



WORLD MARTIAL ARTS GAMES & POLICE, FIRE & MILITARY WORLD MARTIAL ARTS GAMES HANDISPORT WORLD MARTIAL ARTS GAMES

BATON COMBAT CHANBARA rules

Equipment:

It will be a discipline open to all weapons. Participants can choose their weapons: (Tanto, Kodachi, Choken, Yari, Naginata, Bo, Jhou, Bou, Tate, Nunchaku. Depending on the number of participants, the categories may be divided (i.e. in division for a specific weapon only, or with or without tate/shield) or merged to provide a fair play competition.

PLAYER UNIFORM AND EQUIPMENT:

1-5 Equipment - Players must wear headgear with face shields, sparring gloves or hand protection and males must wear a groin cup.

WEAPONS:

Specifications - Approved sticks for competition are "Premier Padded Weaponry", "Smak Stiks" and others approved by the Center Referee. Players can choose their weapon (long stick, short stick, see above)

SEQUENCE OF PLAY

Choosing the Order - All byes will be chosen first. Then, in all rounds, players from the same country (first), players from the same state (second) and players from the same school location (third), shall not be paired against each other if possible.

RULES OF PLAY

PERFORMANCE

Time Limit - Two (2) minutes running time. In case of draw, first clear score wins (sudden death)

SCORING AREAS

Legal Scoring Areas - The entire body - Head, legs, torso, hands, back and feet.

Non-Scoring Areas - No direct contact to the front of the neck and no striking to the groin, spine or back of head or neck.

TECHNIQUES

Legal Techniques - Striking with padded end of the stick, thrusting techniques to the body. Solid striking or thrusting techniques should be scored, glancing blows "Nicks" are up to the discretion of the Referees. Parrying, deflecting or pushing with the hand, to the opponent's station, any stick or thrust stick is legal.

Illegal Techniques - In single stick divisions, the stick must be held by only one hand. No thrusting techniques to the face or head. No open hand techniques, punches, kicking or grappling techniques. No use of punyo or butt end of the stick. No grabbing the opponent's stick.

SCORING BY POINTS AND PENALTY

Scoring of Points

One (1) point for arms, legs, torso, back, hands, and feet.

Two (2) points for head Scoring by Penalties - Dropping a stick or grabbing the opponent's stick is, by the Center Judge or by majority vote of Referees, a one (1) point penalty for each infraction. A player who disarms his opponent will, by the (2) Center Judge or by majority of the Referees, receive two (2) points each and every time.

Amount of Points to Win - Amount of Points to Win - The player with the most points after two (2) minutes playing time or a ten (10) point or more spread.

Registration's procedure

- 1) Register online on www.MartialArts.ch
- 2) Pay the registration's fees (CHF 50.- basic registration including 1 division. Any additional division: CHF 20.-)
- 3) Send the form you will receive by email (or downloaded on our website). This form must be completed and signed. Parents or legal representative must sign this form for participants younger than 18 years old.
- 4) Weigh-in : the morning of the competition or the evening before (see schedule)
- 5) All participants must show a national identity card or a passport at the weigh-in and registration's desk at the venue. All participants must have an insurance that covers martial arts and combat sports' competition.