" electronic system, giving 2 points for the hit, early victory is awarded to the fighter who scores 10 - 0. In other cases with fewer points the episode shall be completed with a tactical pause. A fight does not stop until fightback or breaking the distance. If an athlete breaks the distance, he/she gains net points based on the score on the scoreboard. If the opponent manages to fight back, no points are given.
6. If during an attack, while performing several technical actions, the attacker's knife hits the knife of the defender that results in signal of the electronic system and after that the attack continues, the referee counts the points scored by the attacker before hitting the knife, but hitting the knife and the following hits are not counted.
7. The athlete's hits to his/her body recorded by Sport - Knife System shall be considered in favour of the opponent.

Article 22. Clean attack.

1. Clean Attack is the "Sport Knife" hits made to the allowed areas, which gives the points on the scoreboard of the electronic judging system, but at the same time, countermeasure was not followed (counterpunch, fightback with a lunge).
2. A clean attack is characterized by the tactical pause (end of an episode) at which the referee is obliged to stop the fight with the "Stop!" command and give the earned points to the athlete who made the clean attack.
3. The criteria for a tactical pause (end of episode) are as follows: - Breaking the distance. Going from an opponent at a distance when two or more steps must be taken toward the athlete who made the clean attack to fight back. If an athlete hits an opponent by one step and the electronic scoreboard recorded a fightback, this episode is considered "mutual" and no scoring points are recorded. - Clear inaction. The athlete's clear inaction is the lack of attempts to fight back or shorten the distance after the taking hit (subjective pause time of 2 seconds).
4. The referee has no right to stop the fight after a clean attack if the tactical pause has not yet occurred provided that there is fightback. For example, if the referee sees that there is still such a distance between an athlete who has made a clean attack and his/her opponent that the opponent can reach the athlete in one step.
5. There is no limit to the number of fightback before a tactical pause occurs.
6. If an athlete has to go outside the competition area with both feet after a clean attack to create a tactical pause with the required distance, it will be considered a violation of the Rules. At that, the athlete having went outside the area is considered to be violator and will be punished. At that, points for a clean attack will be scored, because the effective technical action was before the violation of the Rules.

Article 23. Win Criteria.

When one of the win criteria is achieved, the Referee declares the winner.

1. Win by points. The athlete who scores the first 5 scoring points (3 scoring points in a team fight, provided that the fight lasted 1 minute net time) or who has more points at the fight end, is considered to be the winner.
2. Win by the obvious advantage (early).

* In case of a repeated loss of the "sport knife", the athlete loses automatically. Winner's points are given up to 5, loser's points are saved.
* Loss for **the third** series of attacks with reaching a close distance or a clinch with failing to fight back or failing to fight back successfully, as a result of which he/she receives 3 or more counter points by "sport - knife" programmed for one point when hitting, winner's points are given up to 5, loser's points are saved.
* When weaving the "Sport Knife" electronic system giving 1 point for the hit, the athlete, who scores 5 points or more in one episode, shall become the winner. At the same time, his/her opponent has a "0" score on the electronic scoreboard. As soon as the scoreboard shows 5-0, the fight is stopped regardless of the tactical pause and further changes in the points.
* When weaving the "Sport Knife" electronic system, giving 2 point for the hit, you need to score 10 in one episode: 0 points or more.

\* In the boys, girls, juniors (male) and juniors (female) categories, you shall gain 3 or 5 points without fightback to win early.

1. Win by knockout (early). The athlete whose opponent was knocked out, provided that **permitted** technical actions have been applied shall become the winner. Winner's points are given up to 5, loser's points are saved.
2. Win by failure to appear of the opponent. If an athlete fails to come to the competition area within 2 minutes, his/her opponent becomes the winner. The score is 5:0. This athlete shall be disqualified from further participation in this competition category.
3. Win by disqualification of the opponent. The athlete, whose opponent has been disqualified, becomes the winner. The score is 5:0. A disqualified athlete shall be disqualified from further participation in the competition.
4. Win by refusal of a competitor or his/her second to continue the fight. The athlete, whose opponent (or his/her second) has refused to continue the fight, becomes the winner. The winner's points are awarded up to 5, the loser's points are saved but he/she is excluded from further participation in this category.

Article 24. Allowed and prohibited attack areas.

1. Head:

* All "sport - knife" hits to the area protected by the fencing mask are allowed.
* Any hits to the back area are prohibited.
* Punches, kicks and grips are prohibited.

1. Neck:

* All "sport knife" hits to the area protected by the mask collar are allowed excepting intentionally aggressive single or series "sport knife" hits to an opponent.
* All hits from the back area are prohibited.
* Punches from the bottom and sides are prohibited.
* Punches, kicks and grips are prohibited.

1. Upper body:

* All "sport knife" hits are allowed.
* All hits to the groin and spinal cord are prohibited.
* Punches, kicks, holding the clothes are forbidden.

1. Arms:

* All "sport knife" hits, grips, punches are allowed.
* Intentional hits to elbow joints are prohibited.
* No kicking allowed.

1. Legs:

* All "sport knife" hits are allowed.
* Intentional hits to knee-joints are prohibited.
* Punches, kicks and grips are prohibited.

Article 25. Allowed Actions.

1. Conducting chopping, cutting and slashing hits to the permitted attack areas.
2. Holding a "sport knife" using both "forward" and "reverse" grip, changing the grip of the knife and the armed hand.
3. Knocking down, overlapping and blocking the opponent's armed hand.
4. All actions except prohibited.

Article 26. Prohibited Actions.

1. "Sport knife" hits to the back of the head, neck (from side to back, from below at close distance and in a clinch), intentionally aggressive single or series "sport knife" hits to the opponent's neck area, protected by the mask collar, spine cord, groin, intentionally hits to the elbow joints and knee-joints, on the opponent lying beneath.
2. Punches excepting the cases described in article 24, 25.
3. Kicking.
4. Hits with the handle of a "sport knife".
5. "Sport knife" throwing.
6. Holding the blade of the opponent's "sport knife".
7. Grip or attempting to grip by the mask, pulling-off the mask, clothing or protective equipment of an opponent.
8. Any throws and actions leading to the fall of one or both competitors.
9. Gripping an opponent's head and neck with one or both hands.
10. The fight continuation after the "Stop" command.
11. Going outside the arena with two feet.
12. Pushing an opponent to the edge of the arena.
13. Talks and verbal confrontation with referees, insulting and obscene remarks, violation of moral and ethical norms of behaviour.
14. Serial attack ignoring the defensive actions.
15. Intentional turning with your back to your opponent, roll-up actions, rolling.
16. Moving closer to the opponent before the "Fight" command.

Article 27. Penalties for prohibited actions.

The penalties are divided into a Warning, a Penalty Point and a Disqualification.

"Warning".

Might be done not more than once for the same violation during the fight to each of the athletes. Any repeated further violation is punished by a "penalty point".

"Warning" is made for the following actions:

1. Stopping a fight for no good reason.
2. Purposeless violation of the integrity of an opponent's equipment.
3. Purposeless technical action prohibited by competition rules resulting from the opponent actions and not resulting in injury to competitors.
4. For the fall. A fall is considered as touching the arena with the third support point due to the off-balance. Short-time touching the surface of the arena area with the hand, shin or one knee is allowed if it is part of a technical action. The referee shall not penalize for a fall of an athlete whom other athlete has stepped on the foot.
5. Turning his/her back on his/her opponent during the fight.
6. Going outside the arena with both feet. An exception to this, without penalty, is when one or both competitors go outside the arena during a clinch, or are pushed out during a mutual exchange of hits. After the "Stop" command, the participants return to the centre of the arena.
7. Attack or moving closer to an opponent before the "Fight" command, or continue the attack after the "Stop" command.
8. Coming to the competition arena wearing clothes and equipment not meeting the competition rules.
9. Actions that may lead to a violation of the competition rules.
10. If a fighter starts a series of attacks and at the same time moves closer to his/her opponent or in a clinch ignoring the defensive actions, or their ineffectiveness, as a result of which he/she receives 3 or more "sport - knife" counter points programmed for one point for a hit, then he/she receives a warning for the first such attack and for the second attack -1 penalty point. The third attack leads to a loss. The opponent becomes winner with points up to 5. The loser retains the points previously earned in this fight.
11. Intentionally aggressive single or series "sport knife" hits to an opponent with an excessive force, which exceeds dramatically the necessary norms for the sensor "sport knife" to make signal or the opponent's hand is blocked in the clinch when it is not possible to provide effective resistance with a potential threat of injury in this action.
12. Imitating a kick or raising the leg above the opponent's hip joint.
13. Stepping on the opponent's foot making it difficult to reach a safe distance or causing the fall of the athlete, and the points earned by the athlete in this episode will not be counted since they were earned with a violation.
14. Pushing an opponent with an unarmed hand into any area other than the arms.
15. Talk during the fight.
16. Clear deviation of the fight (no attacks or fightbacks for 30 seconds).
17. Any attack of a fallen opponent.

"Penalty point."

For the following prohibited actions 1 (one) penalty point is prescribed:

1. Loss of the "sport knife" during the whole fight after the first command of the referee "Fight", and within 2 seconds after the command "Stop Time" (loss is deemed to be the loss of control over the "sport knife" followed by its fall to the surface of the arena).
2. For a repeated violation previously penalized as a "warning".
3. Any disrespectful statements made by a competitor during a fight regarding the refereeing, the opponent or members of his/her team.
4. Abusive language.
5. Showing disrespect to the opponent, referee, spectators by the competitor or the second.
6. Wrestling techniques (throws, painful and chokeholds).
7. Any hits to a prohibited area unless it results in injury.
8. Trying to remove or removing a fencing mask from oneself or an opponent during a fight.
9. Flagrant interference in a fight by a competitor, second, representative or team members.
10. Hits with the head, elbows, knees, kicks and hits with the handle of the "sport knife".

Prohibited actions, which are penalized by two (2) penalty points:

1. For a violation previously penalized with one penalty point. The exception is the second loss of a "sport knife". In this case, the loss is declared.
2. "Sport knife" throwing.
3. Holding the blade of the opponent's "sport knife".

"Disqualification."

Decision about disqualification (exempting of an athlete from the competition) shall be taken unanimously by the judiciary board consisting of the Chief Referee, the referee and the Arena Secretary. In case of disqualification, the fight shall be stopped und the opponent becomes the winner before time. In case of disqualification, an athlete does not taken an individual place and does not get a medal. What is more, points for his/her result are not considered in overall team score. The athlete shall be disqualified:

1. For lie to judges.
2. For the use of inappropriate equipment and a refusal to correct the violation.
3. For an intentionally prohibited action.
4. For a prohibited action leading to injury of an opponent.
5. For refusal of an athlete or his/her second to observe the competition rules, the referee's instructions, followed by offensive remarks, abusive language, actions violating ethical standards, towards the opponent referees, participants and spectators.

\*In case such prohibited actions are made by a team representative, the referee is entitled to appeal to the Chief Referee and raise the question about exempting the team from further participation in the competition.

1. For contributing to the win of an opponent upon the agreement with him/her.
2. For refusal to continue the competition.
3. For refusal of a competitor to fight against another correctly stated competitor (in individual and team competitions).
4. For drinking alcohol during the competition.
5. For using the doping.
6. An athlete or team shall be exempted from competition in this category once they fail to come to the fight within 2 minutes (fail to come to the arena after the first call by the referee and further, after two subsequent calls made with an interval of one minute). An exception is participation in another category on another arena at the same time.

Article 28. Knockdown. Knockout.

1. A knockdown shall be deemed a state of the athlete in which the athlete is fallen by a punch or is unable to fight back.
2. The knockdown state is characterized by the lack of attacking and defensive actions of the competitors showing a reaction to pain and unwillingness to continue the fight.
3. Even there are no such signs, the referee may interpret a situation as a knockdown if the fight continuation may not ensure safety of the competitor.
4. A knockout shall be deemed a state of the athlete when he/she cannot continue the fight due to missed hits after the allotted time provided for by the Rules of Competition is expired.

Article 29. Knockdown procedure. Knockout procedure.

1. If a competitor is knocked down due to the attack by an opponent using ALLOWED technical actions, the referee shall take the following measures:

* to stop the fight with the "STOP" command in order to separate the attacker from the knocked down opponent.
* to start counting out loudly from "ONE!" to "TEN!" in seconds interval turning to the knocked down athlete while making special hand gestures to indicate the countdown.
* If a knocked down competitor stands up during the countdown and wants to continue the fight, the referee shall continue the count to "EIGHT", so that the competitor may recovery to a full extent. Then, the referee shall state whether competitor has recovered or not. In case he/she has recovered, the referee shall add 1 penalty point to the competitor who was knocked down. After that the fight can be continued.
* If the competitor, who is knocked down, cannot continue the fight at the number "EIGHT", the referee shall count to "TEN!" and declare the other competitor as the winner. Knockout. An athlete who is knocked out shall not be allowed to participate in these competitions:
* If the referee has concerns about a competitor's health, he/she may call for medical assistance.

1. If both competitors are knocked down, the referee will continue counting until one of the competitors has sufficiently recovered.
2. If both competitors have not recovered at the number "TEN", the winner will be determined by the fight score before the knockout. In this case, they cannot participate further in these competitions.
3. If the scoreboard show the same score and both fighters cannot continue the fight, both fighters are declared a knockout loss and they are exempted from further competition.
4. If the referee thinks that a competitor cannot continue the fight, the referee may declare a winner even without time counting. By knockout.
5. If a competitor is knocked down due to the attack by an opponent using PROHIBITED technical actions, the referee shall take the following measures:

* to stop the fight with the "STOP" command in order to separate the attacker from the knocked down opponent;
* to penalize with default loss the athlete who performed a prohibited action leading to knockdown and to disqualify him/her from the competition. The opponent becomes the winner with the score 5 - 0.

Article 30. Appeal.

1. The appeal may be raised against given points and referee's decisions contradicting the current Competition Rules and Regulations.
2. Only the second is entitled to raise prompt appeal during the fight.
3. The fighter with a second, is not entitled to raise an appeal. If there is no second, the fighter can raise an appeal against the referee's decision by raising his/her hand up and saying "Appeal".
4. The second shall be provided with a special card to raise an appeal.
5. To raise an appeal, the second shall immediately stand from his/her chair and say "Appeal" by raising his/her hand up with the card. The second orally explains the appeal. In order to make an objective decision, the judging board shall gather to take the decision. The decision is final and non-negotiable.
6. The second is not involved in the discussion, but can provide video material to confirm his/her point of view.
7. In case of two unreasonable and unsatisfied appeals during one fight, no further appeals shall be considered until the end of the current fight.
8. Appeals at the end of the fight excepting the last episode shall not be considered.
9. The seconds who behave disrespectfully towards referees and athletes shall be disqualified until the end of the competition.

Article 31. Technical malfunctions.

1. If electronic knives fail to make a signal, the episode of the current fight is not considered. The knives shall pass technically tests. If the malfunctions cannot be corrected on site, the damaged or broken knives are replaced with new ones.
2. If the malfunctions are not immediately found during the fight, the score that has been achieved until the last mutual attack displayed on the electronic scoreboard (confirming the functional ability of the two "sport knives") is recorded, further scores are annulled and the time returns to the specified point of the fight. Once the malfunctions have been corrected, the fight continues. In case of malfunctions of the "sport knife" during mutual attacks in the whole fight, the electronic scoreboard does not record mutual hits, the fight is completely annulled. Once technical problems have been corrected, new fight is scheduled.
3. Each fighter is entitled to check the functionality of his/her "sport knife" before the fight. All further checks of the functionality of the "sport knife" shall be agreed with the referee.
4. The athlete is responsible for the intentional damage of the sports equipment handed over to him/her. He/she is obliged to reimburse it in full.

APPENDIX 1.

In case of small number of teams taking part in the competition (two or three), one of two competition systems may be applied.

1. "Each to each." A system in which each of the three competitors of the one team fight against each of the three competitors on the other team in sequence.

To determine the winner by the round robin system in the team category, the following criteria shall apply in the order specified below:

* Based on the most total team wins.
* Based on the result of an individual team battles between teams with an equal number of team wins.
* Based on the highest sum of individual wins in all team fights in the group.
* Based on the highest sum of points of all team fighters. This sum is the difference between won and lost battles in all team fights of the group.

In case all parameters are equal, one additional fight shall be held until the first "clean" point. At that, the time is not considered.

1. "Relay." A system in which each of the three competitors of the one team fight against each of the three competitors on the other team in sequence. In total 9 fights. The fight of each team competition should meet the following order: 3-6, 5-1, 2-4, 6-1, 3-4, 5-2, 1-4, 6-2, 3-5. Each of the nine fights lasts two minutes net time, or until the point limit for each stage is reached.

For the first stage, the maximum allowed amount of points is 5 points gained by the first, one of the two fighters. For the second stage - 10 points, for the third stage - 15 points, for the fourth stage - 20 points, for the fifth stage - 25 points, for the sixth stage - 30 points, for the seventh stage - 35 points, for the eighth stage - 40 points and for the ninth stage - 45 points.

When it comes to the relay, the first fight begins with a score of 0 - 0, and each further fight continues the score gained in the previous fights. At that, the maximum point limit for each stage should be considered. At the end of the ninth stage, the team gaining the most points wins. In case of a tie score, one minute shall be added at the end of the ninth stage until the first effective action. In case of a tie score, a "stop - score" shall be applied. The fights of the team participants take place according to the sequence in the submitted application form.

APPENDIX 2.

COMPETITION SYSTEM DEPENDING ON THE NUMBER OF PARTICIPANTS/TEAMS

Number of participants. Competition system.

**2-5\* - participants/teams.** Circle system. A group is built.

**6-8 - participants/teams.** 2 groups are built. According to the round robin system, 2 participants/teams come out from each group. The winner of the first group shall fight against the athlete who came out second from the second group and the athlete who came out second from the first group shall fight against the athlete who came out first from the second group. The winners fight for first place and the losers fight for third place.

**9-11 - participants/teams.** 3 groups are built. According to the round robin system, 2 participants/teams come out from each group. The winner of the first group fights against the second from the third group, the winner of the second group fights against the second from the first group, the winner of the third group fights against the second from second group. Then, the group winners fight for prizes using the round robin system.

**12-15 - participants/teams.** 4 groups are built. According to the round robin system, 2 participants/teams come out from each group. The first of the first group fights against the second of the third group. The first of the second group fights against the second of the first group. The first of the third group fights against the second of the fourth group. The first of the fourth group fights against the second of the second group. Then, the fights to get to the finals are held. The winners fight for first place and the losers fight for third place.

**16-20 - participants/teams.**

1. The competition is held according to the Olympic system without repechage. A system in which the athletes that lose in the semi-finals compete with each other for 3rd place (there is one third place).
2. As a mixed system. When the round robin and Olympic systems are combined. Qualifying fights are held based on a round robin system in four subgroups (from 3 to 5 athletes/teams). At that, two athletes/teams drop-out the subgroup. The final fights are held based on the Olympic system.

**21 or more participants/teams.** Based on the Olympic system with repechage. A system in which all athletes that lose to the finalist will compete for 3rd place (there are two third places).

\*According to the decision of the competition organizers, the group of participants/teams built for fights based on the round robin system may be increased up to 7.

APPENDIX 3.

COMPETITION REGULATIONS.

1. The Competition Regulation (hereinafter referred to as the Regulation) is approved by the hosting organizations. Along with the Rules, it is the document specifying the relationship between the judiciary board and competitors. In controversial situations or situations not stated in the Regulation, the judiciary board shall refer to the Rules.
2. Paragraphs of the Regulations shall be precise and exclude multiple interpretations.
3. The Competition Regulation includes the following sections:

* the competition name;
* location and date of the competition;
* hosting organization (organizations responsible for conducting the competitions);
* date, place and procedure of credentials committee for the competitors;
* date, place and procedure for the drawing;
* date, place and procedure of meetings with coaches and representatives of clubs, teams;
* date, place and procedure of training sessions for athletes;
* competition programme;
* place and conditions of team accommodation (by indicating names and contact information of hotels, booking conditions);
* conditions of participation in the competitions (conditions of admission of teams and participants, categories of competitions, age);
* terms and conditions of the competition;
* victory ceremony;
* procedure and deadlines for submission of applications to participate in the competitions;
* insurance and procedure for providing medical services to competitors;
* procedure and conditions for the accreditation of competitors;
* referees;
* doping control;
* financial conditions;
* transfer (meeting and seeing off delegations, transfer to the place of competition and back, transfer to the place of training and back);
* marketing and advertising;
* additional information;
* contact information.

1. Amendments and additions to the Competition Regulation may only be made by the organization that approved it, but no later than before the drawing procedure and with obligatory notification of representatives of all participating teams or all participants.

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