



# TECHNICAL REGULATIONS

## 1. QUALIFICATIONS

\*\*\*\*National Arnis Encounter rules addendums and revisions on eligibility shall apply.

1. Must be a member of ARNIS PHILIPPINES INC. for the current year. (membership and or renewal must be done before an individual could be allowed to participate)
2. The tournament is open to all men and women who are 18 years old and above. (this shall mean at least 18 years of age during the date of the event which covers the whole month of December 2018)
3. Participants must meet the specific requirements of the division where they will compete.
4. Team participants for the Anyo Events must be clearly stated for team entry in the official tournament form.
5. Participants must submit their medical certificates by a licensed physician stating that they are physically fit for the tournament.
6. Participants are likewise advised to have with them their PSA Birth Certificate and or other supporting documents stating their Birthday incase needed for verification.
7. 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, kneeling, 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	✓	✓
<b>TEAM EVENT</b> <i>A TEAM IS COMPROMISED OF EXACTLY THREE (3) MEMBERS</i>				
		<b>CATEGORY</b>	<b>MEN</b>	<b>WOMEN</b>
		SINGLE WEAPON	✓	✓
		DOUBLE IDENTICAL WEAPON	✓	✓
		SWORD AND DAGGER	✓	✓

## FULL CONTACT INDIVIDUAL (LABANAN ISAHAN)

<i>*in kilograms (Kg)</i>				
		<b>WEIGHT DIVISION</b>	<b>MEN</b>	<b>WOMEN</b>
		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)

<i>*in kilograms (Kg)</i>				
		<b>WEIGHT DIVISION</b>	<b>MEN</b>	<b>WOMEN</b>
	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)

<i>*in kilograms (Kg)</i>				
		<b>WEIGHT DIVISION</b>	<b>MEN</b>	<b>WOMEN</b>
		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 2 minutes.
- 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 1<sup>st</sup> Round shall be carried over on to the 2<sup>nd</sup> Round.
- d) There shall be no limitation on the score to be acquired by each player.
- e) If in case the score difference reaches 8 points in the 1<sup>st</sup> or in cases that it reaches the 2<sup>nd</sup> Round, there shall be a declaration of "TECHNICAL KNOCK-OUT" and player with the 8 point advantage shall be declared the winner of the match.
- 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

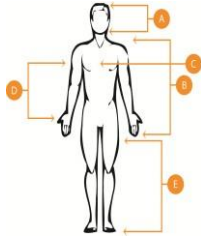
#### **Full-Contact Event (Team)**

- a) A match for the team full-contact event shall have a maximum of 5 Rounds. Each round will last for 1.5 minutes.
- b) Players will be designated per round/entry specifically 1<sup>st</sup> player, 2<sup>nd</sup> player, 3<sup>rd</sup> player, 4<sup>th</sup> player and 5<sup>th</sup> player designation shall mean the round each will play in respectively.
- c) A team may still play in the Team Full Contact even with just 4 members but shall mean 1 automatic loss for the said team.
- d) Changing order of player designation will not be allowed once the official line up is submitted and called to play.
- e) Players on each round shall have a maximum of two (2) fouls and one (1) disarming violation and shall mean a loss.
- f) There shall be no limitation on the score to be acquired by each player.
- g) If in case the score difference on a specific round reaches 8 points the player with the inferior score shall be declared "TECHNICAL KNOCK-OUT" and shall lose the round to his opponent who has an eight point 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 considering the criteria in declaring a winner.
- i) The team that wins three out of five rounds will be declared the winner of the match.

#### **Full-Contact Event Sword and Dagger (DEMO EVENT)**

- 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 playing 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 1<sup>st</sup> Round shall be carried over on to the 2<sup>nd</sup> Round.**
- f) **There shall be no limitation on the score to be acquired by the player.**
- g) **If in case the score difference reaches 8 points in the 1<sup>st</sup> or in the 2<sup>nd</sup> 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 8 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.**

### **A. WEIGH IN ( FULL CONTACT EVENTS)**

A Participant can officially weigh-in **ONLY TWICE** 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, drawing of lots 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 just the same to determine sequence of who goes first and so on.

### **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 seconds.

A **SCORE** shall mean a legitimate strike or thrust with a padded stick using one hand only, delivered to a specific body point and is **counted or read as valid 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
- Eight (8) 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 shall not be allowed.**

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 three (3) point deduction per violation in the individual anyo and per team in the Synchronized Anyo.

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 and drops the weapon to the floor should be given a deduction of five (5) points for every violation.

Weapon gets destroyed or has apparent damage and any part of the weapon dropping to the floor shall be ruled as disarm which will cause the performers a deduction of five (5) points per violation in the individual anyo or per team in the synchronized anyo.

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

1. Removing the highest and lowest scores of the player/teams concerned given by the 7 or 5 judges repeating the same until a single score remains.
2. In cases that after the said process remaining score is still tied there shall be a 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. (non-bearing in the performance scoring)
- They can also wear red loose pants and white short sleeves t-shirt as prescribed in the Full Contact uniform 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. in length 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 replica of a short bladed replica 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 participants in the full contact event. 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 players of the competing teams to ensure safety of the participants.
3. Rubber soled shoes is encouraged to be worn 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. TOURNAMENT FEE**

\*\*\* Take note that the event is for ARNIS PHILIPPINES INC. members only, new and renewal memberships shall be accepted and shall be valid members for one year from the time of renewal.

**MEMBERSHIP FEE –** 18 years old and above – P300  
17 years old and below - P100

### **LABANAN**

- INDIVIDUAL - P300
- TEAM - P400

### **ANYO**

- INDIVIDUAL - P200
- TEAM - P300

## **XI. 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**

<b>ANYO EVENT</b>		<b>GOLD</b>	<b>SILVER</b>	<b>BRONZE</b>
<b>ANYO Individual EVENT</b>				
	Single Weapon	2	2	2
	Double Identical Weapon	2	2	2
	Sword & Dagger	2	2	2
<b>ANYO Team EVENT</b>				
	Single Weapon	6	6	6
	Double Identical Weapon	6	6	6
	Sword & Dagger	6	6	6
<b>INDIVIDUAL FULL CONTACT EVENT</b>		<b>GOLD</b>	<b>SILVER</b>	<b>BRONZE</b>
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
<b>TEAM FULL CONTACT EVENT</b>		<b>GOLD</b>	<b>SILVER</b>	<b>BRONZE</b>
1	MENS TEAM DIVISION	5	5	10
2	WOMENS TEAM DIVISION	5	5	10
<b>SWORD AND DAGGER FULL CONTACT EVENT</b>		<b>GOLD</b>	<b>SILVER</b>	<b>BRONZE</b>
1	FLYWEIGHT			
2	BANTAMWEIGHT			
3	FEATHERWEIGHT			
4	LIGHTWEIGHT			
5	WELTERWEIGHT			
6	MIDDLEWEIGHT			
7	CRUISERWEIGHT			
8	HEAVYWEIGHT			
9	SUPER HEAVYWEIGHT			
		<b>GOLD</b>	<b>SILVER</b>	<b>BRONZE</b>
	<b>TOTAL</b>	<b>50</b>	<b>50</b>	<b>72</b>

Certificate of Merit Medal



## **VII. TOURNAMENT SCHEDULE**

<b>December 4, 2018 1 (VENUE: Rizal Memorial Stadium) Pre-Competition</b>		
<b>AM</b>	8:00 - 11:00	Weigh-in of Athletes
	8:00 - 12:00	Coaches and Technical Committee Conference
		Matching & Pairing/Drawing of lots
		RJ Final Briefing and Refresher/ Working Committee Meeting
<b>NN</b>	12:00 - 1:00pm	LUNCH BREAK
<b>ARPI GAWAD PARANGAL/Grandmasters and Masters Demonstration/OPENING CEREMONY</b>		
<b>PM</b>	1:00 - 1:30	Key Note Address
	1:30am – 5:00	Achievement Awards Proper
<b>December 5, 2018 (VENUE SM MALL OF ASIA)</b>		
<b>AM</b>	9:00 - 12:00	Anyo Competition
<b>NN</b>	12:00 – 1:00	LUNCH BREAK
<b>PM</b>	1:00 – 6:00	Anyo/ Full Contact Competition
<b>December 6, 2018 (VENUE SM MALL OF ASIA)</b>		
<b>AM</b>	9:00 – 12:00	Full Contact Competition
<b>NN</b>	12:00 – 1:00	LUNCH BREAK
<b>PM</b>	1:00 – 6:00	Full Contact Competition
<b>December 7, 2018 (VENUE SM MALL OF ASIA)</b>		
<b>AM</b>	9:00 – 12:00	Full Contact Competition
<b>NN</b>	12:00 – 1:00	LUNCH BREAK
<b>PM</b>	1:00 – 3:00	Full Contact Competition
<b>PM</b>	3:00	AWARDING
<b>AWARDING AND CLOSING CEREMONY (3:00 PM – 5:00 PM)</b>		



**RAYMOND S. VELAYO**

President

Arnis Pederasyong Internasyonal, Inc. (*i*-ARNIS)

Arnis Philippines, Inc. (ARPI)



**JAYSON L. VICENTE**

Tournament Manager