

TCS KNIFE CUP

CHAMPIONSHIP FOR ALL
STILES



www.knifefighting-concept.com

RULES OF COMPETITION

Knife sparring is primarily a sports competition which follows a fixed set of rules within the point fighting system. There is a clear focus on fairness.

Classes

Participants can compete in one of the following classes. A Beginners Class for participants without previous experience in competition. An Advanced Class for the more experienced fighters. A Ladies Class for women.

Participants will choose the class in which they want to compete. The organizers reserve the right to rearrange the groups should they feel that the arrangements taken by the participants is inappropriate.

The deadline for registration ends two days prior to the tournament.

The tournament

The preliminaries will be held in rounds, fights will be held Round Robin.

The participants ranked first and second from each category (Beginners, Advanced, Ladies) will proceed to the main event. When tied, points will decide upon the result.

In the main event KO-modus will be used, the first four ranks will be decided upon (semi-finals and finals).

Referees

The referees' main task is to guarantee the safety of the participants and to allow for a fair competition. There will be three referees for each fight, one main referee on the mat and two judges in the corners.

The main referee works on the mat to guarantee the rules and fair-play. He will check the participants' equipment prior to the fight and he will use the commands «Fight», «Break», «Time out» and «Over» to run the fight. He decides scores and penalties after consultation with the judges.

One judge will keep time and use a bell to signal the beginning and end of each round. He will also keep track of the score.

The referees' commands must be obeyed at all times.

Clothing/equipment

Competitors will wear martial arts pants and a top. All jewellery must be removed. Each competitor must wear protective cups, fist protectors, a helmet and combat sport shoes. Fist protectors, protective cups and shoes will not be provided by the organizers. Helmets may be borrowed from the organizers. Protective vests are allowed for ladies only and will be provided by the organizers if required. Additional safety equipment must be allowed by the organizer.

Knives

Special combat knives (soft knives) will be used in the competition to guarantee safe fights. The competition knives will be provided by the organizer.

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Ring

The fighting area is square with a side length of 5 to 6 meters and is covered with mats. During breaks coaches may not enter the ring. The ring may only be entered with sport shoes.

Duration

The fight is three rounds of 90seconds each, 30 seconds break between rounds.

Procedure

Competitors are responsible for their own safety.

1. The main referee will examine the equipment of both competitors prior to the first round.
2. Prior to the beginning of the fight competitors will stand in the center of the ring, 3 meters apart. Their salute to the main referee shows their readiness to fight. Following the main referee's command the competitors will salute each other respectfully, in sportsmanlike spirit.
3. The competition does not start before the main referee gives the starting command.
4. The main referee will be noticed about the end of the round by the timekeeper.
5. At the end of each round the main referee commands salute. The competitors salute the main referee and each other.
6. Upon command by the main referee both competitors return to the center of the ring when the judges' decision is announced.

Scoring

Points will be awarded for hits with the knife on the limbs, the head or the torso.

Fights will end by point victory if one competitor scores 12 points or after the end of the last round. In the latter case, scoring after the last round will decide the fight.

The fight is won by the competitor who has won most rounds. If tied, another round will be fought. If still tied, the first hit decides (Golden Point).

In the preliminaries all rounds will be held.

In the KO-system fights will end early if one competitor scores two rounds.

Only clear hits and cuts will be scored.

Only attacks with the knife are legal attacks. The head, torso and thighs as well as both arms and hands are legal targets.

If one competitor loses his knife – purposely or accidentally – scoring will be applied.

Trapping, parrying, blocking, and holding are legal maneuvers.

Surrender and stopping the fight due to an injury or to adjust equipment must be signaled by raising both arms and retreating from the opponent. Turning the back on the opponent is illegal.

In case of an illegal maneuver by one opponent the main referee will stop the fight and inform the judges about the deduction of points.

Should one competitor leave the mat, the main referee will direct the competitor's attention to this fact. Should one competitor leave the mat three times, the main referee will stop the fight and inform the judges about the deduction of points.

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Scores

Hits to the head - 3 points

Hits to the body – 2 points

Hits to arms or legs – 1 point

Penalties

Leaving the ring three times – 2 point deducted

Turning the back on the opponent – 3 points deducted

Foul (e.g. kicking, punching, excessive force, purposeful hitting after the command «Break»...) – 3 points deducted

Losing the knife – 3 points deducted

Disqualification

Three penalties for the same foul lead to disqualification.

Leg sweeps and throws lead to disqualification.

In case of disqualification, a competitor will be removed from the tournament.

Commands

The main referee will use the following commands:

«Fight» signals the beginning of the fight.

«Break» interrupts the fight, the clock will not be stopped.

«Time out» interrupts the fight, the clock will be stopped.

«Over» signals the end of a round or, after the final round, the end of the fight, respectively.

«Break» follows solid hits, disarming, falls, unclear situations, leaving the mat on purpose, passive clinching for more than 5 seconds. After the command «Break» no scores will be awarded to either competitor. Purposely continuing the fight following the command «Break» will be counted as a foul.

«Time out» will be used if the equipment fails, to adjust or repair equipment or following excessive force towards the inferior competitor.

Liabilities

All competitors must sign a statement to confirm legal age and physical fitness and that they have been informed about liabilities.



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