

“APPROVED”

V. Levin

President of the Public Association "International organization of military and sports all-round competitions"



20.01.2020

## **Rules of the Europe Championship of Military and Sports All-Round Competitions Section «Combined martial»**

### **1. Aims and Problems:**

- all-round competitions popularization;
- development of sports craft;
- strengthening friendship between countries.

### **2. Time and Venue:**

The competition will be held on 13.11 - 15.11.2020 in Kharkov (Ukraine).

Day of arrival is 12-13 November; day of departure is 15-16 November. Competition participants will be stayed in Kharkov hotels and hostels.

### **3. Management of competitions:**

Overall management of preparation and running the competitions carried out by The Public Association "International organization of military and sports all-round competitions" and Ukrainian Federation of Military and Sports All-Round Competitions with the support of Ministry for Youth Affairs and Sport. Direct carrying out competitions rests with the main panel of judges.

### **4. Competitors:**

To participate the competition are admitted teams of countries who's athletes, as amateur, have corresponding level of training. Individual competitions, carried out in accordance with the approved rules competitions in Military and Sports All-Round Competitions.

## **5.**

### **COMPETITIONS PROGRAM**

13 November From 9.00 to 16.00	Mandates commission Competitions of «shooting match» section (air rifle)
14 November From 9.00 to 20.00	Competitions of «All- styles fighting» section
15 November From 9.00 to 20.00	Competitions of «All- styles fighting» section

Competitions of « All- styles fighting » are carry out of the following versions:

B-1 (light), B-2 (dosated contact), B-3 (full contact), B-4 (full contact), B-5 (no contact), B-6 (Kata).

## 6. Age and weight categories:

	Youths and Juniors						Adults
Full age(years) Weight (max, kg)	6-7	8-9	10-11	12-13	14-15	16-17	18-39, 40+
<b>Super lightweight</b>	up to 18kg	up to 20kg	up to 24kg	up to 30kg	up to 35kg	up to 45kg	up to 55kg
<b>light weight</b>	up to 20kg	up to 22kg	up to 26kg	up to 35kg	up to 40kg	up to 50kg	up to 60kg
<b>1 light weight</b>	up to 22kg	up to 24kg	up to 28kg	up to 40kg	up to 45kg	up to 55kg	up to 65kg
<b>2 light weight</b>	up to 24kg	up to 26kg	up to 30kg	up to 45kg	up to 50kg	up to 60kg	up to 70kg
<b>Medium</b>	up to 26kg	up to 28kg	up to 35kg	up to 50kg	up to 55kg	up to 65kg	up to 75kg
<b>1 average</b>	up to 28kg	up to 30kg	up to 40kg	up to 55kg	up to 60kg	up to 70kg	up to 80kg
<b>2 average</b>	up to 30kg	up to 35kg	up to 45kg	up to 60kg	up to 65kg	up to 75kg	up to 85kg
<b>light heavy</b>	up to 35kg	up to 40kg	up to 50kg	up to 65kg	up to 70kg	up to 80kg	up to 90kg
<b>heavy</b>	over 35kg	over 40kg	over. 50kg	over.65kg	up to 75kg	up to 85kg	up to 100kg
<b>heavyweight</b>	-	-	-	-	over 75kg	over 85kg	over.100kg

	Girls, junior						Adults
Full age(years) Weight (max, kg)	6-7	8-9	10-11	12-13	14-15	16-17	18-39, 40+
<b>Super lightweight</b>	up to 18kg	up to 20kg	up to 24kg	up to 30kg	up to 35kg	up to 40kg	up to 45kg
<b>light weight</b>	up to 20kg	up to 22kg	up to 26kg	up to 35kg	up to 40kg	up to 45kg	up to 50kg
<b>1 light weight</b>	up to 22kg	up to 24kg	up to 28kg	up to 40kg	up to 45kg	up to 50kg	up to 55kg
<b>2 light weight</b>	up to 24kg	up to 26kg	up to 30kg	up to 45kg	up to 50kg	up to 55kg	up to 60kg
<b>Medium</b>	up to 26kg	up to 28kg	up to 35kg	up to 50kg	up to 55kg	up to 60kg	up to 65kg
<b>1 average</b>	up to 28kg	up to 30kg	up to 40kg	up to 55kg	up to 60kg	up to 65kg	up to 70kg
<b>2 average</b>	up to 30kg	up to 35kg	up to 45kg	up to 60kg	up to 65kg	up to 70kg	up to 75kg
<b>light heavy</b>	up to 35kg	up to 40kg	up to 50kg	up to 65kg	up to 70kg	up to 75kg	up to 80kg
<b>heavy</b>	over 35kg	over 40kg	over 50kg	over 65kg	up to 75kg	up to 80kg	up to 85kg
<b>heavyweight</b>	-	-	-	-	over 75kg	over 80kg	over 85kg

## 7. Awards:

The winner, the first and second runners-up in each category will be awarded with Certificates and medals of the corresponding sports degrees.

## 8. Financing:

All costs associated with organization and holding of competitions are carried out through cooperation of finance organizations taking part in the competition, the organizers of competitions, and other extra-budgetary revenues. Costs for trip, insurance, accommodation and meals of competitors, coaches, representative should be undertaken by the sending organization.

Charges for entrance of competition - 50 dollars, goes for medical services (on duty "ambulance"), rent of the hall and other technical matters.

The fee for attending a judiciary seminar and obtaining the certificate of an international judge is 10 dollars (optional);

Fee for certificate confirms the right to develop MSAC in your region - 20 dollars( by agreement).

## 9. Roster:

Deadline for applying the roster to participate in the competitions is over March 30, 2020.

You can apply via telephone (WhatsApp):

+ 38(093) 18-39-194;

e-mail: [presidentmsac@gmail.com](mailto:presidentmsac@gmail.com)

**In order to pass the mandate commission should be submitted:**

- medical certificate
- passport (birth certificate)
- sportsman's qualificaltional record-book
- insurance police

*Further information is available from:*

**Volodymyr Levin**, President of the MSAC  
tel: + 38(093) 18-39-194



### Competition venue:

Address: Ukraine, Kharkiv, st. Dynamovskaya, 5-A,  
municipal institution "School of Higher Sports Skill"



### Location of command :

Address: Ukraine, Kharkiv,  
ul. Kharkiv Divisions, 29  
mob.: +380 (57) 715 55 15

<http://mercury-hotel.com.ua>



- the cost of living 1 person per day 30 dollars;
- the cost of accommodation and breakfast 1 person per day 40 dollars

It is possible to familiarize yourself with:

- V. N. Karazin Kharkiv National University  
<https://www.univer.kharkov.ua/en>
- OF KHARKIV NATIONAL MEDICAL UNIVERSITY  
<http://www.knmu.kharkov.ua/>

# Application

for competing in the World

Championship of Military and Sports All-Round Competitions

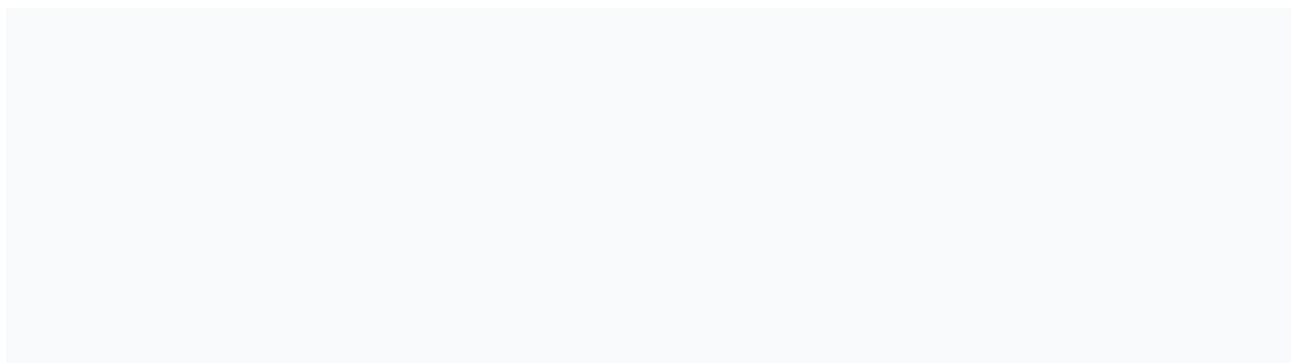
Section «Combined martial»

venue: Ukraine, Kharkiv

Date of the event: 13-15 November

№	Surname, given name, patronymic (in Russian or English)	Date of birth	country	Age at last birthday	Age category	Version	Weight	Surname, given name, patronymic (Coach)
1.								
2.								
3.								
4.								
5.								

Chief executive officer \_\_\_\_\_ sign \_\_\_\_\_ seal of federation



## invitation form

Surname	Name	country	Name of Federation , sports organization	position	Email address	Mobile number	Location of the organization (legal address)	visa support requirement	participation in a judiciary seminar	the need to obtain a license certificate for the development of MSAC in your region
1	2	3	4	5	6	7	8	9	10	11

**To receive an invitation from an international organization to participate in the championship you need to fill out a form and send it by e-mail: [presidentmsac@gmail.com](mailto:presidentmsac@gmail.com)**  
**Send this form to a Microsoft Word text editor**

# Extract from the Regulations of Europe Championship in Military and Sports

## All-Round Competitions

### Section “Combined martial”

#### General provisions

The competition's Regulations (hereinafter The Regulations) set requirements of competition procedure, permissions and charge of panel of judges, sportsmen, team representatives during combative all-round competitions.

Combative all-round consists of such kinds:

- All-Styles fighting.
- Shooting.

The competitions of “Combined martial”.

#### 1. Procedure and disposition of competitions.

Competitions are carried out by three kinds:

##### - All-Styles fighting by B1-B6 versions:

- B-1 light contact, (to the first technical action)
- B-2 dosed contact, (to complete the combination)
- B-3 full contact (without strikes by elbows and knees),
- B-4 full contact (with strikes by elbows and knees in body only),
- B-5 no contact (demonstration of receptions);
- B-6 no contact (demonstration formal technical complex without cold steel «KATA»).

##### - Shooting.

Shooting is made of an air rifle or pneumatic gun (hereinafter - pneumatic weapon).

#### 3. Competitors.

##### GROUPS IN AGE OF COMPETITORS

Age groups of participants are determined by the number of full years on the first day of the competition in the following match:

- 1) children of the I age group - 6 - 7 years;
- 2) children of the 2nd age group - 8 - 9 years;
- 3) younger boys, girls - 10 - 11 years old;
- 4) boys, girls - 12 to 13 years old;
- 5) senior boys, girls - 14 - 15 years old;
- 6) juniors - 16 - 17 years;
- 7) adults - 18 - 39 years old;
- 8) veterans - from 40 years old.

##### WEIGHT CATEGORIZE.

###### Men:

	Youths and Juniors						Adults
Full age(years) Weight (max, kg)	6-7	8-9	10-11	12-13	14-15	16-17	18-39, 40+
Super lightweight	up to 18kg	up to 20kg	up to 24kg	up to 30kg	up to 35kg	up to 45kg	up to 55kg
light weight	up to 20kg	up to 22kg	up to 26kg	up to 35kg	up to 40kg	up to 50kg	up to 60kg
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1 average	up to 28kg	up to 30kg	up to 40kg	up to 55kg	up to 60kg	up to 70kg	up to 80kg
2 average	up to 30kg	up to 35kg	up to 45kg	up to 60kg	up to 65kg	up to 75kg	up to 85kg

<b>light heavy</b>	up to 35kg	up to 40kg	up to 50kg	up to 65kg	up to 70kg	up to 80kg	up to 90kg
<b>heavy</b>	over 35kg	over 40kg	over. 50kg	over.65kg	up to 75kg	up to 85kg	up to 100kg
<b>heavyweight</b>	-	-	-	-	over 75kg	over 85kg	over.100kg

#### Women:

	<b>Girls, junior</b>						<b>Adults</b>
<b>Full age(years) Weight (max, kg)</b>	<b>6-7</b>	<b>8-9</b>	<b>10-11</b>	<b>12-13</b>	<b>14-15</b>	<b>16-17</b>	<b>18-39, 40+</b>
<b>Super lightweight</b>	up to 18kg	up to 20kg	up to 24kg	up to 30kg	up to 35kg	up to 40kg	up to 45kg
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<b>heavyweight</b>	-	-	-	-	over 75kg	over 80kg	over 85kg

Only grown-up men, who are declared in one of a three last weight categories, can to take part in competitions.

If a number of category's competitors is less than three, than by decision of chief secretary and in chime with team representative, sportsman can to take part in competition of heavier weight category of one's age, or of elder age category of one's weight. At the same time children can't to take part in competitions of youths, and youths in competitions of adults. Girls and women can't take part in full contact competitions (B-3, B-4 version). 14-th aged sportsmen are admitted to take part in competitions of B-3 version. 18-th aged sportsmen are admitted to take part in competitions of B-4 version.

In competitions for versions B-5 and B-6, athletes perform in their age categories without weight.. Participation in B-5 competitions is allowed for couples, which include athletes of the same age category as one and various articles (for example, 2 men, 2 women, 1 person + 1 woman). In this case, individual assessments are credited to each athlete in his age category of the relevant gender. Athlete's performance with an assistant is allowed (the performance of the assistant is not evaluated).

#### 4. Admission to the competition

1. The personal admission of an athlete to the competition is carried out by the mandate commission on the basis of:

- 1) the registered application (Annex 1);
- 2) a document certifying the identity of the athlete;
- 3) the admission of a doctor dated not earlier than fourteen days before the day of the meeting of the mandate commission;
- 4) insurance certificate (policy, certificate).

2. The sequence of the performance, as well as the composition of the pairs of participants in the competitions, are determined by drawing lots.

## **5. Rights and obligations of the participants of the competition**

1. Competitors must:
  - 1) to know and comply with the requirements of these Rules and to familiarize themselves with the Regulations;
  - 2) arrive on time in a race;
  - 3) to comply indisputably with the instructions of judges and other officials specified in these Rules;
  - 4) have equipment of the participant of the competition and personal protective equipment in accordance with the requirements of these Rules;
  - 5) have a second in the competition (except versions B-5 and B-6);
  - 6) in competitions for versions B-5 and B-6, after drawing lots, to be in a specially designated place of waiting during the performances of all athletes of their age group until the final announcement of the results;
  - 7) the participant who was declared the first, binds the red belt (except version B-6);
  - 8) before the demonstration of the technical complex (version B-6) to name the surname, declare the names of the complex, school, style.
2. Competitors have the right to:
  - 1) apply to the judges through the team representative, and during the match - after a second;
  - 2) at any time to refuse the competition;
  - 3) to carry out control weighting before weighing;
  - 4) at any time to seek medical assistance.
3. Participants are prohibited from:
  - 1) during the competition, leave the competition to the announcement of the result by the judge;
  - 2) interfere with the work of judges, enter into disputes with them;
  - 3) violate these Rules and security measures;
  - 4) during the fight to have foreign objects not included in the equipment;
  - 5) during the performances in versions B-5 and B-6, use dimensional models of firearms and cold weapons that during the performance may injure athletes, judges, other officials and spectators.
4. By a decision of the Chief Justice the competitor may be withdrawn from the competition for rude and indiscriminate results by canceling the result in a personal score. Also, by the decision of the Chief Justice the competitor can be withdrawn for technical unpreparedness, but in this case the result in the personal score is not canceled.

## **V. Equipment of competitors**

1. Athletes who perform in versions B-1, B-2, B-3, B-4 must be dressed in a special cut suit (jacket or T-shirt, pants) without costume jewelry, without shoes and any solid elements of the fittings (zippers, hooks, buttons, etc.), girded with a white or red belt, whose length is 2.5 - 3 m, width - 4-5 cm.
  2. For athletes who are in version B-5, soft-sided shoes are allowed.
  3. During the performance in versions B-1, B-2, B-3, B-4, B-5 it is not allowed to be in glasses. Nails on the hands and feet of the participants should be trimmed short.
  4. Athletes who are in version B-6 have clothing that meets the requirements of one of the two chosen directions.
    5. In the stylistic direction, a t-shirt or kimono dressed in trousers is allowed.
    6. In a different direction, the clothes (suit) must correspond to the presented martial arts style. The presence of the emblem of the style of martial arts in a suit is obligatory. The color of the belt must correspond to the athlete's attestation in the martial arts system that he represents during his performance.
- The belt must be tied in a square knot so that the jacket is not too loose and long enough to allow it to be worn twice with the waist. The length of the ends of the belt on each side of the knot must not exceed 2/3 of the length of the thigh.
- Sleeves and pants should be moderately free so as not to interfere with movements, close the larger half of the shin and forearm, leaving the feet and wrists uncovered. Not allowed to roll sleeves jackets and pants.
- Underwear, under a kimono in the form of a smooth white t-shirt or a t-shirt, is allowed to be worn only for women and girls.
7. Hair, longer shoulders, should be picked up with any soft hair straps.
  8. Athletes performing in version B-6 during the performance are not allowed to carry jewelry and footwear, but the presence of glasses is allowed if their wear is due to visual impairment.



9. In the course of competitions in the section "Shooting" athletes perform in a form of sport (or in military form, if the participants of the competition are servicemen).

## **VI. Personal protective equipment**

1. During a performance in versions B-1, B-2, B-3, B-4 the athlete must have:
  - 1) protective helmet;
  - 2) gloves on hands;
  - 3) a protective shell on the groin;
  - 4) lining on the legs;
  - 5) a protective vest (for women and participants of competitions according to the B-4 version, obligatory for athletes of other versions);
  - 6) feet (which close the foot, toes, and heel);
  - 7) cape.
2. Individual protection means during appearances in versions B-1, B-2, B-3, B-4 must meet the following requirements:
  - 1) the protective helmet must protect the eyebrows, temples, jaws, ears, upper and back of the head. Chin may be left unprotected;
  - 2) gloves must be free of ruptures and seams. If the gloves are corded, the seam is closed by the adhesive plaster;
  - 3) the use of open-ended gloves is permitted only in the version B-4 for athletes weighing up to 80 kg;
    - 4) gloves for athletes weighing:
      - up to 30 kg should be closed with fingers and weighing not less than 170 grams (6 ounces);
      - Over 30 kg and up to 50 kg should be closed with fingers and weighing not less than 227 grams (8 ounces);
      - more than 50 kg should be at least 284 grams (10 ounces) if they are with their fingers closed and have a protective pad of at least 4 cm if open with fingers;
      - over 70 kg should be at least 340 grams (12 ounces) if they have closed fingers and have a protective pad of at least 5 cm if open thumbs;
      - more than 90 kg should only be closed with fingers and weighing not less than 397 grams (14 ounces);
  - 5) the protective sink should be made of solid material, fitted in size and worn under pants;
  - 6) the lining of the legs should be made of soft material not less than 1 cm thick, close the legs, and also the foot, the toes and the heel, if feet are not used;
  - 7) feet should be soft, protect the entire foot, heel and toes;
  - 8) the use of protective footwear that combines the foot and the shin lamp should not be prohibited if it meets the prescribed requirements.
3. An athlete who has come out on a fight with individual means of protection and in an equipment which does not meet the requirements of these Rules and within 2 minutes could not eliminate deficiencies, is considered to be not appearing on a duel.
4. In versions B-5 and B-6, athletes perform without individual protection. If necessary, wrists (in version B-5) and legs of legs (in versions B-5 and B-6) are allowed.
5. In applications using weapons, it is allowed to use powders in the form of talc, powder, chalk, etc. to improve the contact of the palm of the weapon.
5. During the B-4 battles and in the event of participation only masters of sports, masters of international class masters and honored masters of sports of Ukraine or athletes of their respective qualifications, the athlete may perform without a protective vest and helmet in the event of a trainer and a representative written consent teams.

## **X. Versions and the order of the competitions under the section "All-Styles fighting"**

### **1. Competition versions in the form of contact matches**

1. Easy contact (version B-1). In the event of a competition in a light contact it is not allowed to carry out strikes and throws that can lead to knockdown or knockout.
2. Metered contact (version B-2). Competitions in the metered contact are conducted with a controlled force of impact (throwing), that is allowed strikes (throws) that do not lead to a knockout.
3. Full contact (versions B-3, B-4). Competitions in full contact are carried out without limitation of the impact forces (throws), while it is allowed strikes (throws) that can lead to a knockout.

In the version B-4 it is allowed to strike the body with the knees and elbows.

## **2. Versions of competitions in the form of contactless fights (speeches)**

1. Couple demonstration of self-defense technology (version B-5):

1) the program of the performance of each pair must necessarily include a certain number of techniques of self-defense, to be demonstrated by each participant, in the following:

for the age of 6 - 7, 8 - 9 years - four receptions;

for the age of 10 - 11, 12-13 years - six receptions;

for the age of 14 - 15, 16 - 17 years - eight receptions;

for the age of 18 and over - ten receptions;

2) the first half of the demonstrated technique of self-defense is used against non-weapon action, the second one - against the actions of the weapon.

2. Demonstration of formal technical complexes (version B-6):

1) B-6 msac - Competitions are held in the form of a demonstration of a formal technical complex of combat combinations style in an individual performance. The basic principle in the assessment is to identify technical errors in the technology of this complex;

2) B-6 all styles - competitions are held in the form of a demonstration of traditional formal technical complexes, representing different styles of martial arts in an individual performance without weapons.

Demonstration of a technical complex of arbitrary nature is also allowed. The main principle in evaluating such performances is not the analysis of interstellar errors, but the detection of mistakes inherent in all styles (violation of coordination of movements, stability, equilibrium, lack of concentration in movements, violation of the balance of the center of gravity, lack of concentration of force and control of action, lack of combat spirit, violation breath, as well as look, facial expression, rhythm, expressive style writing, etiquette, simplicity or complexity of the technique of execution). On the eve of the performance of an athlete from the FTK an arbitrary character of the brigade of judges is given a description of the specified complex.

## **3. The order of the competition**

1. Fights in versions B-1, B-2, B-3, B-4 begin with the command of the referee "Fight" and ends with the signal of the gong (sound signal) or by the referee's command "Stop".

Duration of the match is:

for children of the 1st age group 6 - 7 years and the second age group of 8 - 9 years of both sexes - 1 round 2 min;

for younger males 10 - 11 years old, boys 12 - 13 years and all age groups of women under 18 years - 1 round 3 min;

for older boys 14 to 15 years of age, junior males 16 - 17 and women from 18 years old - 2 rounds for 2 min;

for all ages men from 18 years old - 2 rounds for 3 minutes.

Before the start of the match, the athletes start at the starting positions marked on the court to hold the match. By the referee team, the red belt participant takes the place to the right of the referee, the participant with the white belt - to the left, congratulating each other in the beginning and after the end of the match handshake or bow.

During the competition after the first round, athletes rest for 1 minute, sitting on a chair in the established places.

After the time of the match stops, the technical actions after the gong or the referee's team "Stop" are not counted (violations - credited).

A match by a referee team can be interrupted for each participant for the entire duration of the match for no more than 5 minutes (for providing (receiving) medical care, eliminating disadvantages and inconvenience in clothing and equipment, etc.), after which the participant who did not have this time, the defeat is counted, and the opponent is awarded a pure victory.

The duel ends ahead of time in the event of awarding one of the participants a clear victory, a victory over the obvious advantage or disqualification of one of the participants.

If the rival in the rack is more than 5 seconds more enthusiastic, the battle stops and continues from the middle of the playground.

The time of the fight in the party (lying down) does not exceed 20 seconds. If during this time, none of the rivals failed to perform a painful or stifling reception, the battle stops and continues from the rack. In the absence of active actions on the part of both athletes during the fight in the party (lying) the referee may stop the fight until the end of 20 seconds. Continuation of the battle comes from the rack. Note on passive combat is not announced at this time.

For one and the same athlete, a break between the end of the previous match and the beginning of the next must be at least 5 minutes.

2. During the conduct of fights, the effective actions (attacks) of athletes shall be assessed.

An effective attack in the match is allowed by these Rules to strike, inflicted on the score zone of the opponent's body, a throw, as well as pain or suffocating reception.

The criterion of the effectiveness of the attacker is the correct implementation of the technique of military sports all-round blow, throw or admission in accordance with these Rules.

Striking is not prohibited.

It is allowed to mark (without contact) blows in the score zone of the body, if at least one of the rivals is in the hallway. The position of the sideboard is the position of the athlete, which involves contacting the tatami with any part of the body, except the stop.

A blow, the execution of which begins at the rack, and ends with the attacker's fall, is considered to be executed in the rack.

3. During the competition in the light contact of the B-1 after the attack, the command "Stop" is presented and the evaluation of the actions of the athlete, who first performed an effective action.

In the course of B-1 matches, only accented strikes are subject to evaluation, which, if applied to an unprotected score zone without limitation of the force of contact, can lead to the impossibility of temporarily or at all continuation of the fight (fight). In this case, the impact technique, the speed and the impact force are confirmed by the presence of the attacking fighter, the impact control, in accordance with the requirements of these Rules to the version in which the fight is conducted.

These requirements also apply to benchmark markings for all versions with contact bouts (B-1, B-2, B-3, B-4).

4. In assessing the effectiveness of blows during the B-1 series of matches and the punctuation markings for all versions, the criteria are:

1) direct strike closer to the opponent by hand is considered effective if at the same time it meets the following requirements:

the blow is inflicted on the disruption of the distance with the simultaneous staging (step) of the same leg (if the hand is left - the left leg and vice versa);

the shoulder (shoulder joint) of the attacking arm is forward;

2) direct strikes by hand that farther away from the rival, as well as side-by-side hands and blows with hands at the bottom (pepper) are considered effective if at the same time they meet the following requirements:

the shoulder (shoulder joint) of the attacking arm is forward;

the shoulder (shoulder joint) closer to the opponent hand is pulled back;

3) kicking the leg, as well as reverse circular impacts on the back of the fist should be amplitude and accented with power generation.

An indication of power generation during kick-offs is the scrolling of the attacking athlete's body on the support foot and the passing of the knee of the attacking leg in the plane of rotation ahead of the shock-stroke movement. If the specified criteria of kick-off efficiency are not met in full, but the attacked opponent falls from the impact, such a blow is also subject to evaluation.

An attack on the leg with the attacker falling in version B-1 is estimated only if the attacked opponent falls.

5. In the course of competition with the B-2 dose contact and in full contact for versions B-3 and B-4, the points are awarded without interrupting the match.

6. If after the end of the main time of the match in both rivals is equal to the number of points, the B-1 version of the battle continues until the first effective action, and for versions B-2, B-3 and B-4, one additional minute of the battle is assigned. The outcome of the battle in this case is determined solely by the results of the appointed additional minute of the battle (the results of the main time of the match both relative to the sum of assessments of effective actions, as well as with respect to comments and warnings, canceled). If, after an extra minute, the score remains equal, the battle continues until the first effective action.

Before the extra minute of the battle, athletes are given a rest for 1 min.

7. The order of the competition in version B-5:

1) the performance of each athlete is evaluated separately with the definition of his place in the personal championship among athletes of the corresponding age category (separately for men and women). The assessment is carried out not for each reception separately, but for the whole program as a whole;

2) in order to determine the places in the personal championship in the event of an equal number of points in two athletes, an additional demonstration by athletes of three different methods, the reassessment of which is repeated (with the cancellation of the preliminary results), is appointed. Based on the results of the evaluation of the three techniques, the higher and lower places for these athletes are determined. If the amount of points received by the athletes for an additional demonstration of the three methods is identical, decisions regarding the allocation of seats for these athletes shall be taken by the judges by simple ballot with a double superiority of the arbitrator's vote;

3) determining the places in the personal championship in the event of an equal amount of points in three or more athletes shall be conducted without the repeat performance of athletes by adding the excluded lower points. In the event that the two or more athletes score again at the same time, the excluded points will be added to the amount of points for these athletes. If, after this, two or more athletes score the same amount, the decision is made by the judges by simple ballot with a double superiority of the arbitrator's vote;

4) athletes' performances are evaluated by five lateral judges using rating labels.

During the demonstration of the performance, the diversity of military equipment, methods of self-defense is not limited. Mandatory elements should be various attacks, throws, pain and suffocating techniques, counterattacking actions, possession of methods of self-defense against attack with any weapon or improvised means.

The demonstration of the first reception begins at the center of the playground on the tatami with the greetings by the bows of judges and each other. The division of receptions should be fixed by the time interval of up to 4 s.

The demonstration program, which consists of the required number of receptions, ends with bowes to each other, judges and expectations of the outcome of the statement.

During the demonstration of a drum technique, the slight touch of the athlete is allowed. Athletes need to safely perform techniques of throwing equipment, pain and suffocating techniques.

In the event of non-compliance with such conditions, an athlete may be advised, warned or disqualified.

A compulsory component of throwing equipment is the correct implementation of the methods of insurance and self-insurance, as well as pain and suffocating techniques.

8. The order of the competition in version B-6:

1) after calling the athlete takes the starting position in the far right corner of the site marked on the tatami for the performance. The athlete demonstrates his willingness to raise his right hand. From this moment begins its evaluation;

2) before reaching the playground for the performance, the athlete baptizes those present. Approaches the judges to a distance of 1 m and bowing congratulates them and, having taken the position of the front rack (the bow and rack can have stylistic features), represents himself and his performance;

3) at the time of submission, the athlete names his / her name, FTC name, style or school, and informs the judges of the need to cross the platform for the performance (if any) during the implementation of the complex with the generally accepted gesture and the phrase "Exit the playground";

4) the demonstration of the FTC begins after the athlete occupies the appropriate place on the playground. After completing the complex, the athlete is in the waiting position at the center of the site and waits until the judges make their decision;

5) the athlete leaves the playground for the Arbitrator team "Participant free". To move on the site and leave the site is allowed only face to the judges;

6) the fact of violation of these Rules, which leads to disqualification, the lateral judge signals the rotation of the index finger raised up in the right hand. If such signals come from most judges, the referee must stop the demonstration and gather the judges for a collegial decision on disqualification.

## **XI Technical actions and their evaluation**

### **1. Scoring areas**

Scoring areas of the body for attacking are:

- 1) head (except for the nape);
- 2) anterior and lateral surfaces of the chest;
- 3) back (except for the kidneys and spine);
- 4) stomach;
- 5) legs (except for joints);
- 6) block if, as a result of a hit, the opponent has got a knockdown or knockout, in cases where this is permitted by these Rules.

### **2. Evaluation of technical actions in versions with contact fights**

#### **(B-1, B-2, B-3, B-4)**

1. A pure victory in the course of competition in light, metered and full contact (B-1, B-2, B-3, B-4) is awarded to:

- 1) for carrying out a pain or suffocating reception;
- 2) for a knockout or two knockdowns in full contact;
- 3) for two knockdowns in the metered contact;
- 4) in case of disqualification of the opponent;
- 5) for obvious advantage (if one of the athletes can not withstand the attacks of the opponent, misses many strokes or constantly retreats and dodges the battle).

2. 6 points are awarded for knockdown (except version B-1).

3. Three points are awarded for:

- 1) kicking in the head;
- 2) a throw executed technically correctly and quickly, through which an opponent fell on his back, stomach or side, and the performer of the throw remained in the rack;
- 3) a series of strikes by the hands of the head, if the strikes are carried out one after another without ruptures in time as one action, with two or more strikes effective (except version B-1).

4. Two points are awarded for:

- 1) hand-to-head strike;
- 2) kicking in the torso or back;
- 3) a series of strikes by the hands in the trunk, if the strikes are carried out one after the other without breakage in time as one action, with two or more strikes effective (except version B-1);
- 4) a throw executed technically correctly and quickly, through which an opponent fell on his back, stomach or side, with the attacker falling;
- 5) knee injury in the torso (only for version B-4).

5. One ball is awarded for:

- 1) carrying out a strike by the hand in the torso;
- 2) strike the elbow over the body (for version B-4 only);

3) strike on the leg;

4) any technical attack or counterattacking of the wrestling technique (other than the blockages) leading to the opponent's fall (touching the tatami or carpet with any part of the body except the foot) that do not match the score of three or two points. At the same time, it is considered substandard poor performance of the reception of wrestling technology, due to which both athletes fall, and the athlete who started the attack does not receive a tactical advantage.

In the case of a strike on a raised leg, one point is not counted, but if, as a result of this strike, the opponent falls, one ball is counted.

If, as a result of a blow to the block (in versions B-3 and B-4) the opponent is in a knockout, the knock is counted.

If, as a result of a blow to the block (in versions B-2, B-3, B-4) the opponent is in a knockdown, the knockdown is credited.

If, as a result of violation of these Rules one participant, his opponent receives an injury or temporarily loses his ability to withstand attacks, the effective actions of the offender after the violation of these Rules and the command "Stop" are not evaluated.

#### 6. Throws:

1) a throw is considered a reception, as a result of which the rival is deprived of support and, falling, touching the tatami with any part of the body, except the stop. Throws are executed without falling and falling attacker;

2) a throw can be a consequence of the appropriate action on the opponent's attempt to conduct technical actions. When evaluating a throw, it takes into account the effectiveness of its execution, regardless of whether the throw from the stand or not. It is prohibited to perform throws that are dangerous to the life of the rival and can lead to fractures or severe injuries;

3) a throw, the execution of which has begun on the site and performed outside the boundaries of the battle area, is evaluated;

4) it is prohibited to carry out throws:

falling on an opponent with an emphasis on the elbow or knee;

on the head and with enthusiasm for the pain reception;

with the capture of only one head and / or neck of the opponent with two hands in the castle.

Capturing a rival's head or neck during a rollover or a coup in a party is allowed only in one hand (without a lock with the other hand) or to capture two hands with the neck and / or head lock only with the hand, foot, body or neck of the opponent's jacket .

The capture of an opponent without an admission must not exceed 5 seconds, and the time of the fight in the party - 20 seconds.

#### 7Pain Receptions:

1) a painful admission is considered to be the grip of an opponent's hand or leg in the struggle against lying and performing actions that cause pain and compel the opponent to surrender;

2) pain receptions are carried out only in the partner smoothly without jerks to the appearance of pain and performed on the upper or lower limbs:

on the brush joint - bending in the direction of natural bending without twisting;

on the elbow joint - bending without twisting;

on the shoulder joint - twisting and / or stretching without twisting;

on the ankle joint - only bending;

on the knee joint - bending in the plane of the natural bend (not in the side) without twisting;

on the hip joint - bending;

on the Achilles tendon, biceps and calf muscle - oppression;

3) in order not to get injured, the participant signals his defeat by splashing his hand or foot over the area, the opponent's body or a shout (the signal of the defeat is any cry of the athlete against which he or she takes the pain in the fight);

4) the referee has the right to enroll a pain reception, without waiting for a signal of defeat, if further admission can lead to injury.

#### 8. Soothing techniques:

1) the effects of suppressing the carotid arteries of the rival with the side of the jacket, forearm, forearm and shoulder, the side of the jacket and forearm, the side of the jacket and the shin, and also the legs of the carotid arteries and / or diaphragm are considered as suffocating methods, as a result of which the competitor gives a signal of defeat or loses the ability to lead fight. Soothing receptions are held only in the hallway. It is forbidden to capture the legs in the lock only behind the neck or head;

2) the referee has the right to qualify as a stifling reception, without waiting for a signal of defeat, if the athlete against which a stifling technique is carried out may lose consciousness.

9. Knockdown - short-term loss of combat capability due to missed

(in the score areas of the body) strikes or throws. In the case of a knockdown, the referee opens the account. The command "Fight" is not served before the account "eight". In the event that the athlete is ready to continue the fight before knockdown before the end of the account (10 seconds), he takes the battle stand. If the referee considers the athlete to be able to continue the fight, the duel continues.

10. Knockout - loss of combat capability due to missed (in the score zone of the body) strikes or throws for more than 10 seconds.

In the case of a knockout referee opens an account and leads him to 10, after which the battle ends with the command "Stop". In the case of serious injury, the referee may, calling a doctor, credit knockout without opening an account. After the knockout decision, the competitor takes the decision on the further participation of the athlete in the competitions.

11. Prohibited technical actions:

grip of the genitals;

wringing your fingers and toes;

biting and tweaking;

striking an open glove;

strike by elbow (except version B-4);

knee bending (except version B-4);

strike in the throat, in the back of the neck, in the joints, in the groin, in the kidneys and in the spine;

execution of uncontrollable blows (strokes that are applied with closed eyes or anyway);

strike the head;

execution of dangerous throws (throws that lead to the drop of an opponent on the head, as well as high-flush throws without the performance of the opponent's insurance);

execution of throws with falling on an opponent with emphasis on his elbow or knee, as well as with capture on a painful reception;

making contact strikes, if at least one of the rivals is in the party;

striking a knee or elbow to the head and back;

squeezing the head with his feet, arms or head to the tatami;

Stamina with a hand or foot in the face of the opponent (except for cases of squeezing the head of the attacker in the party up), closing the nose or mouth, preventing the opponent from breathing, exercising pressure on the larynx;

Any actions leading to twisting of the neck in any direction, with capture only over the neck and / or head with both hands;

execution of painful and stuffy techniques for an athlete who is in the rack;

pain medications on the wrist, elbow, shoulder, ankle or knee joints through their twisting;

attacking actions to the command "Fight" and after the "Stop" command.

The strike, started from the rack and completed in the fall, is considered to be made of a rack.

If a painful or suffocating reception is started in the partner, and during the course of its execution the athlete against whom the reception is being performed stops at the stand, then the "Stop" command is presented. Penalties for the violation do not occur.

### 3. Evaluation of technical actions in version B-5

1. The score is scored by the secretary according to the section within the range of assessments established by these Rules.

Before the performance, the participant has an initial score equal to the lowest rating of the range (for example, if the athlete has a range of 2.0 - 4.0, his starting score is 2.0).

During the presentation, the current assessment of the participant is formed by reducing the initial estimate for each error or increasing its preference for the performance.

2. Evaluation criteria:

1) inefficiency of action - reduces the points for each error in the technique or neglect self-defense. Subtraction from the lower range estimate is performed in increments of 0.2 to 0.5 points.

0.2 points is withdrawn for every small violation of the technique of performance that is not systematic (less than 3 times) and does not lead to a violation of the logical completion of admission, namely:

obscurity or inaccuracy of the element of impact or throwing equipment;

lack of breathing control;

inconsistency of positions, movements, eyes and shouts;

lack of sense of tempo and rhythm;

absence during demonstration of such physical qualities as endurance, strength, speed;

lack of concentration and controllability of actions;

violation of etiquette when leaving the tatami;

0.5 ball is removed for:

each significant deviation in the technique of implementation of actions;

significant violations in the self-insurance technique;

constantly repeated minor errors that have a systematic nature (3 times or more);

uniformity of the demonstrated technique;

stops in execution, including those accompanied by the hints of the partner;

missed hit;

absence or loss of control over an opponent or weapon after an admission;

lack of logical-sequential admission actions.

An athlete may be disqualified if, during a statement, his actions become dangerous to athletes, spectators or if the conditions regarding the number of techniques of protection of the equipment are not met.

An athlete who has committed mistakes related to stopping in movements without further reaction, the score is reduced to 0 points.

An athlete, who has been scaled down below the lower range for various violations of rules, receives 0 points. The place for such an athlete is not determined;

2) Effectiveness of action - increases the points with a step of 0.1 or 0.5 points.

The increase from the lower range estimate is due to the superior qualities associated with etiquette and spectacle performance.

To the prevailing qualities, for which a score of 0.1 is added, include:

appropriate appearance of an athlete;

entrance to the tatami and exit from the tatami;

performance of etiquette or ritual;

facial expressions, eyes, shouts.

The prevailing qualities, for which a score of 0.5 is added, include:

complexity of technology;

entertainment performance;

variety of technology;

the variety of weapons used (more than 2 species).

The highest number of points, which can increase the result of the performance, is equal to 2.4 points.



3. Performing technical actions of self-defense techniques, the athlete must fully achieve the goal set before him. Reception should include the following items:

departure from the line of attack;

blocking of strikes;

strikes, capture, switch to counterattack.

Reception should end with full control over the opponent (the use of pain or suffocating reception, finishing by striking in vital organs or convoys, etc.).

Attack and protective actions should be performed technically correct and realistic.

#### **4. Evaluation of technical actions during the competition in the version**

##### **B-6 - stylistic direction**

1. Evaluation of the FTC style "Combat Combinations" in the style direction is based on the principle of subtracting points from the initial evaluation in accordance with the level of errors.

2. The score is scored within the range of ratings defined by these Rules for a particular age group.

3. Before the performance, the participant has an initial estimate equal to the highest rating of the range. If an athlete has a range of 2.0 - 4.0, his starting score is 4.0.

4. During the presentation, the initial estimate can only be reduced for each error, subtraction from the initial estimate is made in step of 0.1, or 0.5, or 1.0 points.

5. Mistakes that are subtracted from the 0.1 point and which are not systemic (less than three times) are:

1) lack of greetings (bowing);

2) lack of clarity of motions at the exit;

3) the absence of the announcement of the complex (does not apply to persons who have language defects);

4) lack of clarity of facial expressions, sound and body position during the implementation of the complex (does not apply to persons who have language defects);

5) movement of the site during the demonstration of the FTC with his back to the judges;

6) excessive lifting of the head;

7) failure to turn the head, body in the direction of attack, protection;

8) scattered, unconcentrated look, actions are not controlled by the look;

9) incorrect formation of a fist;

10) excessive straightening of the arm in the elbow during strikes and block execution;

11) incorrect positioning of the shoulder while striking and performing blocks;

12) incorrect positioning of the foot during impact, lack of tension;

13) the absence of a hard stubby feet during a strike;

14) lack of tension and relaxation during strikes and block execution;

15) lack of proper breathing or breathing failure while performing complex exercises;

16) absence of a military crash, emission of energy in the corresponding place of the complex;

17) loss of equilibrium;

18) insufficient concentration during strikes and execution of blocks both hands and feet.

6. Systems (three or more times) and gross mistakes, for which a score of 0.5 or 1.0 is deducted or 0 points are given, are:

1) errors associated with the stop and the lock in the movements with a rapid response (minus 0.5 points);

2) errors associated with stop and shutter in slow-motion movements (minus 1.0 points);

3) mistakes associated with stop and lock in the movements without further reaction (the score is reduced to 0 points);

4) errors associated with the drop of an athlete with a rapid response (minus 0.5 points);

5) mistakes associated with the fall of an athlete with a slow response (minus 1.0 points);

6) errors associated with the loss of the athlete without further reaction (the score is reduced to 0 points);

- 7) going out of the playground, separated by a tattoo for a performance, if this has not been warned (minus 0.5 points);
- 8) non-exit outside the site, if the exit was warned (minus 0.5 points);
- 9) lack of combat spirit (minus 0.5 ball);
- 10) minor system errors in shock technology (minus 0.5 points).

Rapid response is a reaction to an error that does not violate the integrity and dynamics of movements, but maintains the logical completion of technical actions or a set of technical actions.

Slow response - a reaction to an error that results in the integrity of the action being violated, the dynamics, speed and rhythm of movements decrease, but the logical completion of technical actions or a set of technical actions is maintained.

Without further reaction - the absence of any response and reaction to the error, as a result of which the athlete stops the demonstration, violating the logical completion of the technical actions of the complex.

Exit beyond the platform for a performance is considered to be the athlete's exit with both legs at the specified limits.

An estimate of 0 points can be set at the amount of errors or for the low technical level of the complex.

7. Disclaimer may be announced for:

- 1) the non-conformity of the FTC with the declared;
- 2) non-compliance of the FTC Regulations.

8. Requirements for FTC:

- 1) the conformity of age and the level of waist recognition of an athlete from Combined martial;
- 2) displaying an arsenal of techniques for a real battle with one or more opponents;
- 3) with stylistic FTK - the compliance of the complex with the standards of combat combinations style compliance with the established pace, rhythm and consistency;
- 4) manifestation of physical, psychological, combat state of mind;
- 5) execution of movements in the position of balance clearly, quickly, coordinated;
- 6) the presence of maximum concentration of force in the corresponding phases;
- 7) breath control;
- 8) consistency of positions, movements, eyes and shouts;
- 9) the conformity of movement techniques to the requirements of the style;
- 10) understanding by the athlete of the martial essence of movements;
- 11) the presence of combat spirit, concentration, facial expression, expression, that is, a vivid manifestation of feelings, mood, emotions, expressiveness;
- 12) speed, clarity, strength, balance;
- 13) compliance with the etiquette.

## **5. Evaluation of technical actions during the competition in version B-6 - a different direction**

1. Evaluation of the performance is based on the principle of subtracting points with a higher rating of the range according to the level of mistakes that are inherent in all styles.
2. The score is scored within the range of ratings defined by these Rules.
3. Before the performance, the participant has an initial score equal to the highest rating of the range (for example, if the athlete has a range of 2.0 - 4.0, his starting score is 4.0).
4. During the presentation, the initial estimate may decrease for each error, deduction from the initial estimate is made in step of 0.1, or 0.5, or 1.0 points.
5. Mistakes that are subtracted from the 0.1 point and which are not systemic (less than three times) are:
  - 1) lack of greetings (bowing);
  - 2) lack of clarity of motions at the exit;
  - 3) the absence of the announcement of the complex (does not apply to persons who have language defects);

- 4) lack of clarity of facial expression, sound and body position during presentation of the complex (does not apply to persons who have language defects);
- 5) movement of the site during the demonstration of the complex with his back to the judges;
- 6) failure to turn the head or body in the direction of attack, protection;
- 7) scattered, unconcentrated look, actions are not controlled by the look;
- 8) lack of compression of the fist;
- 9) excessive straightening of the arm in the elbow during strikes and block execution;
- 10) blockage of the body;
- 11) no voltage;
- 12) the absence of a rigid stops;
- 13) lack of tension and relaxation during strikes and block execution in the final phases;
- 14) delay and failure of breathing;
- 15) absence of combat shout, energy release;
- 16) loss of equilibrium;
- 17) insufficient concentration during strikes and execution of blocks both hands and feet.

6. Harsh and systemic (more than three times) mistakes, for which a score of 0.5 or 1.0 is deducted or 0 points is given, are:

- 1) errors associated with the stop and the lock in the movements with a rapid response (minus 0.5 points);
  - 2) errors associated with stop and shutter in slow-motion movements (minus 1.0 points);
  - 3) mistakes associated with stop and lock in the movements without further reaction (the score is reduced to 0 points);
  - 4) errors associated with the drop of an athlete with a rapid response (minus 0.5 points);
  - 5) mistakes associated with the fall of an athlete with a slow response (minus 1.0 points);
  - 6) errors associated with the loss of the athlete without further reaction (the score is reduced to 0 points);
  - 7) exit beyond the site, if this has not been warned (minus 0.5 points);
  - 8) non-exit outside the site, if the withdrawal was warned (minus 0.5 points).
7. Disclaimer is declared if the FTC does not comply with the declared or the Regulation.
8. The minimum score can be set at the sum of errors or if the complex is as much as possible simplified by technique and time.

9. The formal technical complex of the versatile direction of the version B-6 must meet the requirements of a certain type of martial arts or a program of arbitrary style.

### **3. Exercises with pneumatic rifle PG-1 and rules for their implementation**

Shooting PG-1 at a distance of 10 m on the target msac-1 (Annex 8) is carried out by three shots lying from the stop. Time taken for firing is 5 minutes

### **4. Remarks, warnings and disqualification of competitors**

1. Remarks, warnings and disqualifications (except versions B-5 and B-6) the competitor is declared for:
  - 1) exit beyond the site;
  - 2) passive combat;
  - 3) actions that cause damage to Combined martial arts;
  - 4) neglect of protection;
  - 5) violation of these Rules.
2. Exits beyond the site are:
  - 1) standing in position, if both parties of the participant cross the outer line (the boundary of the court for the duel);
  - 2) in a position lying, if the back and shoulders of the athlete are both beyond the platform.
3. Exits beyond the site are not considered:
  - 1) exit after the command "Stop";

2) the exit beyond the site due to inertia from the hit, the thrust of an opponent, or a rifle made by a throw;

3) the attacker's exit outside the site during or as a result of his effective attack.

4. Effective attacking activities conducted outside the site are not evaluated.

5. Penalties outside the boundaries of the site are announced according to the scheme:

1) remarks are made for the first, second and third outings of the platform;

2) for the fourth one - the first warning, the opponent receives 2 points;

3) For the fifth - the second warning, the opponent receives 3 points;

4) For the sixth - disqualification for one fight, the opponent receives a pure victory.

6. Signs of passing a passive battle are:

1) permanent retreat, which does not allow an opponent to conduct attacking actions;

2) the absence of attempts to carry out attacks or counterattacks;

3) excessive abuse of the time of preparation for the attack;

4) cessation of the fight without a referee team.

The unwillingness to fight in a party is not a sign of passive combat.

7. Penalties for passive fighting are announced according to the scheme:

1) the first time - a remark;

2) the second time - the first warning, the opponent receives 2 points;

3) the third time - the second warning, the opponent receives 3 points;

4) For the fourth time - disqualification for one fight, the opponent receives a pure victory.

8. The actions of the participant of the competition, which are harmful to Combined martial arts:

1) simulation of injury (in any way) or an attempt to exaggerate the severity of an injury in order to gain an advantage over an opponent. For such actions the competitor is disqualified, and his opponent receives a pure victory;

2) rough and undisciplined behavior.

9. A competitor may be punished for actions that harm the Combined martial if he, the representative of his team, his second-hand or his fans:

1) attempt to influence the decision of judges regarding the assessment of the action or the outcome of the match;

2) enter into disputes with judges or threaten them, offend their judges, participants, spectators and other presenters by their actions;

3) deliberately do not comply with the current requirements of the judges defined by these Rules;

4) in any way interfere with the conduct of the competition (duel);

5) if a competitor deliberately or attempts to injure an opponent, leaves the playground without the referee's permission (arbitrator) or intentionally violates these Rules.

In case of such violations, the referee stops the battle and informs the Chief Referee.

For the specified violations the competitor can be declared by the decision of the chief judge: remark;

The first warning, the opponent receives 2 points;

The second warning, the opponent receives 3 points;

disqualification for one duel or for the whole period of the competition.

10. Inability or unwillingness to block strokes (including blows that are indicated in the party), to take self-insurance techniques in the fall, the use of technically irregular injuries, the release of seizures in the event of exposure to pain and suffocating receptions are considered to be neglected protection.

Punishment for neglecting protection is announced according to the scheme:

for the first violation - remarks;

For the second violation - the first warning, the opponent receives 2 points;

For the third violation - the second warning, the opponent receives 3 points;

for the fourth violation - disqualification for one fight, the opponent receives a pure victory.

11 Violations of these Rules are:

1) carrying out technical actions prohibited by these Rules;

- 2) delay with the exit to the playground;
- 3) intentional violation of these Equipment Regulations;
- 4) minor disputes with judges, unauthorized conversations.

12. For the violation of these Rules, the following punishments are applied:

- 1) for the first violation of these Rules or delay with the access to the site for 1 min - a remark;
- 2) for the second violation of these Rules or the delay with the exit to the court for 2 minutes - the first warning, the opponent receives 2 points;
- 3) for the third violation of these Rules or delay with the exit to the court for 3 minutes - the second warning, the rival receives 3 points;
- 4) for the fourth violation of these Rules or the delay with the exit to the court for 4 minutes - disqualification for one fight, the opponent receives a pure victory.

13. Record of violations of the athlete is recorded in the protocol of the version separately for each of the five types of violations.

14. By decision of the arbitrator, the participant may be disqualified for one speech (battle) if he: is late with the exit to the playground for 4 minutes;

For the sixth time goes beyond the limits of the Tatami (versions B-1, B-2, B-3, B-4);  
does not go on tatami;

within two minutes he could not eliminate the disadvantages in the equipment before the beginning of the match (versions B-1, B-2, B-3, B-4);

went into battle without a second and within two minutes could not eliminate this defect before the beginning of the match (versions B-1, B-2, B-3, B-4);

demonstrates not the complex that was declared, or a complex that does not comply with the Regulation (version B-6);

did not complete in full FTK (version B-6) or performance (in version B-5);

violates the order of the technique (version B-6);

permits breakage of weapons imitator (version B-5);

does not adhere to the requirements for the appearance and form of athlete's clothing;

received in total three warnings for any violation of these Rules, as well as passive combat or neglect of protection;

exceeding the established degree of contact established for versions B-1 and B-2 (except for causing contact strokes in case one of the rivals is in the party for which the notice or warning is announced);

demonstrates an unidentified number of receptions;

if, due to a violation of these Rules, the athlete received an injury that does not enable him to continue the battle;

if the opponent has a clear advantage in the match (the candidate for disqualification can not withstand the opponent's attacks, misses many strokes, constantly retreats and dodges the battle).

15. Upon the decision of the Chief Judge of the competition at the request of the arbitrator, the participant may be disqualified for one speaking (battle) if:

intentionally violates these Rules;

constantly neglects protection, creating conditions for injury;

passively battles and dodges the battle;

shows a low level of technical training that can lead to injury;

his rude and undisciplined behavior discredits a martial battle.

16 According to the decision of the Chief Judge at the request of an arbitrator or deputy chief judge under the section "Shooting", depending on the seriousness of the violation, the participant may be disqualified for the whole duration of the competition, if he, or his coach, or team members, or representative of the team:

1) admits gross and undisciplined behavior;

2) tries to influence the decision of the judges regarding the assessment of the actions or outcome of the battle (speech, performance of the exercise);

3) enter into a dispute with the judges, threatening them;

- 4) offends the personal behavior of judges, participants, spectators, etc .;
- 5) deliberately inflicts or attempts to injure an opponent;
- 6) simulates injury (in any way) or attempts to exaggerate the severity of an injury in order to gain an advantage over an opponent;
- 7) leaves the court without the referee or referee's permission (except for cases connected with the necessity of receiving medical aid);
- 8) grossly violates security measures during shooting, creating conditions for traumatizing participants, spectators and judges;
- 9) admits deliberate misalignment of targets during firing (shoots on another's target);
- 10) commit an offense that discredits Combined martial;
- 11) if, due to violation of these Rules, an athlete was injured, which does not allow him to continue the competition.

17. A decision on the disqualification of a competitor exceeding the established contact level for versions B-1 and B-2 or regarding the simulation of an injury shall be taken by the referee taking into account the message from the doctor of the presence of indistinct signs of injury as a result of violation of the rules of the competition (temporary loss of orientation and consciousness ( can qualify directly by judges), hematoma, cramp, tissue swelling or joint, etc., and if such injuries:

prevent the injured person from taking a full participation in the fight for no more than 10 seconds after the injury, qualifying the state of the knockdown, which leads to the disqualification of the offender in version B-1;

prevent injured brothers from participating fully in a fight for 10 s or more after receiving an injury, qualifying the status of a knock, which leads to disqualification of the offender in versions B-1 and B-2.

In the absence of any signs of injury and in the event of refusal by judges to qualify opponent's attacks as an attack exceeding the established degree of contact, a decision on the simulation and the corresponding disqualification of the competitor in accordance with these Rules shall be made.

If the competition physician establishes signs of gain as a result of an opponent's attack on the injury received by the competitor earlier and in the event of refusal by the judges to qualify an opponent's attack as an attack exceeding the established degree of contact, the simulation decision is not taken even if the referee's account is opened and continued to 10. If the competitor is able to continue the fight and the doctor does not deny the fight continues, and an effective attack by the opponent is subject to evaluation in accordance with these Rules.

If the doctor can not clearly identify the signs of injury, but involves a short-term loss of the competitor's ability to continue the match due to its possible presence and if the judge denies the excess contact with the opponent, the decision on the simulation is not accepted and if the competitor is able to continue the fight and the doctor does not denies the duel continues, and an effective attack on the opponent's side is subject to evaluation in accordance with these Rules.

A violator of the established degree of contact may be either a competitor of an injured athlete or a traumatized participant who was injured as a result of exceeding the established degree of contact.

18. Depending on the seriousness of the violation of the competitor's decision by the arbitrator or the chief judge upon the request of the arbitrator within the limits of their authority, the first or second warning, or disqualification for one duel or for the whole period of the competition may be immediately announced. A competitor who is disqualified for the entire period of the competition is not determined.

19. The fact of the disqualification of the participant for the whole period of the competition is entered with the indication of the reasons for the protocol of the competition from the version and the report of the chief judge of the competition. The decision on the appropriate disqualification of the participant shall be taken by the refereeing board of the competitions. The disqualifier also informs the competitor organizer and the organization that sent the competitor.