



NATIONAL ARNIS ENCOUNTER 2018

December 6, 7, 8, 9, 2018

PHILSPORTS ARENA PASIG CITY
SM MALL OF ASIA MUSIC HALL

TECHNICAL REGULATIONS

The National Encounter 2018 is a National Team selection in preparation for the SEA GAMES 2019. The i-Arnis International Rules and Regulation shall govern the National Encounter 2018. Ground rules which have been agreed upon shall be implemented. In matters not provided for, decisions shall rest with the technical/ and or the Organizing Committee. Case of general in nature shall be resolved in accordance with National Arnis Encounter Board rules.

1. QUALIFICATIONS

National Arnis Encounter rules on eligibility shall apply.

1. The tournament is open to all men and women who are 18 years old and above.
2. Participants must meet the specific requirements of the division where they will compete.
3. Team participants for the Anyo Events must be clearly stated for team entry in the official tournament form.
4. Participants must submit their medical certificates by a licensed physician stating that they are physically fit for the tournament.
5. It is presumed that the participants know the Latest Arnis Pederasyong Internasyonal (iARNIS) INTERNATIONAL RULES.

II. DISQUALIFICATIONS

- Submission of fraudulent or falsified documents.
- A participant who commits a dangerous intentional foul that may inflict injury to the other participant.
- Butting (head, hand and stick), kicking, kneeing, elbowing, boxing, sweeping and tripping.
- Any disruptive action or behavior of the participant or teammate which may lead to violence breaking the spirit of sportsmanship.
- Any official of any delegation who interrupts the orderly conduct of the event.
- Attempting to influence the referees and judges.
- Aggressive behavior toward referees and judges during and after the contest.
- Non acceptance of referees' decision by not leaving the playing area thereby delaying the games.
- Refusal to wear mandatory standard protective gears.

III. EVENTS

ANYO COMPETITION				
INDIVIDUAL EVENT				
	CATEGORY	MEN	WOMEN	
	SINGLE WEAPON	✓	✓	
	DOUBLE IDENTICAL WEAPON	✓	✓	

		SWORD AND DAGGER	✓	✓
TEAM EVENT <i>A TEAM IS COMPROMISED OF EXACTLY THREE (3) MEMBERS</i>				
		CATEGORY	MEN	WOMEN
		SINGLE WEAPON	✓	✓
		DOUBLE IDENTICAL WEAPON	✓	✓
		SWORD AND DAGGER	✓	✓

FULL CONTACT INDIVIDUAL (LABANAN ISAHAN)

*in kilograms (Kg)

	WEIGHT DIVISION	MEN	WOMEN
	FLYWEIGHT	X	Below 47
	BANTAMWEIGHT	Below 51	+47-51
	FEATHERWEIGHT	+51-55	+51-55
	LIGHTWEIGHT	+55-60	+55-60
	WELTERWEIGHT	+60-66	+60-66
	MIDDLEWEIGHT	+66-73	+66-73
	CRUISERWEIGHT	+73-81	+73-81
	HEAVYWEIGHT	+81-90	+81
	SUPER HEAVYWEIGHT	+90	X

FULL CONTACT TEAM (LABANAN KAMPIHAN)

*in kilograms (Kg)

	WEIGHT DIVISION	MEN	WOMEN
	ENTRY 1	OPEN WEIGHT	✓
	ENTRY 2	OPEN WEIGHT	✓
	ENTRY 3	OPEN WEIGHT	✓
	ENTRY 4	OPEN WEIGHT	✓
	ENTRY 5	OPEN WEIGHT	✓

FULL CONTACT SWORD AND DAGGER (LABANAN ESPADA Y DAGA)

*in kilograms (Kg)

	WEIGHT DIVISION	MEN	WOMEN
	FLYWEIGHT	X	Below 47
	BANTAMWEIGHT	Below 51	+47-51
	FEATHERWEIGHT	+51-55	+51-55
	LIGHTWEIGHT	+55-60	+55-60
	WELTERWEIGHT	+60-66	+60-66
	MIDDLEWEIGHT	+66-73	+66-73
	CRUISERWEIGHT	+73-81	+73-81
	HEAVYWEIGHT	+81-90	+81
	SUPER HEAVYWEIGHT	+90	X

V. RULES AND REGULATIONS

The New Electronic Scoring Devices and Scoring System will be used during the Full Contact tournament specifically;

Full-Contact Event (Individual)

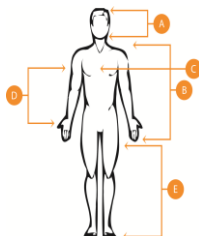
- a) A match for the individual full-contact event shall have a maximum of 2 Rounds. Each round will last for 1 minute and 30 seconds.
- b) Players shall have a maximum of 5 fouls and 2 disarming violation on the entire duration of the match.
- c) Points scored, foul/s and disarming accumulated by the players on the 1st Round shall be carry-over on the 2nd Round.
- d) There shall be no limit on the score to be acquired by the player.
- e) If in case the score difference reaches 7 points in the 1st or in the 2nd Round, the player with the with inferior score shall be declared "TECHNICAL KNOCK-OUT" and shall loss the match to his opponent who has a 7 points advantage.
- f) If at the end of the match the score, fouls and disarming of the two opposing players are identical, the winner will be decided upon consultation of the judges

Full-Contact Event (Team)

- a) A match for the team full-contact event shall have a maximum of 5 Rounds. Each round will last for 2 minutes.
- b) Players will be designated per round/entry specifically *Round 1 Male , Round 2 Female, Round 3 Male, Round 4 Female and Round 5 Male.*
- c) A team shall have 2 reserved players (one male and one female)
- d) Changing of order of entry is not allowed once the official line up is submitted
- e) Players on each round shall have a maximum of two fouls and one disarming violation to give
- f) There shall be no limit on the score to be acquired by the player.
- g) If in case the score difference on a specific round reaches seven points the player with the inferior score shall be declared "TECHNICAL KNOCK-OUT" and shall loss the round to his opponent who has a seven points advantage.
- h) If at the end of the round the scores and fouls of the two opposing players are identical, the winner will be decided upon consultation of the judges.
- i) The team that wins three out of five rounds will be declared the winner of the match.

Full-Contact Event (Sword and Dagger)

- a) A Match for the full-contact Sword and Dagger event shall have a maximum of 2 Rounds. Each round will last for 1 minute and 30 seconds to be played on a 6x6 meters plating area
- b) To score a point, player must strike his opponent using the padded stick delivered to body points A,B,C,D or E then immediately followed by a trust or slash using the padded dagger delivered to body points A,B,C,D and E on a close quarter distance. (Strike + trust/slash= 1 point)



- c) Players shall have a maximum of 5 fouls and 2 disarming violation on the entire duration of the match.
- d) Disarming shall be considered on either of the weapons used by the players
- e) Score, foul and disarming committed by the players on the 1st Round shall be carry-over on the 2nd Round.
- f) There shall be no limit on the score to be acquired by the player.
- g) If in case the score difference reaches 7 points in the 1st or in the 2nd Round, the player with the with inferior score shall be declared "TECHNICAL KNOCK-OUT" and shall loss the match to his opponent who has a 7 points advantage.
- h) If at the end of the match the score, fouls and disarming of the opposing players are identical, the winner will be decided upon consultation of the judges

Anyo Event

- a) For the ANYO EVENT, there will be one round of Anyo performance, wherein the participants are awarded points by the judges based on coordination, synchronization and artistic execution of movements. Poise and posture, costume, musical accompaniment, degree of difficulty, creativity, bearing and stage presence.
- b) Each performance shall have a minimum time limit of one (1) minute and a maximum time limit of two (2) minutes.
- c) After executing the preliminary courtesy, anyo players must execute an open stance first before starting their performance.

A. WEIGH IN (FULL CONTACT EVENTS)

A Participant can officially weigh-in **TWICE ONLY** and must meet his declared weight division. If he fails to meet the criteria, he will be disqualified.

B. WEIGH IN ATTIRE

Male and Female Participant/s will be weighed wearing shorts and t-shirts only.

C. WEIGH IN OFFICIALS

The Technical Committee shall appoint at least two (2) officials to supervise the weigh in of the competitors.

D. MATCHING AND PAIRING / DRAWING OF LOTS

In the Full Contact Event, blind matching and pairing for the single elimination (knock out) system shall be used. The ROUND ROBIN SYSTEM will be used if there are only three (3) participants in a division. NO WIN NO MEDAL RULE shall be applied.

In the Anyo Event, the Order of Competition shall be decided through drawing of lots.

E. CONDUCT OF THE TOURNAMENT

1. FULL CONTACT COMPETITION

Upon the initial command of "**HANDA**" for each round, the referee shall allow both competitors/players to display or show artistic Arnis movements unique to their styles at least three (3) seconds.

The player must continuously perform artistic Arnis strokes depicting their styles whenever apart during the game.

A **SCORE** shall mean a strike or thrust with a padded stick using one hand only, delivered to a specific body point and is **counted upon confirmation by the two (2) or three (3) judges, simultaneously recorded on the scoreboard.**

A **LEGITIMATE STRIKE** is given a point if it is delivered to a specific body point in correct form, - that is with **power, right timing, with art, distance and intent.**

Spontaneous strike is allowed, but the judges can only give maximum three (3) points per encounter per player.

A player can win a match through **point's advantage, disarming twice his opponent, or if his opponent committed a maximum of five (5) fouls and winning by a "TECHNICAL KNOCKOUT"**

TECHNICAL KNOCKOUT

- A disarmed padded stick used to immediately hit an opponent successfully
- Seven (7) points advantage over an opponent

In the event that the scores, disarming, and fouls are the same (**draw score/tie**) at the end of the match, the basis for declaring the winner shall be decided through the following:

- A. Superiority or aggressiveness**
- B. Major advance/fatal technique**
- C. Artistic delivery**

2. ANYO COMPETITION

For the ANYO EVENT, there will be one (1) round of Anyo performance, wherein the participants are awarded points by the judges based on **coordination, synchronization, artistic execution of movements, bearing and stage presence, degree of difficulty, and creativity.**

Each performance shall have a minimum time limit of one (1) minute and a maximum time limit of two (2) minutes.

Musical accompaniment is optional. The player or team may or may not choose to have a musical accompaniment with their performance. If opt to have musical accompaniment, it should be ethnic Asian in nature, live or recorded on CD or USB.

Players are given penalties for violations of competition rules and regulations. All deductions are being taken from the total scores of all the judges.

Failure to execute the standard salutation (pugay) at the start/end shall cause the performer/s a five (5) point deduction per violation and per player in a team.

Violation of time limit shall cause the performer/s deductions of two (2) points in short of the minimum one (1) minute time limit or in excess of the maximum two (2) minute time limit.

Stepping and/or going out of the playing area will cause performer/s a deduction of two (2) points regardless of number of stepping violation.

Performer/s who accidentally loses grip of the weapon/s should be given a deduction of five (5) points for every violation.

Weapon gets destroyed or has apparent damage to any part of the weapon will cause the performers a deduction of five (5) points per violation and per player in a team.

In the event that the scores are the same (**draw score/tie**), the basis of declaring the winner shall be decided through:

1. Remove the highest and lowest scores of the player/teams concerned given by the 7 judges.
2. In case there is still a draw, remove the highest and lowest scores of the player/teams concerned given by the remaining 5 judges.
3. In case of another tie: Repeat performance.

V. UNIFORM / COSTUME

1. FULL CONTACT COMPETITION

- White dominated short sleeves T-shirt athlete's name, school/club, sponsors' logos are allowed on said shirt).

- Red loose pants

2. ANYO COMPETITION

- The participants/performers may use Ethnic Costumes for the Anyo Events to enhance their presentations.
- They can also wear red loose pants and white short sleeves t-shirt as prescribed in the Full Contactuniform requirement.

VI. WEAPONS

1. ANYO COMPETITION

- **Wooden Stick**
The wooden stick shall measure not less than 60cm and not more than 90cm in length with a diameter of not less than 1.3cm and not more than 3.8cm. It must not have sharp or pointed edges.
- **Wooden Replica of a Bladed Weapon**
The wooden replica shall measure not less than 60cm and not more than 90 cm. inlength and should be Ethnic Asian in origin. It must not have sharp or pointed edges.
- **Metallic Blunt Replica of a Bladed Weapon**
The metallic replica shall measure not less than 60 cm and not more than 90 cm in length and should be Ethnic Asian in origin. It must not have sharp or pointed edges.
- **Dagger**
A dagger may either be a wooden stick, a wooden replica of a short bladed weapon or metallic blunt replica of a short bladed weapon. Each shall have a minimum length of 27cm. and a maximum of 36cm. It shall be used for sword and dagger competition only.

2. FULL CONTACT COMPETITION

The padded stick shall be the official weapon of the participant. The specifications shall be in accordance with the i- ARNIS Standard.

VII. PROTECTIVE GEARS

1. Protective Gears and Padded Sticks are provided by Organizer/Host. Subject to iARNIS/ARPI standards approved by the tournament official.
2. Body Protectors, Head Gears, Groin Guards, Forearm/Shin Guards and Hand Gloves must be worn by the Participants which is approved by the tournament official before every match. It is **MANDATORY** for all competing teams to ensure safety of the participants.
3. Rubber soled shoes is encouraged to avoid injury (blisters and accidental foot injuries).

VIII. PROTESTS AND COMPLAINTS

1. Protests and Complaints must be made in writing by the COACH/PARTICIPANT addressed to the TECHNICAL COMMITTEE. These should be submitted to the Officials Table immediately after the match.
2. A fee of Ten Thousand Pesos (Php. 10,000.00) shall be charged per protest/complaint filed. Should the decision be in favor of the complainant, the fee shall be refunded to the complaining party. If the decision does not favor the complainant, the protest fee shall be forfeited in favor of ARPI.

IX. WAIVER

The participant absolves ARPI and its officials from any civil or criminal liabilities arising from any injury sustained from the Arnis Tournament.

X. CEREMONIES

Participants are required to attend the opening and awarding ceremonies in their official outfits. It is expected that they bring their respective Coat of Arms (banners).

VI. MEDAL TALLY

ANYO EVENT		GOLD	SILVER	BRONZE
ANYO Individual EVENT				
	Single Weapon	2	2	2
	Double Identical Weapon	2	2	2
	Sword & Dagger	2	2	2
ANYO Team EVENT				
	Single Weapon	6	6	6
	Double Identical Weapon	6	6	6
	Sword & Dagger	6	6	6
INDIVIUDAL FULL CONTACT EVENT		GOLD	SILVER	BRONZE
1	FLYWEIGHT	1	1	2
2	BANTAMWEIGHT	2	2	4
3	FEATHERWEIGHT	2	2	4
4	LIGHTWEIGHT	2	2	4
5	WELTERWEIGHT	2	2	4
6	MIDDLEWEIGHT	2	2	4
7	CRUISERWEIGHT	2	2	4
8	HEAVYWEIGHT	2	2	4
9	SUPER HEAVYWEIGHT	1	1	2
TEAM FULL CONTACT EVENT		GOLD	SILVER	BRONZE
1	MENS TEAM DIVISION	5	5	10
2	WOMENS TEAM DIVISION	5	5	10
SWORD AND DAGGER FULL CONTACT EVENT		GOLD	SILVER	BRONZE
1	FLYWEIGHT	1	1	2
2	BANTAMWEIGHT	2	2	4
3	FEATHERWEIGHT	2	2	4
4	LIGHTWEIGHT	2	2	4
5	WELTERWEIGHT	2	2	4
6	MIDDLEWEIGHT	2	2	4
7	CRUISERWEIGHT	2	2	4
8	HEAVYWEIGHT	2	2	4
9	SUPER HEAVYWEIGHT	1	1	2
		GOLD	SILVER	BRONZE
TOTAL		66	66	104

VII. TOURNAMENT SCHEDULE

December 6, 2018 1 (VENUE: PHIL. SPORTS ARENA)		Pre-Competition
AM	9:00 - 11:00	Weigh-in of Athletes
	11:00 - 12:00	Coaches and Technical Committee Conference
		Matching & Pairing/Drawing of lots
		RJ Briefing and Refresher/ Working Committee Meeting
NN	12:00 - 1:00pm	LUNCH BREAK
ARPI GAWAD PARANGAL/OPENING CEREMONY		
PM	1:00 - 1:30	Key Note Address
	1:30am – 5:00	Achievement Awards Proper
December 7, 2018 (VENUE SM MALL OF ASIA)		
AM	9:00 - 12:00	Anyo Competition
NN	12:00 – 1:00	LUNCH BREAK
PM	1:00 – 5:00	Full Contact Competition
December 8, 2018 (VENUE SM MALL OF ASIA)		
AM	9:00 – 12:00	Full Contact Competition
NN	12:00 – 1:00	LUNCH BREAK
PM	1:00 – 3:00	Full Contact Competition
December 9, 2018 (VENUE SM MALL OF ASIA)		
AM	9:00 – 12:00	Full Contact Competition
NN	12:00 – 1:00	LUNCH BREAK
PM	1:00 – 3:00	Full Contact Competition
AWARDING AND CLOSING CEREMONY (3:00 PM – 5:00 PM)		

Prepared by:

DOMINADOR "VINCE" B. LERA, JR.
RJ Technical Committee Head

Noted:

RAYMOND S. VELAYO
PRESIDENT
Arnis Pederasyong Internasyonal, Inc. (*i-ARNIS*)
Arnis Philippines, Inc. (ARPI)