



BUKIDO WORLD FEDERATION

COMPETITION RULES

Events : Fighting System (Semi-Contact) , Grapo - Submission

Any changes Competition Rules & Regulations will be immediately published after the approval of BWF General Assembly.

BWF IS PROUD MEMBER OF :



Headquarter Office:- J&K (India) Email Id:- tarsem923@rediffmail.com



BWF COMPETITION RULES

INDEX

ARTICLE 1:-	PURPOSE
ARTICLE 2:-	COMPETITION SYSTEM
ARTICLE 3:-	WEIGH-IN
ARTICLE 4:-	UNIFORM REGULATIONS
ARTICLE 5:-	PROTECTIVE EQUIPMENT: (FIGHTING SYSTEM)
ARTICLE 6:-	TEAM REPRESENTATIVES AND COACHES
ARTICLE 7:-	COMPETITION OFFICIALS
ARTICLE 8:-	CHIEF REFEREE
ARTICLE 9:-	ASSOCIATED/DEPUTY CHIEF REFEREE
ARTICLE 10:-	SIDE REFEREE
ARTICLE 11:-	ANNOUNCER
ARTICLE 12:-	ORDER OF COMPETITION
ARTICLE 13:-	COMPETITION AREA
ARTICLE 14:-	DURATION OF CONTEST
ARTICLE 15:-	QUALIFICATION AND PROHIBITION OF A COMPETITOR
ARTICLE 16:-	AGE AND WEIGHT CLASSIFICATION
ARTICLE 17:-	VALID POINTS (ALLOWED AREAS & TECHNIQUES
ARTICLE 18:-	PENALTIES
ARTICLE 19:-	FORBIDDEN TECHNIQUES DURING FIGHT
ARTICLE 20:-	CAUTION AND WARNING
ARTICLE 21:-	ROUTINE DISQUALIFICATIONS ALONGWITH OTHER DISQUALIFICATIONS MENTIONED IN BYELAWS
ARTICLE 22:-	WINNING THE COMPETITION GAME
ARTICLE 23:-	QUALIFICATION OF A REFEREE
ARTICLE 24:-	MISCELLANEOUS



BUKIDO WORLD FEDERATION

COMPETITION RULES AND REGULATIONS

ARTICLE 1 :- PURPOSE

The purpose of the competition Rules is to manage fairly and smoothly all matters related to competition of all levels to be promoted and / or organized by the BWF regional, Continental and member National federations/ Associations ensuring the application of standardized rules.

INTERPRETATION

The objective of Article 1 is to ensure standardization to all Bukido Competitions National Level as well as International level. Any Competition not following the fundamental principles of these rules cannot be recognized as Bukido Competition.

ARTICLE 2 :- COMPETITION SYSTEM

The competition Rules shall apply to all competitions to be promoted and / or organized by the BWF. Regional Union, continental and member National organizations. However, any member National Association wishing to modify some or any part of the competition rules must first gain the approval of the BWF.

1. The order of bouts among contestants (teams) shall be defined by a draw procedure.
2. The draw at BWF official competitions shall be conducted with a random distribution of athletes or the technical committee shall designate an official to draw lots on behalf of participating Nations.
3. The draw shall be conducted once (for all disciplines and weight categories), on the eve of the first day of competitions at the representative's meeting.

ARTICLE 3:- WEIGH-IN

1. The weigh-in procedure aims to match a contestant's weight to one of the weight categories

2. The athlete has the right to participate in these competitions only in one weight category.
3. The contestant weigh-in procedure and time are indicated in the Regulations.
4. The weigh-in shall take place on the eve of the competition and last for 1 hour.
5. Contestants shall be granted the right to test the scales on which the official weigh-in will take Place one hour prior to the start of the weigh-in.
6. At the official weigh-in procedure an athlete may get on the scales only once.
7. Under unforeseen circumstances, an additional weigh-in may be conducted subject to a decision made by the BWF Technical Commission's Chairperson.
8. The weigh-in shall be conducted by a refereeing team appointed by the Chief Referee that includes the Deputy Chief Referee, a representative of the competition secretariat and two referees.
9. All referees must wear official uniforms.
10. All members of the refereeing team must be the same gender as the athletes. (That is men for men and women for women).
11. All contestant have to submit their medical fitness certificate and birth certificate before the start of weigh-in.
12. Athletes having a wound, symptoms of skin diseases, malfunction or injuries of the Locomotor system shall not be allowed to take part in the weigh-in procedure.
13. Contestants shall be weighed in a respective special room in sports undergarments specifically men in underwear and women in an underwear and a brassiere.
14. The contestant's weight must be within the range of the given weight category (For instance, the category of up to 88 kg ranges from 79.1 to 88.0 kg). Only weights up to tenths (one digit after the decimal point) are recorded.
15. In case of a weight mismatch, an athlete may take part in the weigh-in for the next weight category, if the team is not represented by another athlete in that same category and event.

Explanation :-

Change in the weight category, increase or decrease of the number of International Referees, Change positions for the main Judge, recorder and commission doctor, etc. and duration of contest are subjects to be included in the category of subjects which may be modified after first gaining the approval of the

BWF. However, such matters as valid points, warnings and deductions and the competition area are not to be changed under any circumstances whatsoever.

ARTICLE 4:- UNIFORM REGULATIONS

1. At all the BWF official competitions only certified uniform and combat protective equipment with conformity and approval by BWF Technical Committee Head is allowed to use.
2. Fighting System Bukido contestant uniform: a Bukido Uniform, protective equipment. Female participants shall wear a breast protective bandage and a white shirt (shirts with images and inscriptions on, as well as dirty, torn shirts and shirts with stretched collar are not allowed).
3. The uniform for Bukido is called Bukido dress or in short Bukidress. It is entirely made up of cotton and come in 3 pieces; A jacket that is either a single weave or a more durable double weave.
4. Bukidress are designed for the rigorous pushing and pulling used by the sport and are far more durable than uniform for other martial arts.
5. A pair of matching pants(Uniform) of that has drawstring at the waist on each side to tighten and extra padding sewn into the knees for added durability.
6. A belt in a color indicating the students rank which is long enough to wrap around the students waist twist and leave approximately 15 - 20cm after it is tied.
7. Bukidress Colors: Bukidress come in two colors white and blue. The blue bukidress is for competition to help officials tells technical difference between competitors during competition. Most tournaments below a National level do not require competitors to have a blue bukidress and instead blue & white coloured belt in case of grappo-submit event and blue and white gear in case of fighting system event are used. All competitors should have a back-up at any competition in case there is a need to change a dress. Players who have been promoted need to wear a belt for their current Bukido rank color. New player who have not been promoted will wear a white belt.
8. It is forbidden to wear any rigid items during a bout.
9. It is forbidden to wear clothes that protrude over the uniform edges (uniform code violation).
10. Contestants shall attend the opening and closing parades and awarding ceremony in their proper Bukido Uniform.

ARTICLE 5:- PROTECTIVE EQUIPMENT (FIGHTING SYSTEM)

1. A competitor shall wear a BWF approved Chest Protector, Head Protector, groin guard, Shin guards, hand gloves (strike - gripping), Gum Shield.
2. Head Protector (helmet) in soft quality, no hard parts and the front side should be open From chin to eyebrow
3. Leg guards (pads) closing the front of the shin and the foot cover
4. Breast protective gear for women.



Note: **Protectors must be in the right size and good order .**

ARTICLE 6:- TEAM REPRESENTATIVES AND COACHES

1. The team representative (Head) shall be the intermediary between the Competition Officials and the contestants provided by a given National Federation.
2. If the team does not have a proper representative, such functions shall be performed by the team Manager or as approved by the National Federation on providing proper consent letter.
3. The representative shall be responsible for the discipline of the team members and ensure their timely appearance at competitions.
4. The representative shall take part in the draw and attend the meeting of the Competition Officials if it is held jointly with representatives.
5. The team representative and coach shall be prohibited from disrupting the work of referees and people conducting the competitions.
6. The representative must remain in a specially designated area for representatives during the competitions.

7. The representative may not simultaneously be a referee at the same competition.
8. During a bout the coach may second the bout, being located in the specially designated area near the mat without leaving it during the bout and without disrupting the work of the referees.
9. During the competition, the coach must wear a tracksuit.
10. During the bout, the coach may attract referee's attention to the evaluation of technical actions by raising his/her hand staying seated.
11. For violating the Rules, the representative or coach will be ejected from the competition venue until the end of the event without the right to enter the competition area.

ARTICLE 7.:- COMPETITION OFFICIALS

1. Competition Officials shall be approved by the BWF Technical Commission's Chairperson.
2. The Competition Officials shall be represented by: - management - Chief Referee, Associated Chief Referee and Referees (Arbiters and Side Referees).
3. The refereeing of the bout shall be conducted by a neutral refereeing team representing three different countries as comprised of an Arbiter and two Side Referees.
4. Each of the three referees evaluates the competitors' actions independently and while considering protests and controversial moments shall ground his actions by corresponding articles of the Rules.
5. A referee shall have the referee's uniform and a whistle
6. The referee's uniform (costume) shall consist of a white shirt with two-color sleeves (red right sleeve and blue left one), Black Pant, white socks and sports shoes.
7. It is forbidden to wear a dress watch, bracelet, accreditation card and any other items attached to the belt.
8. In case a referee has a visible scar or tattoo on their arms, they may cover it with a special flesh-colored compression (tight-fitting) sleeve.
9. In certain circumstances the BWF Executive Committee may change the color of the referee's uniform.
10. The National Bukido Federation hosting the competitions shall provide support staff: uniform control referees timekeepers, technical secretaries, announcers, video replay s system operators, doctors, administrator etc.

ARTICLE 8 :- CHIEF REFEREE

1. The Chief Referee directs the competitions and is responsible for their conduct in accordance with the present Rules and Regulations to BWF.

2. The Chief Referee is obliged :-

- a) check the readiness of the venue for the competitions, the equipment and inventory outfit, their correspondence to the requirements of the present Rules;
- b) To appoint referees for the weigh-in.
- c) To organize the draw of participants;
- d) To approve the schedule of the competitions;
- e) To distribute his/her deputies and referees to each mat;
- f) To hold the meeting of the Competition Officials;
- g) To make decision on disqualifying an athlete;

3. The Chief Referee has the Right :-

- a) To make a break or to stop the competitions in case of circumstances preventing normal conduction of the competition;
- b) To amend the Program and schedule of the competitions in case of an utmost necessity.
- c) To change the referees' functions in the course of the competitions;
- d) To withdraw referees for gross errors or those who fail to fulfill their duties, marking it in the report and informing the BWF Technical Commission's chairperson.
- e) To declare a warning (or withdraw from carrying out their duties) to representatives or coaches who violate the present Rules;
- f) To change the sequence or the order of bouts if it is necessary.

ARTICLE 9. ASSOCIATED /DEPUTY CHIEF REFEREE

1. The Associated Chief Referee directs the work of the refereeing team.
2. The Associated Chief Referee Deputy shall be seated at a special table, monitoring the mat and the work of the refereeing team.
3. The Associated Chief Referee's table shall have a monitor to view video replays.
4. The Associated /Deputy Chief Referee:
 - a. Shall appoint the refereeing teams for the bouts within the overseen mat and monitor their work;

- b. Shall be entitled to delay the announcement of the evaluation of a technical move or the result of a bout (but not after the bout is over) for additional discussion and to make a final decision if the three referees have diverging opinions and also if the Associated Chief Referee disagrees with their decision.
 - c. Shall apply to the Chief Referee for the additional discussion of a controversial moment and for making a final decision.
 - d. Shall decide if it is necessary to issue the third warning;
 - e. Shall make decision on withdrawal of an athlete from the bout;
 - f. Shall apply to the Chief Referee for the disqualification of an athlete;
 - g. Shall give an evaluation of the work performed by each referee at the mat overseen by the Deputy and jointly With the Chief Referee shall rate them on a point scale.
 - h. may accomplish Chief Referee's functions on his behalf.
5. If the Deputy Chief Referee fails to perform the duties assigned or are unable to perform his duties for objective reasons, one of the Competition Officials shall be appointed to the Deputy Chief Referee's vacant position upon the decision of the Chief Referee.

ARTICLE 10:- SIDE REFEREE

1. Along with the Centre/Mat Referee , a bout is served by two Side Referees.
2. The Side Table Referee (Two Nos.) is positioned at the refereeing table during a bout.
3. The Side Referee shall be positioned close to the platform (close to the mat in the absence of a platform) on the opposite side of the mat from the Table Side Referee.
4. During the bout, the Side Referee must not leave his position except for cases when accompanying an athlete and at the invitation of the Deputy Chief Referee.
5. The mat -Referee (MR) who stays within the contest area shall conduct the match, two Side-referees (SR) shall assist the MR and shall be situated in the safety area.
6. The SR must place themselves where they can follow the course of the match as best possible and award their points.
7. The Chief Referee and Associated Chief Referee will be responsible and observe the whole Competition as per Rules and Regulations of BWF.
8. All the competition decisions must be officially announced.

ARTICLE 10.1 :- OFFICIAL'S RESPONSIBILITY

Officials will organize the contest Area, Call the Competitors to the contest Area, and oversee the matching of competitors to ensure orderly progression.

ARTICLE 11. ANNOUNCER

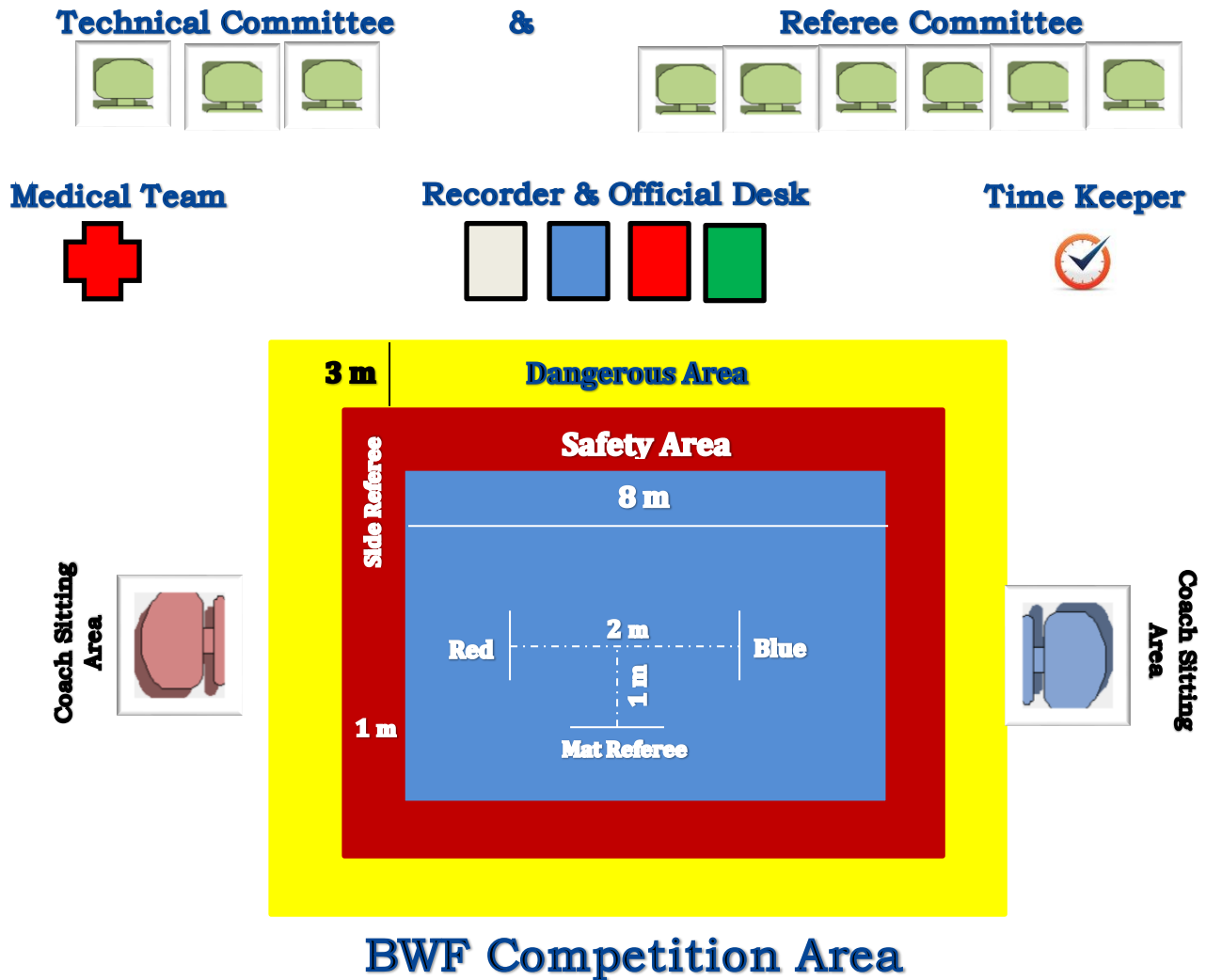
1. The announcer shall announce the competition program and procedure, present the Contestants of each bout and announce the results of each bout.
2. Contestants shall be presented in the following way:- the presentation sequence is: the athlete wearing Red Corner - athlete's full name - country - the athlete wearing Blue Corner athlete's full name - country.
3. The result shall be announced as follows:- The presentation sequence is: the mat on which the bout has taken place - winner's full name - country.
4. The announcer shall announce information in English and in the language of the country in which the competition is taking place.

ARTICLE 12. ORDER OF COMPETITION

Competition will be conducted in fair and equal condition to determine a win or a loss. Both officials and Competitors will abide by the Bukido World Federation etiquette and protocol to ensure orderly championship

ARTICLE 13. COMPETITION AREA

- a) The contest area shall be divided into two zones.
- b) Each competition area should be 12 x 12m with contest area of 8 x 8m (Competition area is called contest area)
- c) The fighting (contestant) area shall always be 8 X 8 m.
- d) The area outside the fighting area shall be called the safety area and shall be at least 2 m or 3m wide.
- e) Where two of more adjoining competition areas are used, a common safety area of 4m.
- f) The distance between Secretariat and contest area must be at least 2m
- g) A chair for the coaches is allowed beside the mat outside the contest area.
- h) The organizer of the competition shall provide red and blue competition equipment's, Scoreboards, list and administration papers and a place for the referees and the technical committee. .



ARTICLE 14:- DURATION OF CONTEST

The duration of the contest shall be 1 (one) round of 2 minutes for Sub-Junior & Junior and 1 (one) round of 3 minutes for senior in fighting event.

ARTICLE 15.:- QUALIFICATION AND PROHIBITION OF A COMPETITOR

2 competitors, 1 with blue protection and 1 with red protection.

The competition will be conducted as per the rules and regulation of BWF. Competitors can participate at own risk.

- All Competitors must be both mentally and physically healthy and must belong to registered Member National Organizations.
- Competitors are also required to wear their appropriate belt to signify their proper rank. All Dan grades should bring a copy of their Dan Certificate or ID Card.

- c) Hearing Impaired, mute or those with epilepsy, legally blind in one or both Eyes cannot enter competition.
- d) If a competitor has a bodily injury or other restraints, he/she must have doctor's Consent to compete.
- e) Every kind of jewelry (watches, bracelets, piercings, earrings, any mettle ets.) worn is prohibited.
- f) Finger and toe nails must be kept neat and trimmed.
- g) The entire competitor must have their all safety guards like chest guard, head guard, groin guard, shin guard etc.
- h) Only affiliated Country units have right to participate in the BUKIDO Continental, World and International Tournaments.
- i) The medal ceremony will not take place when the competitor is not in Bukido Uniform

SECURITY CHECK

At least 10 minute before the start of the Competition the competitor has to pass the security check at the competition area entrance.

The referee will check the equipment (protection) a second time before the beginning of the Competition. When the referee decides that the protection worn by the competitor is safe or not safe he can decide to change that part of equipment.

MEDICAL CONTROL

At the BUKIDO events promoted or sanctioned by the BWF, any use or administration of drugs or chemical substances described in the BWF Anti-Doping by laws is prohibited.

The BWF may carry out any medical testing deemed necessary to ascertain if a contestant has committed a breach of this Rule, and winner who refuses to undergo this testing or who proves to have committed such a breach shall be removed from the final standings, and the record shall be transferred to the contestant next in line in the competition standings. The details of the BWF Anti-Doping Regulation shall be enacted as part of the bye-laws.

ARTICLE 16:- AGE AND WEIGHT CLASSIFICATION

Weight are divided into Boys & Girls.

Weight division are basically divided as follows:-

Weight category for Boys & Girls and Men & Women's

Children 7 – 8 Years		Cadet 9-11 Years		Sub-Junior 12-14 Years		Junior 15-17 years		Youth 18-21 Years	
Boys	Girls	Boys	Girls	Boys	Girls	Boys	Girls	Male	Female
-21 kg	- 20 kg	-31 kg	-28kg	-37kg	-35kg	-47kg	-45kg	-57kg	-54kg
-24kg	-23kg	-34 kg	-31kg	-40kg	-38kg	-51kg	-49kg	-61kg	-58kg
-27kg	-26kg	-37 kg	-34kg	-43kg	-41kg	-55kg	-53kg	-65kg	-62kg
-31kg	-30kg	-41 kg	-38kg	-47kg	-45kg	-59kg	-57kg	-70kg	-66kg
+31kg	+30kg	-45 kg	-42kg	-51kg	-49kg	-63kg	-61kg	-75kg	-70kg
		+45 kg	+42kg	-55kg	-53kg	-67kg	-65kg	-80kg	-75kg
				-59kg	-57kg	-71kg	-69kg	-85kg	-80kg
				-63kg	-61kg	-75kg	-73kg	-91kg	-85kg
				+63kg	+ 61kg	+75kg	+73kg	+91kg	+85kg

Senior 22-34 Years old		Masters 35 – 49 Years & 50 – 65 Years old	
MEN	WOMEN	MEN	WOMEN
- 58Kg	- 56Kg	- 60 Kg	- 56Kg
- 63Kg	- 60Kg	- 66Kg	- 62Kg
- 68Kg	- 65Kg	- 73Kg	- 68Kg
- 74Kg	- 70Kg	- 80Kg	- 74Kg
- 80Kg	- 76Kg	- 88Kg	- 80Kg
- 86Kg	- 82Kg	- 95Kg	- 86Kg
- 93Kg	- 88Kg	+ 95Kg	+ 86Kg
+ 93Kg	- 88Kg		

ARTICLE 17:- VALID POINTS (ALLOWED AREAS & TECHNIQUES)

The following points can be given in (Semi Contact) fighting system:

Fighting Semi contact event. Simply touch pointed system in standing up fighting/ controlled punches and kicks.

TECHNIQUES PERMITTED

Punches to the body (Lower abdomen to Chest level)

Side chob/back fist on head only

Kicks to the body

Kicks to the head

Sweeping (grabbing the opponent just 2 sec or without grabbing)

NOTE:

All the strikes (Punches and kicks) must be used having a good control " touch pointed" In case of more than 1(one) correct strikes in the same action, only the first one could be scored.

Maximum 3 strikes in the same action are allowed (example of using strikes : Punch-kick-kick or Punch-kick -punch or punch-punch-kick, etc.

LEVEL 1 : Punching & Kicks: Punches and Kicks must be applied with in good balance and control Punching:

A player can punch on abdomen and up to the chest and no punch is allowed face or head except chob (fist)

Punches: middle Section (from lower abdomen and up to the chest) : 1 point

Punch Upper section (only side chob / back fist on side head : 1 point

KICKS:

A kick is allowed above the belt.

Kicks Middle section

Kicks to the body : 1 point

Jumping kicks to the body : 2 points

Upper Section

Kicks to the head : 2 Points

Round house kicks on head : 3 points

Jumping Kicks to the head : 4 points

Lower Section: Only sweeping kicks are permitted

If opponent falls down with sweep : 3 points

REMARKS

- Only punching with a fist in a proper manner is permitted. All other kinds of striking and punching are prohibited.
- Punching is only permitted in the middle section, on the front of the (chest protector) No back fist.
- Punching is only permitted in a fight when both competitors are fighting in a standing position. It's forbidden to punch when of both the opponents or other one is on the ground.

ARTICLE 18:- PENALTIES

- Penalties will be given by the referees: warning,-1, -2, disqualification.

THE FOLLOWING ACTIONS COUNT AS FORBIDDEN ACTS (PENALTIES):-

1. Striking a fallen competitor: once the opponent is falls down, he/she must not be attacked until in standing position.
2. Chokes, head butts, groin strikes and knee strikes to the face are strictly prohibited
3. Continuing after the referee signals to stop. .
4. Delivering of punches, strikes, kicks to the legs even after falling or any other illegal /actions not permitted.
5. Hand strikes to the head or neck are strictly prohibited will lead to on spot disqualification.
6. If a competitor waste time on purpose (by arranging the uniform, belt, guards etc.) and delays the competition -1 (minus one point) for the first warning only, if done second time on spot disqualification.
7. Disregarding the Centre Referee, Side Referees, chief Judge or/ and Chief Guest/ Guest of Honor will directly lead to on spot disqualification. In this, not even the competitor but also the full team will be disqualified

NOTE:-

If any opponent is found guilty due to above said forbidden acts or/and intentionally harming other opponent in any way , he/she will be disqualified from the tournament and action will be taken against him/her.

ARTICLE 19:- FORBIDDEN TECHNIQUES DURING FIGHT:-

1. Attacks to the groin.
2. Strikes with open hand or elbow on any place of the opponent's body.
3. Back fist on front of the face i.e nose, eyes, teeth, chin, forehead, neck etc.
4. Attack with the knee
5. Direct Punch attack on the face
6. Punching when the opponent is on the floor
7. Punching or kicking during clinching
8. Turning the opponent's body with a leg bar to break his back.

ARTICLE 20:- CAUTION AND WARNING

1. Intentionally backing away from the match turning one's back to the opponent or circling the ring to run out the clock will constitute a foul.
2. Pretending to be hurt or purposely stepping out of ring or pushing the opponent out of the ring constitutes a foul.
3. Fixing the uniform or belt without the center referee permission is a foul.
4. Attacking viciously to the neck, or groin parts with one's hand (palm, punch, kicking back fist or strike) is a foul.
5. Kicking an opponent who has fallen down after executing a low spin kick is a foul.
6. Attacking with one's head, shoulder, elbow, knee or choking the opponent is a foul.
7. Attacking an opponent who is down on the ground or trying to stand up is a foul.
8. Coaches or other official stepping into the ring during the match without the consent of the center referee is a foul and will lead to disqualification.
9. Regardless of circumstance, kicking or punching an opponent while holding on is a foul.
10. During low spin kick kicking when ones hips are above the opponents knees or kicking above the opponents knees constitutes a foul.
11. Attacking outside the ring is a foul.
12. Not separating immediately after being told by the center referee is a foul.
13. Obvious misconduct during a match constitutes a foul.
14. When the above mentioned fouls occur, the center referee shall issue a warning and after one warning, one point shall be deducted from the competitor with the warning that if any other foul is done that will lead to disqualification of the competitor.

ARTICLE 21:- ROUTINE DISQUALIFICATIONS ALONGWITH OTHER DISQUALIFICATIONS MENTIONED IN BYELAWS:-

1. Using foul/abusive language of unreasonable behavior within the ring
2. Any action more severe than described in "Warning" Section
3. Any coaches, manager or competitors who violate rules shall be disqualified
4. When disqualifying act is committed, a competitor shall be disqualified from the match regardless of his warning status.
5. When executing throwing techniques, if a competitor intentionally throws an opponent's head fist to the ground he /she can disqualified.
6. Within a match, if a competitor receives max two warnings, he /she is disqualified.
7. Intentionally attacking an opponent's private parts or initiating attacks without referee's signal shall disqualify the competitor.
8. If a competitor behaves in un martial artist like manner, he will be disqualified.

ARTICLE 22:- WINNING THE COMPETITION GAME

1. Win by K.O. (knock-out)
2. Win by score or superiority
3. Win by withdrawal
4. Win by disqualification

Remarks: At least 2/3 referees / Chief Referee must be in agreement in order for a point to count.

Remarks (Golden Score):- In the competition ends in a tie. The golden score will decide i.e. the first player who score the clear point will be declare the winner.

Remarks: In the case that a tie remains, a 30 second (Golden Impact) match will determine the winner.

ARTICLE 23:- QUALIFICATION OF A REFEREE

1. A person must be certified referee of the BWF with the appropriate level recognition.
2. If one is certified referee by the BWF, he/she can participate in judging in an event of the BWF.
3. 1st, 2nd, 3rd level referees must have attended the BWF's Official seminars to be a recognized referee.
4. Referee must wear white shirt and black pants with athletic shoes.
5. All the BWF officials and other personnel must wear proper I.D. Tags

AREICLE 24:- MISCELLANEOUS

1. If the competition is interrupted, the timer will stop.
2. Medical attention within one minute will be acceptable.
3. If a competitor chooses not to compete, he/she will automatically lose.
4. If the competition is interrupted due to an accident, the winner will be decided based on points scored.
5. Only one coach per competitor will be allowed to stand in competition area side.

BUKIDO GRAPPO - SUBMISSION

COMPETITION RULES

SUBMISSION:

- Small resume: empty hand grappling, throws, ground fighting, chokes, strangles, pinning down, mentioned for particular time with no strikes

GRAPPO- SUBMIT EVENT IS DIVIDED INTO TWO PARTS

- Grapple and throw part.
- Submission part.

GRAPPLE AND THROW

- Grappo is grappling in standing position and submit means to give up in ground work or in ground fight hence make it as Grappo- submit event.
- Grappo- submit event is of 10 points that means to win the bout (fight) a player has to secure 10 points.
- Grapple and throw event is played when the two player grapple each other and try to throw by applying Bukido technique.

A PROPER THROW HAS 4 PARAMETERS.

1. When a player falls largely on back.
2. A thrower has proper control on opponent.
3. A thrower must have proper balance.
4. A thrower must have proper speed.
5. Locking any parameter reduces the points of throw by 1 point.
6. A proper throw is given 5 points so if a player throws twice thus makes 10 points and that's Win of the thrower.

SUBMISSION PART.

Submission means to give up. When a player applies any lock, choke, strangle, armbar for about 10 seconds and if the opponent taps down within the described time, thus loses the fight.

Hold or take down or pindown is maintained for 20 seconds by a player 5 points are given, if hold is maintained only for 10 seconds to 14 sec's 2 points are given, if maintained from 15 to 19 sec's 3 points are given i.e.

HOLD TIMING AND POINTS

- 10-14 seconds = 2 points.
- 15 - 19 seconds = 3 points.
- 20 seconds = 5 points.

- After one hold of 20 seconds, game is stopped and started again. If a player holds for two times for full time 20 seconds then he is declared winner. ie.; $5+5 = 10$ points.
- If a player has already secured 5 points by a throw and holds the player for 20 seconds then points aggregates to 10 ie.; 5 points by throw and 5 points by hold = 10 points.
- The aim of the Grappo-submit event is to secure 10 points, in a fight any player who secures 10 points first will be declared winner.
- Techniques Permitted:
- Takedowns and throws
- Ground fighting with chokes, Armbars, Legbars, pinning techniques
- *No chokes or Armbars is allowed from standing position.
- **Any Techniques which are not specified in the "Techniques Permitted" is illegal.

FIGHTING TIME:

- 1 round 3 minutes for Youth and 1 round 3 minutes for seniors rest in cause of a draw there will be an extra round for golden score with no time limit. The extra round will start from o-o and golden score will decide the winner.

POINTS: -

- Takedowns, Short Throws, Sweeping: 2 point.
- Perfect Throw: 5 points.
- Chokes, arm bar, strangles Immobilizations (Score techniques) maintained for 20 sec: 5 points.

PENALTIES AND SCORE: -

- In case of repeated intentioned fouls the Mat referee will give -2, -3, disqualification.
- Depending by the intensity of the foul the central referee can disqualify the sportive directly or after the first/ second warning for the competitor, with the approval of chairman of technical committee.