

## **IBFDA General Competition Rules**

**With the incredible growth of the IBFDA and our sanctioned tournaments the rank and age breakdowns for each division will change to keep the tournament as fair as possible**

Competitions Levels are defined as follows:

BEGINNER – White – Advanced Purple Belts

INTERMEDIATE – Blue – Green Belts

ADVANCED – Brown and above

Competitor Age is based on the age at the time of competition. Age categories are defined as follows:

Youth Divisions will break down as follows:

YOUTH A – 3-5 years old

YOUTH B – 6-8 years old

YOUTH C – 9-12 years old

Teen Divisions will break down as follows

TEEN A – 13-14 years old

TEEN B – 15-17 years old

Adult Divisions will break down as follows

ADULT A – 18 – 30 years old

ADULT B – 31-45 years old

ADULT C – 46 years old and up

Competitors **MUST** compete with a different form in each event entered.

All short weapon events are limited to single hand straight sword or broadsword. **NO**

**EXCEPTIONS**

All long weapon events are limited to long staff and spear. **NO EXCEPTIONS**

All other weapons **MUST** compete in events noted as “other” or “open” weapon events.

If in the Chief Judge’s opinion the weapon being used does not meet the criteria of a traditional weapon, the Chief Judge will make a deduction of 0.05 point to 1.0 point from the final score.

There are **NO** refunds for **ANY** reasons.

The Tournament Committee Reserves the right to combine categories within the same division.

## Judge's Scoring Range

### **ADULT**

Advanced (Brown belts and above)

8.00 – 9.50

Intermediate (Blue and Green belts)

7.00 – 8.50

Beginner (White – Advanced Purple belts)

6.00 – 7.50

### **YOUTH**

Advanced (Brown belts and above)

7.00 – 8.50

Intermediate (Blue and Green belts)

6.00 – 7.50

Beginner (White – Advanced Purple belts)

5.50 – 7.00

## **IBFDA Rating Table for Self Defense and Mass Attack Competition**

### **Quality of Techniques (3 points)**

#### **Quality of hands, legs, stance, and movement**

Deduct a minimum of 0.05 points for each mistake. If the competitor makes the same mistake more than once, deduct no more than a total of 0.2 points for the error

#### **Degree of difficulty**

Difficulty should be appropriate for the skill level of the competitor. Though this is a subjective area, deductions should begin at 0.05 and should not exceed 0.3 for an inappropriately simple technique.

#### **Skill**

To evaluate this area, place the competitor in one of three categories: above average, average, or below average. If their performance is above average, then deduct 0.05 to 0.2 points from their total score. If they show average skill ability, then deduct from 0.2 to 0.4 points. Finally, if their performance is below the average skill level, deduct from 0.4 to 0.6 points.

### **Contact (3 points)**

#### **Contact**

Again, place the competitor's contact level into one of three categories. Deduct points accordingly. Above Average 0.05 to 0.2: Average 0.2 to 0.4: Below Average 0.4-0.6. Contact is the primary element of importance in the self-defense/mass attack category. Competitor will be judged on impact quality of strikes delivered upon his/her partners (dummies). Contact must also demonstrate quality, focus and control to be considered anything more than a below average performance.

#### **Control of attacker(s)**

Use the same categorization as in "Contact." Competitor will be judged based on if they are able to demonstrate control of the attacker(s) and the situation. Accuracy and proximity of strikes as well as awareness of the proximity of partners (dummies) and surroundings at all times during the performance will be judged. Additionally, competitor and his/her partners (dummies) will be judged on the overall coordination and timing of the performance (i.e., how well put together and practiced).

#### **Element of reality**

Use the same categorization as in "Contact." Competitor will be judged based on if the technique demonstrates a sense of reality and a level of practicality that is believable. For example, a competitor performing a three-person mass attack that spends a prolonged period of time executing techniques on one attacker while the other two attackers wait patiently for him/her to finish before attacking themselves would be deemed unrealistic and highly impractical.

### **Spirit (3 points)**

**Spirit**

Deductions from 0.05 points or greater. Competitor will be judged on overall expression and control of their qi (chi). Competitor must demonstrate a sense of urgency, emotional force and mental focus as if he/she were actually being attacked for real.

**Rhythm**

Use the same method as “Spirit”

**Features of the technique**

Use the same method as “Spirit”

**Martial Ethics**

Ideally the competitor should receive a full point in this category. The judge may, however, deduct points according to mistakes or violations of the following categories:

**Dress**

Worth 0.33 points

**Personal Appearance**

Worth 0.33 points

**Courtesy**

Worth 0.33 points

## **IBFDA Rating Table for Form Competition**

### **Quality of Techniques (3 points)**

#### **Quality of hands, legs, stance, and movement**

Deduct a minimum of 0.05 points for each mistake. If the competitor makes the same mistake more than once, deduct no more than a total of 0.2 points for the error

#### **Degree of difficulty**

Form difficulty should be appropriate for the skill level of the competitor (for example, a sufficiently complicated and demanding form for advanced level competitors). Though this is a subjective area, deductions should begin at 0.05 and should not exceed 0.3 for an inappropriately simple form.

#### **Skill**

To evaluate this area, place the competitor in one of three categories: above average, average, or below average. If their performance is above average, then deduct 0.05 to 0.2 points from their total score. If they show average skill ability, then deduct from 0.2 to 0.4 points. Finally, if their performance is below the average skill level, deduct from 0.4 to 0.6 points.

### **Strength (3 points)**

#### **Smoothness of force**

Again, place the competitor's strength level into one of three categories: above average, average, or below average. Deduct points accordingly. Above Average 0.05 to 0.2: Average 0.2 to 0.4: Below Average 0.4-0.6.

#### **Balance**

Use the same categorization as in "Smoothness of force."

#### **Coordination among hands, eyes, body, and step**

Use the same categorization as in "Smoothness of force."

### **Spirit (3 points)**

#### **Spirit**

The judge can make their own decision here, and deduct from 0.05 points or greater

#### **Rhythm**

Use the same method as "Spirit"

#### **Features of the form**

Use the same method as "Spirit"

### **Martial Ethics**

Ideally the competitor should receive a full point in this category. The judge may, however, deduct

points according to mistakes or violations of the following categories:

**Dress**

Worth 0.33 points

**Personal Appearance**

Worth 0.33 points

**Courtesy**

Worth 0.33 points

**IBFDA Rating Table for Weapon Competitor**

**Quality of Techniques (3 points)**

**Quality of hands, eyes, body, and steps**

Deduct a minimum of 0.05 points for each mistake. If the competitor makes the same mistake more than once, deduct no more than a total of 0.2 points for that error.

**Characteristics of the Weapon**

Proper characteristics: Deduct a minimum of 0.1 points for each characteristic effort: if the competitor makes the same mistake more than one time, deduct no more than 0.3 points.

Degree of difficulty: This requires the judge's discretion. Deductions begin at 0.05 points and are no more than 0.5 for an inappropriately simple form.

**Skill**

To evaluate this area, place the competitor in one of three categories: above average, average, or below average. If their performance is above average, then deduct 0.05 to 0.2 points from their total score. If they show average skill ability, then deduct from 0.2 to 0.4 points. Finally, if their performance is below the average skill level, deduct from 0.4 to 0.6 points.

**Strength (3 points)**

**Smoothness of force**

Again, place the competitor's strength level into one of three categories. Deduct points accordingly.

Above Average 0.05 to 0.2: Average 0.2 to 0.4: Below Average 0.4-0.6.

**Balance**

Use the same categorization as in "Smoothness of force."

**Coordination among hands, eyes, body, and step**

Use the same categorization as in "Smoothness of force."

**Spirit (3 points)**

## **Spirit**

The judge can make their own decision here, and deduct from 0.05 points or greater

## **Rhythm**

Use the same method as “Spirit”

## **Development of weapon’s characteristics**

Use the same method as “Spirit”

## Martial Ethics

Ideally the competitor should receive a full point in this category. The judge may, however, deduct points according to mistakes or violations of the following categories:

### **Dress**

Worth 0.33 points

### **Personal Appearance**

Worth 0.33 points

### **Courtesy**

Worth 0.33 points

## San Shou (Light Contact Fighting) Rules

### Equipment:

Required Equipment – Headgear, mouthpiece, groin cup, footgear and safety gloves.

Optional Equipment – Chest protector, Shin Pads

Acceptance of required equipment is at the sole discretion of the Center Referee and tournament staff.

### Time:

Running two minutes. Time stopped only at the request of Center Referee.

All divisions with four or more competitors will be run with single elimination brackets.

### Scoring:

All Divisions: first competitor to score 3 points wins.

Score areas: Side of head, forehead, chest, stomach, back, outside of thigh and side areas.

One point awarded for effective hand, foot, or sweep technique. The parts of the hand eligible for scoring are the palm, knife hand, back hand, and fist. The kicks eligible for scoring are front kick, heel kick, round kick, side kick, back kick, crescent kick, controlled kick to upper thigh, spinning kick, and hook kick.

Clear sweeps below the knees allowed. If the sweep fails, the competitor is allowed two seconds to follow up with a technique.

Technique must have power, speed, focus and control to be scored

If both feet are out of bounds, the point is given to the competitor remaining in-bounds.

Penalties:

First personal foul: 1 point awarded to opponent.

Second personal foul: disqualification.

No contact allowed to head or back (technique must score without contact).

No head butts.

No kicks to the inside of thigh or knee areas.

No techniques allowed to the eyes or groin.

No excessive contact or repeated blows once point has been called.

No use of elbows or knees.

No joint locks.

No delayed counter strikes or kicks.

No throws over the hip or shoulder (only sweeps).

No trapping of the foot and sweeping.

No thigh reaping takedowns.

No choking.

No abusive language.

No coaching from sidelines.

Judging Commands:

Face me: Bow

Face each other: Bow (shake hands).

Ready position. · Kai-Si. (Begin.)

Ready judge. · Score.

Judging Signals:

Open extended hand towards competitor — Point called.

Cross extended arms — Did not see or no point called.

Pointing to boundary — Out of bounds.

Fist hitting open hand — Excessive contact observed.

Fist to ear and point to competitor — Foul called (deduct point).

ANY SERIOUS VIOLATION WILL RESULT IN IMMEDIATE DISQUALIFICATION. THE CENTER REFEREE POSSESSES FULL AND FINAL AUTHORITY.



## Stick Fighting

Time: Running two minutes. Time stopped only at the request of the Center Referee

All divisions with four or more competitors will be run with single elimination brackets.

### Scoring:

1 Point Scored for Strikes to the body (front, chest protector area), upper leg and/or disarming a weapon.

2 Points Scored for a clean stabbing strikes to the body (front, chest protector area)

The winner is the competitor who obtains the highest score in the time allotted or reaches 5 points, whichever happens first.

### Penalties:

First personal foul: 1 point awarded to opponent.

Second personal foul: disqualification.

No contact allowed to head or back.

No head butts.

No strikes to the knee areas.

No techniques allowed to the eyes or groin.

No excessive contact or repeated blows once point has been called.

No abusive language.

No coaching from sidelines.

### Judging Commands:

Face me: Bow

Face each other: Bow (shake hands).

Ready position.

Kai-Si.

Ready judge.

Score.

### Judging Signals:

Open extended hand towards competitor — Point called.

Two fingers on hand extended towards competitor — 2 points called.

Cross extended arms — Did not see or no point called.

Fist hitting open hand — Excessive contact observed.

Fist to ear and point to competitor — Foul called (deduct point).

ANY SERIOUS VIOLATION WILL RESULT IN IMMEDIATE DISQUALIFICATION. THE CENTER REFEREE POSSESSES FULL AND FINAL AUTHORITY.

### Arbitration/Disputing of Results

Any competitor disputing the results of a division or a match and wishing to have arbitration of a division or match for any reason must notify the chief referee verbally within 15 minutes of the match. The competitor must then file a written request for arbitration along with a \$300 arbitration fee to the tournament director within 30 minutes. If the arbitration is settled in favor of the arbitrating team, the competitor shall receive a refund of the arbitration fee; otherwise, no refund will be given.