



# **RULES IN SPORTS ARNIS**

(Updated 2015)

## **FOREWORD**

This Handbook on the Rules and Regulations of Competitive Arnis is prepared by Arnis Pederasyong Internasional, Inc. (*i-ARNIS*) for use in the conduct of all Arnis competitions in the local, national and international levels. This handbook was initially based on the Rules Manual formulated by Arnis Philippines, Inc., which in turn, was made possible through long periods of consultations with numerous Arnis martial arts authorities. Much care has been made to ensure that the provisions contained herein will conform to, and approximate to the actual Arnis martial arts both in Full Contact and Anyo events at the same time giving prime consideration to the athlete's safety.

The making of this handbook was made possible through the concerted and generous efforts of numerous people who have throughout the years contributed in their own little way for the betterment of Sports Arnis. Thus, credit and gratitude should be bestowed on them.

## Code of Ethics

1. Arnis is an event that aims to bond and develop friendship and brotherhood.
2. It is never a sport to hurt and defeat the opponent but to improve the skills of the players.
3. It aims to develop the mind, the physique and the character of the player.
4. Arnis is played to develop the social aspect that will lead to the close bonding of all practitioners.
5. All the practitioners respect each other. They salute each other when they meet and from a meeting before they depart. The juniors must salute first and maintain the position until the seniors answer their salute.
6. The juniors do not have the right to challenge to fight the seniors unless in the program set by their association to fulfill an objective.
7. All the practitioners continue to move on as there is room for improvement or advancement.
8. Each practitioner must share with other beginners or practitioners the advancement attained.
9. Practitioners must desire to strengthen the Arnis family he belongs to by sharing love, knowledge and understanding.
10. Practitioners must remember that Arnis is not a means to fight people but to bond with them for life improvement.

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# RULES AND REGULATIONS FOR THE CONDUCT OF SPORTS ARNIS

## INTRODUCTION

This Rules and Regulations has been prepared by Arnis Pederasyong Internasional, Inc. or (*i*-ARNIS) as a standard in the conduct of Local, National and International tournament in sports Arnis. This was presented to the *i*-ARNIS Board of Directors of 2015 for ratification and was subsequently approved. *i*-ARNIS reserves the right to propose changes, amendments or revisions to suit the interest of the Arnis community in all its tournaments in sports Arnis worldwide.

## PART I - FULL CONTACT EVENT

### I. SCOPE

This standard shall describe the procedures, practices and proper conduct of all competitive Arnis (Full Contact) Tournaments.

This standard specifies the requirements by which the conduct of all competitions shall be synchronized on the following:

- A. Facilities and Equipment
- B. Participants
- C. Uniforms
- D. Divisions (Weight Categories)
- E. Conduct of the Tournament, Scoring and Penalties

### II. GAME CHARACTERISTICS

Arnis A combative sport played by two individuals using padded sticks with full body protective gears in a court measuring 8.0 x 8.0 meters, in smooth and well kept surface. Players are paired / blind matched in different weight categories.

The game is played by using prescribed padded stick in delivering artistic and legal blows, strikes, thrusts, and disarming the opponent to gain scores.

The winner of the match is decided by best of three rounds. Each round lasts for two minutes.

## CHAPTER 1 : FACILITIES AND EQUIPMENT

### RULE 1.0 COMPETITION AREA (Diagram 1 and 2)

Shall refer to the area by which the conduct of the competition shall be set or held including the free zone around it.

#### 1.1 Dimensions

The playing area is a square measuring 8.0 meters by 8.0 meters with a one (1) meter free zone around it, and a clear space without any obstruction up to a height of not less than 5 meters from the playing surface.

#### 1.2 Lines of the Playing Area

All lines of the playing surface are 5.08 cm. (2 inches) and must be of different color from that of the floor and other lines previously drawn for other purposes.

#### 1.3 Outside Lines

Four lines mark the outside line of the playing area. The free zone distance measuring one meter in each side are drawn outside of the playing area.

#### 1.4 Match Lines

Two lines of 1.0 meter long and 2.0 meters apart the center mark the horizontal match line.

1.4.1 The horizontal match lines are drawn 3 meters from the outside lines.

1.4.2 The horizontal match line left is red and the opposite horizontal match line is blue to mark the respective line of each player.

#### 1.5 Referee Line

A straight line of 1.0 meter long is drawn 2.0 meters from the center of the two players.

#### 1.6 Warning Lines

A broken straight line is drawn one (1) meter before the outside line to serve as a warning to the players.

#### 1.7 Playing Surface

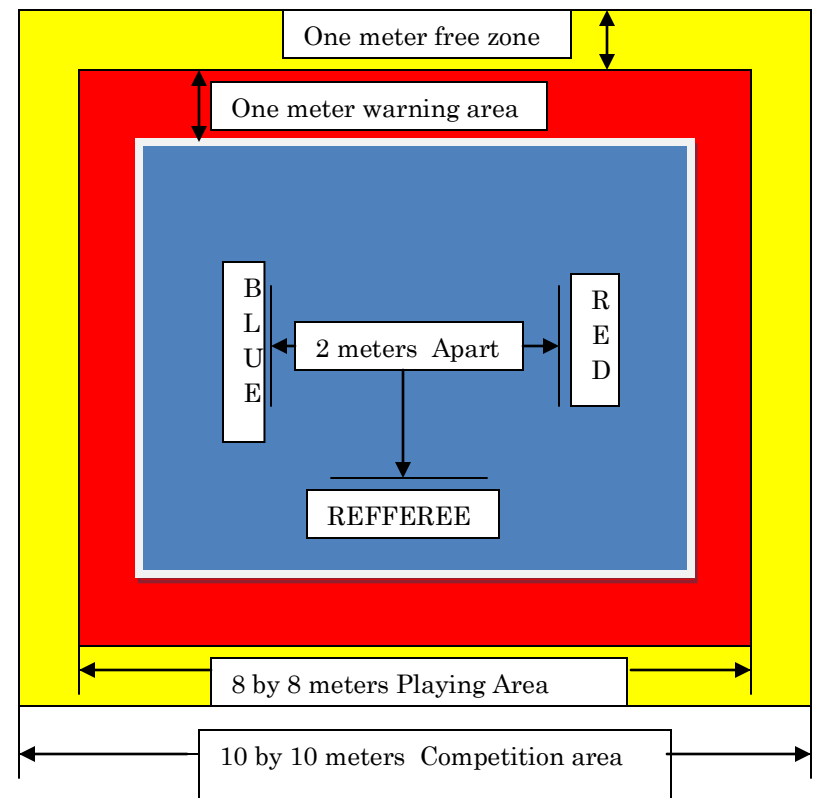
1.7.1 The surface must be flat and smooth and must not be elevated from the ground.

1.7.2 The playing surface must be clean and free from foreign objects that may endanger or cause injury to the players. Other surfaces must have the approval of *i*-ARNIS.

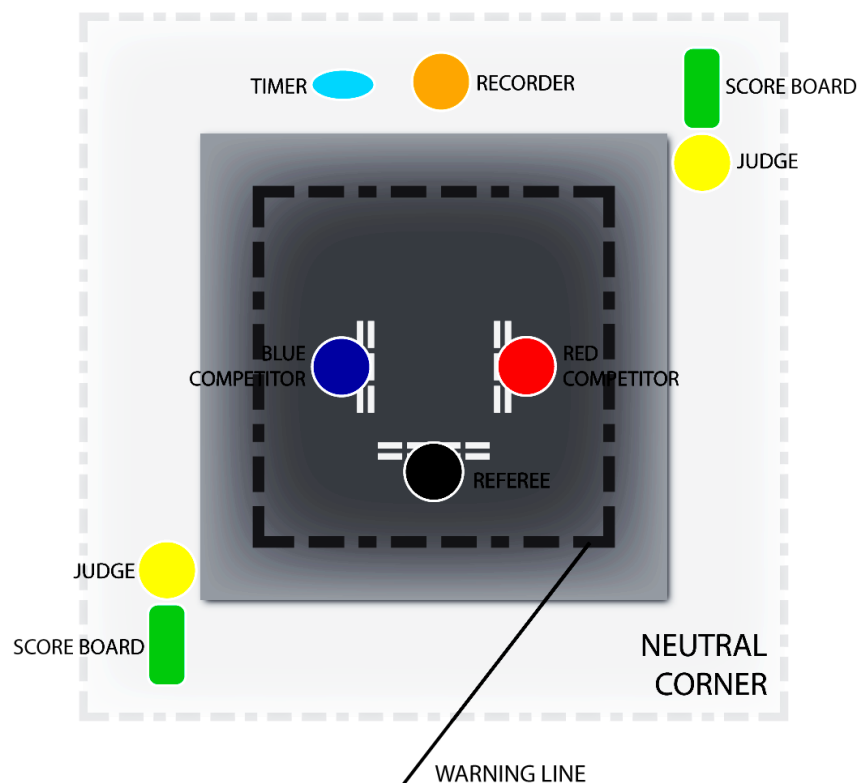
#### 1.8 Neutral Corner

The corner of the playing area between the two (2) judges within the free zone shall be designated as the neutral corner. This shall be the consultation area for the referee and judges.

**DIAGRAM 1**



**DIAGRAM 2**



## COMPETITION AREA

### 1.9 Temperature

The temperature for the competition shall not be higher than 30 degrees Celsius (86 degrees Fahrenheit) and not lower than 16 degrees (60.8 degrees Fahrenheit).

### 1.10 Lighting

Lighting apparatus is located above free space (rule 1.1) It must not cause any reflection to the surface and must not affect the vision of the players.

### 1.11 Position of Players

Before the game starts, players must be positioned in the playing area so that the red-coded player is at the right side of the referee and the blue-coded player is on his left side.

## RULE 2.0 EQUIPMENT

Shall mean the materials and accessories that are used in the conduct of the competition, all of which shall conform to the standards set and approved by *i-ARNIS ONLY*.

### 2.1 Weapon

2.1.1 The padded stick shall be the official weapon of the player. the specifications of which shall be in accordance with the *i-ARNIS* standard. No other similar material will be allowed to be used in any local, national or international competitions.

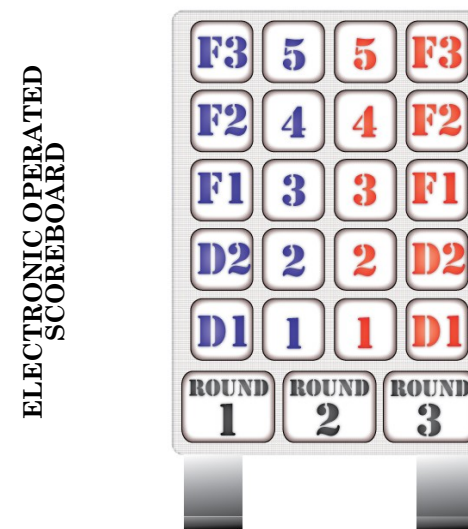
2.1.2 Each padded stick shall be properly foam-cushioned and shall have a maximum grip diameter of not more than 3.81 cm. (1 1/2 inch) and length of 76.20 cm (30 inches for men and women). The length of padded stick shall be cm (27 inches for boys and girls).

2.1.3 Both padded stick shall be color-coded, one red and the other blue.

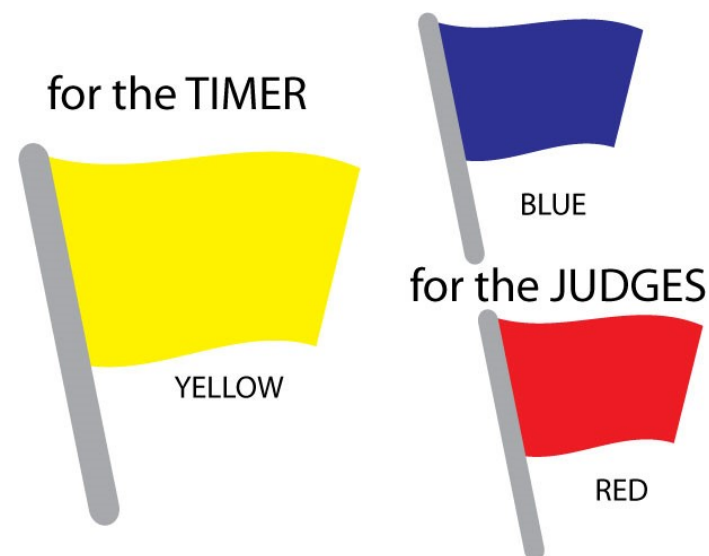


- 2.2 Head Protector
- 2.2.1 Refers to a pair of protective head gear to include an impact-worthy face mask, the specifications of which shall be in accordance with the *i*-ARNIS standard.
- 2.2.2 Both headgears must be color-coded, one red and the other blue, to match the padded stick of the player.
- 2.3 Body Protector
- 2.3.1 Refers to a pair of protective body vest, properly cushioned , the specifications of which shall be in accordance with the *i*-ARNIS standard.
- 2.3.2 Male and female player must wear both body vest and groin guard. Body vest and groin guards specifications shall be in accordance with the *i*-ARNIS standard. Both body vests must be color coded to match the color of the player.
- 2.3.3 Forearm and shin guards are compulsory. The specifications shall be in accordance with *i*-ARNIS standard. Both shin & forearms guards must be color coded to match the color of the player.
- 2.4 Scoreboards (Diagram 3)
- 2.4.1 A pair of scoreboards, either manually or electronically operated, the specifications of which shall be in accordance with the *i*-ARNIS standards.
- 2.4.2 Two score boards per contest area shall be placed at diagonally opposite corners outside the playing area, inside the competition area within the free zone, right where the judges are positioned.
- 2.5 Flags
- 2.5.1 Two sets of red and blue flags, the size of which is 30 cm by 25 cm, are used by the judges in declaring decisions or asking for consultations.

**DIAGRAM 3**  
**THE SCOREBOARD**



**DIAGRAM 4**  
**THE FLAGS**



- 2.5.2 One yellow flag, size 30 cm by 25 cm. for timer's use to signal the start and the end of each round and to declare a time-out and resumption of the game.

2.6 Other Equipment

- 2.6.1 Stopwatch is use to keep the two-minutes per round. This excludes interruptions such as injury, changing of broken padded stick. A gong and mallet or other similar audible substitutes such as whistle, bell or buzzer shall be provided for the Timer to indicate the start and end of the round.
- 2.6.2 A table shall be provided for the Timer and Recorder which shall be situated one (1) meter in front of the playing area so that time signals are audible enough to both players and referee.

## CHAPTER 2: PARTICIPANTS

### RULE 3.0 COMPOSITION

- 3.1 MEN's team may consist of a maximum of eleven (11) players, one (1) player per weight division; one coach; one trainer; one medical doctor and two officiating RJs licensed by *i*-ARNIS (same composition for WOMEN's team).
- 3.2 BOY'S team may consist of a maximum of eleven (11) players, one (1) player per weight division; one coach; one trainer; one medical doctor and two officiating RJs licensed by *i*-ARNIS (same composition for GIRLS' team).
- 3.3 Only players listed in the entry form shall participate in the game.

### RULE 4.0 QUALIFICATIONS

Shall mean the approval by the Tournament Screening Committee for an individual or group to participate provided that the following requirements are met:

- 4.1 The players shall meet the requirements of the weight division in which he/she is to compete.
- 4.2 The players shall meet the age requirement set by the organizing committee.
- 4.3 The player shall be physically and mentally fit to compete as certified by a licensed medical practitioner from the player's origin. In special cases, the official tournament physician may certify the player's fitness. This should be submitted together with the tournament application form.
- 4.4 The player shall fill-up a competition application form and it should be properly and completely accomplished.
- 4.5 Sex test may also be required in cases where there are doubts in real sex of the participants.
- 4.6 Drug test may be required in cases where there are doubts.

### RULE 5.0 DUTIES AND RESPONSIBILITIES

- 5.1 Players
- 5.1.1 **Players must have full knowledge of the rules of the game and are duty bound to follow.**
- 5.1.2 Players must accept the decision of the officials with sportsmanlike conduct, without disputing them. In case of doubt, only the coach may request for clarification after the game.
- 5.1.3 Players must at all time observe proper decorum such as respect and courtesy towards the referee, other officials, opponent, teammates and even spectators.
- 5.1.4 Only members of the team who are officially listed to play are allowed to sit on the bench designated for them during the game.
- 5.1.5 During the game, the team members are not allowed to stand or cheer or give instructions to their member player.

5.1.6 Jeering, provocations, and similar acts which destroys spirit of competition and fair play are not allowed.

5.1.7 Any violation of the above rules shall be given corresponding penalties. (refer to rule 15.1)

## 5.2 The Coach

5.2.1 The coach is responsible for the conduct and discipline of the players. **He MUST attend the solidarity meeting.**

5.2.2 Coaches must at all times observe proper decorum such as respect and courtesy towards the officials, opponent, teammates and even spectators.

5.2.3 Only during time-outs and intervals between rounds may the coach give instruction, without entering the playing area or delaying the game.

5.2.4 Any violation of the above rules shall be given corresponding penalties. (refer to rule 15.1)

## 5.3 Trainer

5.3.1 If the team coach is present, the trainer may sit on the team's bench, but has no right to intervene the match.

5.3.2 In the absence of the coach or in case the coach leaves during the match, the trainer may take over, only after properly informing the table officials who will give him authority to assume as such.

5.3.3 The trainer and other Team Officials are responsible for the conduct and discipline of their team members.

5.3.4 Any violation of the above rules shall be given corresponding penalties. (refer to rule 15.1)

## RULE 6.0 UNIFORMS

Shall mean all those that form part of the athlete's outfit worn in the playing area during the competition.

6.1 Clean white short sleeves T-shirt, with no extra design or accessory, except for the printed name or logo of the country or club.

6.2 Red loose pants without any lining or design.

6.3 Footwear for the competition is white shoes with rubber-sole.

6.4 Number tags shall be provided for each participant and must be attached at the backside of the T-shirt.

6.5 Wearing of accessories that may cause injury such as rings bracelets, watches, necklace, etc. are strictly not allowed.

6.6 Proper hygiene must be observed at all times. Fingernails cut short, long hair tied back, uniform clean. Spitting on the floor is not allowed.

**RULE 7.0 DIVISIONS (Age & Weight Categories)****7.1 MEN AND WOMEN'S DIVISION (AGE 18 & ABOVE)**

#	DIVISION	WEIGHT (IN KG)	
		MEN	WOMEN
1	Flyweight	x	Below 47
2	Bantamweight	Below 51	+47-51
3	Featherweight	+51-55	+51-55
4	Lightweight	+ 55 – 60	+ 55 – 60
5	Welterweight	+ 60 – 66	+ 60 – 66
6	Middleweight	+ 66 – 73	+ 66– 73
7	Cruiserweight	+ 73 - 81	+ 73 - 81
8	Heavyweight	+ 81 - 90	+81
9	Super heavyweight	+90	x

**7.2 BOYS AND GIRLS' DIVISION (13—17 AGE)**

#	DIVISION	WEIGHT (IN KG)	
		BOYS	GIRLS
1	Pinweight	X	Below 43
2	Flyweight	Below 47	+43-47
3	Bantamweight	+47-51	+47-51
4	Featherweight	+51-55	+51-55
5	Lightweight	+ 55 – 60	+ 55 – 60
6	Welterweight	+ 60 – 66	+ 60 – 66
7	Middleweight	+ 66 – 73	+66
8	Cruiserweight	+ 73	x

**CHAPTER 3 : CONDUCT OF THE TOURNAMENT, SCORING AND PENALTIES****RULE 8.0 CONDUCT OF THE TOURNAMENT**

- 8.1 The conduct of the competition shall be on two-out-of-three-round system. Each round shall be held for a maximum of two (2) minutes.
- 8.2 Upon the initial command of "Handa" for each round, the referee shall allow both players to display artistic Arnis movements, unique to their styles.
- 8.3 The player must continuously perform artistic Arnis strokes depicting their styles whenever apart during the game.

**RULE 9.0 SALUTATION**

At close stance, salutation is done by placing the right hand with the weapon pointing upward over the left chest, while the left arm is at the side and is followed by a **Nod**. Upon entering the playing area, players must do the salute to the officials together with the referee. Finally, salute must be given to the opponent. This shall be done before and after every game.

**RULE 10.0 MATCHING & PAIRING**

Blind matching & pairing of single elimination or knock out system shall be adopted in most cases where the number of participants will allow it. Otherwise, a round robin system shall be used. This shall be done at least one day before the tournament. Representatives from the respective teams concerned shall be invited to witness the matching & pairing.

**RULE 11.0 SCORING**

- 11.1 A score shall mean a strike or thrust with a padded stick using one hand only, delivered to a specific body point and is counted upon confirmation by the two (2) or at least one (1) of the judges, simultaneously recorded on the scoreboard.
- 11.2 A legitimate strike is given a point if it is delivered to a specific body point in correct form, that is –with power, right timing, with art, distance and intent.
- 11.2.1 Simultaneous Strike - When the two players deliver strike simultaneously , it will not be given a point.

11.2.2 Spontaneous strike is allowed, but the judges can only give maximum three (3) points per encounter per player.

- 11.3 A thrust to body points C and E (abdominal area and leg area) is a point, provided that the requirements for a legitimate thrust, which are with power, right timing, with art, distance (**at least one arm length**) and intent are met.
- 11.4 A disarming execution is awarded a point. (refer to rule 16.2)
- 11.5 Follow-up strike after a legitimate disarming is given a point.
- 11.6 A score is recorded on the scoreboard by the judges.

#### **RULE 12.0 DECLARING A WINNER OF A SPECIFIC ROUND**

A player can win a round through the following manner / condition:

- 12.1 By gaining five points ahead.
- 12.2 By disarming the opponent twice.
- 12.3 If his opponent committed a maximum of three fouls.
- 12.4 **Winning by knock out.**
- 12.5 If none of these conditions are met, and the time allocated for a round had lapsed, the winner will be based on these particular order:
  - 12.5.1 Who is ahead in points in general, wins. In case the two judges gave different set of scores, the player who has the higher points, wins.
  - 12.5.2 In case of a tie in points, a player can win through the following manner / conditions.
    - 12.5.2.1 One who has less disarming penalty, wins.
    - 12.5.2.2 One who has lesser fouls, wins.
  - 12.4.2.3 Disarming has a heavier weight than fouls.

#### **RULE 13.0 DRAW SCORE**

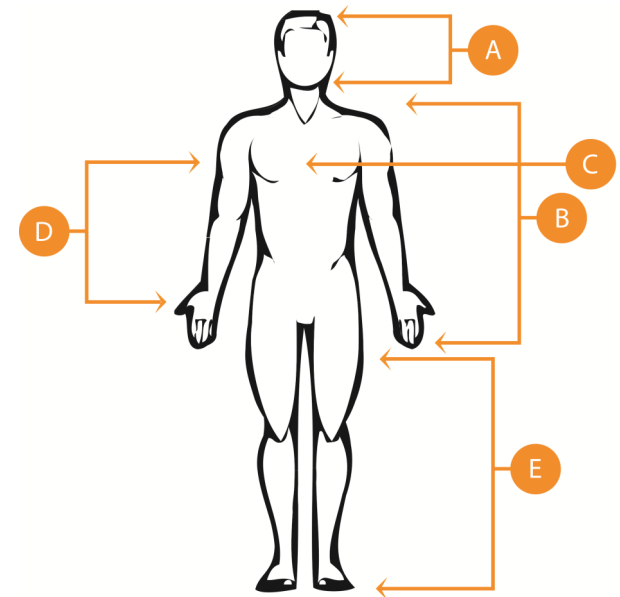
In the event that the scores, disarming and fouls are the same at the end of the round, the basis for declaring the winner shall be decided through the following:

- a. superiority or aggressiveness      b. major fatal technique
- c. artistic delivery

#### **RULE 14.0 BODY POINTS**

- A. Head and Neck
- B. Arms and collars including hands
- C. Torso (from chest down to waist)
- D. Armpit to thigh
- E. Full length of leg including feet

**BODY STRIKE POINTS- Fig 1**



#### **RULE 15.0 PENALTIES**

Players are given penalties for violations of the tournament rules and regulations.

- 15.1 Violation of DUTIES and RESPONSIBILITIES of players and delegation officials shall have the corresponding penalties. (refer to rule 5)
  - 15.1.1 First Offense - Player will be given a foul in a round.
  - 15.1.2 Second Offense - Disqualification of player in the game.

## 15.2 FOULS (PAGLABAG)

The following violations are considered as **FOULS**:

- A. Thrust to body point A (head area) and thrust in close quarter (approximately 30 inches or less).
- B. Strike or thrust to the groin and Striking or thrusting using two hands.
- C. Blocking with the use of the arm.
- D. Clinching, spitting, negative remarks as well as other actions inimical to the rules and regulations and code of sportsmanship.
- E. Pushing and Pulling— Any act of pushing and pulling using hand, head, body, legs, arm, stick and other similar movement. However pushing and pulling using of hand that is done within 3 seconds is allowed provided followed by an application to score or disarm.
- F. A hold to an opponent. However, a hold or a grab on the padded stick or arm just below the shoulder down to the hand of the opponent that is done within 3 seconds is allowed, provided it is immediately followed by an application to score or disarm.
- G. A player who steps on the line or goes out of the playing area. However if cause by pushing using hand by the opponent is not a foul.
- H. Hitting a player at the back area (from the back of the head up to the buttocks) is considered a foul, unless the opponent intentionally turns his back.
- I. Delaying the game for more than ten (10) seconds.
- J. Non-combativeness for ten (10) seconds.
- K. Multiple strikes or thrust (three or more) to one body point without changing the position of the arm.
- L. Upon the command of hinto or hiwalay, any player who attacks shall be given a foul. If the attack falls at the same time with the command, it is not considered a foul.

M. Non-performance of artistic styles upon the command "handa" and for more than three (3) seconds during the game.

N. Diving or intentionally falling on playing surface to gain a point.

O. Food and drinks during, time out and interval of round.

P. Locking bone breaking, kicking, chopping, elbowing, throwing, punching, sweeping, butting and kneeing.

15.3 A player who commits fouls shall be given F1, F2, F3 as the case may be and shall be indicated in the scoreboard.

15.4 A player who commits three (3) fouls is automatically declared the loser by the referee for that particular round.

## RULE 16.0 DISARMING (LAGLAG)

A player who loses grip of the padded stick and a part of it touches the ground during the game is considered as disarming. However, if the padded stick was taken away in a split second by the opponent, it is counted as disarming, even it did not touch the ground.

16.1 A disarming violation shall be given D1 for the first disarming and one point is given to the player who disarmed. D2 for the second disarming, and shall be indicated in the scoreboard by the judges.

16.2 A player who is disarmed twice in a round automatically loses that round.

## RULE 17.0 KNOCK OUT

A disarmed padded stick used to immediately hit an opponent successfully.

## RULE 18.0 INJURIES

When an injury occurs during the game and it cannot be continued, the decision of the judges shall be based on the following grounds :

- a.) When an injured player is responsible for the injury, the other player wins.
- b.) When the injury is caused by a legal blow, the injured player loses. However, when the injury is caused by an illegal blow, the injured player wins.
- c.) When the responsibility of the injury cannot be determined, the judges decision shall be based on the score.
- d.) Only the medical doctor can determine and make a decision as to the fitness of the injured player.

## **RULE 18.0 DISQUALIFICATION**

A player is disqualified based on the following conditions.

- 18.1 A player who commits a **dangerous intentional foul that inflicts injury or not to the other player** is a ground for disqualification.
- 18.2 **Butting, kicking, kneeing, elbowing, boxing, sweeping, chopping, choking and other action that may inflict injury are grounds for disqualification.**
- 18.3 Any disruptive action or behavior of the player, of his teammate and coach which break the spirit of the sportsmanship, shall mean a disqualification on the player involved. (as per rule 15).
- 18.4 If for one reason or another, one of the players is disqualified, the other player shall be declared the winner.
- 18.5 the player/s, coach/officials or club shall be penalized by *i*-ARNIS for all the disqualification violations.

## **RULE 19.0 FORFEITURE**

Decision based on forfeiture should be forwarded to the Technical Committee. The player who forfeits his/her game during a match shall be declared the loser and will be penalized by *i*-ARNIS.

## **RULE 20.0 DEFAULT**

A player who does not appear at the official's table after three (3) consecutive calls shall automatically default the game. The referee shall make the decision upon confirmation by the Technical Committee. The winner by default in this match shall enter the playing area and do the salute.

## **RULE 21.0 DECLARING A MATCH WINNER**

- 21.1 A player who wins two out of three rounds wins the game.
- 21.2 A player wins the match if his opponent forfeits or defaults the game.
- 21.3 A player wins the match if his opponent was disqualified in the game.

## **RULE 22.0 TIME-OUTS**

Only the referee may stop the time for the following reasons:

- a.) Giving fouls
- b.) Injury occurs
- c.) Declaring winners
- d.) Disarming is executed
- e.) Judges request for timeouts
- f.) Consultation with judges
- g.) Fixing or changing of uniform, broken equipment such as headgear, padded stick, etc.
- h.) End of each round

## **RULE 23.0 PROTESTS**

- 23.1 Any protests must be made in writing by the COACH addressed to the Technical Committee and forwarded within ten minutes after the game to the official's table. Any action made otherwise shall be nullified. A bond shall be set for protest (refer to technical committee).
- 23.2 A solidarity meeting shall be set before the tournament. The coach who have not attended the solidarity meeting shall waive all his rights to protest. (refer to rule 5.2.1)
- 23.3 JUDGEMENT CALL cannot be protested.

## PART II ARNIS ANYO EVENT

### I. SCOPE

This standard shall describe the procedures, practices and proper conduct of all Arnis Anyo Competition.

This standard specifies the requirements by which the conduct of all ANYO competitions shall be synchronized on the following:

- A. Facilities and Equipment
- B. Participants
- C. Divisions (Age Categories)
- D. Rules of the Game

### II. GAME CHARACTERISTICS

Arnis Anyo (form) event is a demonstration of artistic, choreographed, pre-arranged sets of movements, offensive and defensive techniques using stick, wooden replica of a bladed weapon or metallic unbladed replica of a weapon.

The competition shall be one round of Anyo performance, where in the performers are awarded points by the judges based on criteria. The performance shall have a minimum time limit of one (1) minute and a maximum time limit of two (2) minutes.

There would be different divisions in the single weapon, double weapon and sword & dagger weapon categories, both in the individual and team events. The players will be ranked based on the scores awarded by the judges.

## CHAPTER 1 : FACILITIES AND EQUIPMENT

### RULE 1.0 COMPETITION AREA

Shall refer to the area by which the conduct of the competition shall be set or held including the free zone around it.(12 meters by 12meters) in size.

#### 1.1 Dimensions

The playing area is a square measuring 10 meters by 10 meters with a one meter minimum free zone around it, and a clear space without any obstruction up to a height of not less than 5 meters from the playing surface.

#### 1.2 Lines of the Playing Area

All lines of the playing surface are 5.08 cm. (2 inches) and must be of a different color from that of the floor and other lines previously drawn for other purposes.

#### 1.3 Outside Lines

Four lines mark the outside line of the playing area. The free zone distance measuring one meter are drawn outside of the playing area .

#### 1.4 Entry Lines

The entry line is the farthest line parallel to the position of the judges.

#### 1.5 Playing Surface

1.5.1 The surface must be flat and smooth and must not be elevated from the ground.

1.5.2 The playing surface must be clean and free from foreign objects that may endanger or cause injury to the players. Other surfaces must have the approval of i-ARNIS.

of



## 1.6 Temperature

The minimum temperature for an outdoor competition shall not be below 25 degrees Celsius (77 Fahrenheit). For the indoor competition, the temperature shall not be higher than 25 degrees Celsius (77 Fahrenheit) and lower than 16 degrees Celsius (61 Fahrenheit).

## 1.7 Lighting

Lighting apparatus is located above the free space, It must not cause any reflection to the surface and must not affect the vision of the performer/s.

## 1.8 Entrance of Players

Before the game starts, players must enter thru the entry lines.

## **RULE 2.0 EQUIPMENT**

Shall mean the materials and accessories that are used in the conduct of the competition.

## 2.1 Weapon

Players are required to use any of the following options.

### 2.1.1 Wooden Stick

The wooden stick shall measure not less than 60 cm and not more than 90 cm in length with a diameter of not less than 1.3 cm and not more than 3.8 cm. It must not have sharp edges or pointed ends.

### 2.1.2 Wooden Replica of a Bladed Weapon

The wooden replica shall measure not less than 60 cm and not more than 90 cm in full length and should be Ethnic Asian in origin. It must not have sharp edges or pointed ends.

### 2.1.3 Metallic Blunt Replica of a Bladed Weapon

The metallic replica shall measure not less than 60 cm and not more than 90 cm in full length and

should be ethnic Asian in origin. It must not have sharp edges or pointed ends.

## 2.1.4 Wooden Replica of a Dagger or Knife

The wooden replica shall measure not more than 60 cm in full length and should be ethnic Asian in origin. It must not have sharp edges or pointed ends.

## 2.2 Score Card

Judges will use score card to indicate the score given to a player or a team. The score card shall measure 12 x 8 inches (30.48 cm x 20.32 cm ). See Diagram 5.

### **DIAGRAM 5**

### **SCORE CARD**



## 2.3 Tabulation Sheet

The scores and violations shall be reflected on the Tabulation Sheet . See Diagram 6.

**DIAGRAM 6**

TABULATION SHEET FOR ANYO EVENT														
EVENT:		BOYS/MEN		INDIVIDUAL		SINGLE WEAPON								
		GIRLS/WOMEN		TEAM		DOUBLE WEAPON								
						SWORD & DAGGER								
#	NAME	J1	J2	J3	J4	J5	J6	J7	VIOLATIONS				TIME	TOTAL
									TIME (2 pts.)	OUTSIDE (2 pts.)	Loss Control (5pts)	Salutation (5 pts.)		
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
PRINTED NAME & SIGNATURE TABULATOR/RECORDER		PRINTED NAME & SIGNATURE TIMER		PRINTED NAME & SIGNATURE CHAIRMAN OF THE JUDGES										

## 2.4 Flags

- 2.4.1 Yellow flag shall be used by the timer to declare the start and the end of performance.
- 2.4.2 Blue flag shall be raised by the official to indicate loses control of the weapon/s.
- 2.4.3 Red flag shall be raised by the official to indicate stepping outside of the playing area.
- 2.4.4 Both flags shall be raised by the official to indicate violation of standard salutation simultaneously whistling to call the attention of the performer/s.

## 2.5 Other Equipments

- 2.5.1 Stop clock or stopwatch to keep track of the time of the performance.
- 2.5.2 A gong and mallet or other similar audible substitutes such as whistle, bell or buzzer shall be provided for the timer to indicate the start and end of the performance.

## CHAPTER 2 : PARTICIPANTS

### RULE 3.0 COMPOSITION

A team may consist of a maximum total of twenty four (24) players, (composed of twelve (12) male players and twelve (12) female players); one coach, one trainer, one medical doctor, and two officiating judges licensed by i-ARNIS.

#### 3.1 Individual Event

A team may field in one player per category. Only players listed in the entry form may participate in the competition.

- 3.1.1 Single Weapon Category
- 3.1.2 Double Weapon Category
- 3.1.3 Sword and Dagger Category

- 3.2 Team Event (Synchronized Anyo)  
A team shall composed of three (3) performers per category. Only players listed in the entry form shall participate in the competition.
- 3.2.1 Single Weapon Category
- 3.2.2 Double Weapon Category
- 3.2.3 Sword and Dagger Category

#### **RULE 4.0 QUALIFICATIONS**

Shall mean the approval by the Tournament Screening Committee for an individual or team to participate, provided that the following requirements are met:

- 4.1 The player shall meet the age requirement set by the organizing committee on a specific category.
- 4.2 The player shall be physically and mentally fit to compete, as certified by a licensed medical practitioner from the applicant's origin . In special cases, the official tournament physician may certify the player's fitness. This should be submitted together with the competition form.
- 4.3 The player shall fill-up a competition form, and it should be properly and completely accomplished.
- 4.4 Sex test may also be required in cases where there are doubts in real sex of the player.
- 4.5 Drug test may also be required in cases where there are doubts .

#### **RULE 5.0 DUTIES AND RESPONSIBILITIES**

- 5.1 Players
- 5.1.1 **Players must have full knowledge of the rules of the game and are duty bound to follow .**

- 5.1.2 Players must accept the decision of the officials with sportsmanlike conduct, without disputing them. In case of doubt, only the coach may request for clarification after the match.
- 5.1.3 Players must at all time observe proper decorum as respect and courtesy towards the officials , opponent , teammates and even spectators.
- 5.1.4 Jeering, provocations, and similar acts which destroys spirit of sportsmanship and fair play are not allowed.
- 5.1.5 Only members of the team who are officially listed to perform/s are allowed to sit on the bench during the competition.
- 5.1.7 Any violation of the above rules shall be given corresponding penalties. (refer to rule 12)

#### **5.2 The Coach**

- 5.2.1 The coach is responsible for the conduct and discipline of the players. **He MUST attend the solidarity meeting.**
- 5.2.2 Coaches must at all times observe proper decorum such as respect and courtesy towards the officials, opponent, teammates and even spectators.
- 5.2.3 During the performance, he/ she must stay at the area designated for him / her.
- 5.2.4 Any violation of the above rules shall be given corresponding penalties. (refer to rule 12)

#### **5.3 Trainer**

- 5.3.1 If the team coach is present, the trainer may sit on the team's bench but has no right to intervene the competition.
- 5.3.2 In the absence of the coach or in case the coach leaves during the match, the trainer may take over, only after properly informing the table officials who will give him authority to assume as such.

- 5.3.3 The trainer and other Team Officials are responsible for the conduct and discipline of their team members.
- 5.3.4 Any violation of the above rules shall be given corresponding penalties. (refer to rule 12)

## **RULE 6.0 DIVISIONS**

- 6.1 **MEN & WOMEN'S DIVISION** (18 years old & Above )
- 6.1.1 Individual Event
- A. Single Weapon Category
  - B. Double Identical Weapon Category
  - C. Sword & Dagger Category
- 6.1.2 Team Event
- A. Single Weapon Category
  - B. Double Identical Weapon Category
  - C. Sword & Dagger Category
- 6.2 **BOYS & GIRLS' DIVISION** ( 12-17 years old)
- 6.2.1 Individual Event
- A. Single Weapon Category
  - B. Double Identical Weapon Category
  - C. Sword & Dagger Category
- 6.2.2 Team Event
- A. Single Weapon Category
  - B. Double Identical Weapon Category
  - C. Sword & Dagger Category
- 6.3 **CHILDREN'S DIVISION** (Boys and Girls ages 7-11 years old)
- 6.3.1 Individual Event
- A. Single Weapon Category
  - B. Double Identical Weapon Category
  - C. Sword & Dagger Category
- 6.3.2 Team Event
- A. Single Weapon Category
  - B. Double Identical Weapon Category
  - C. Sword & Dagger Category

## **CHAPTER 3 :CONDUCT OF THE TOURNAMENT, SCORING AND PENALTIES**

### **RULE 7.0 CONDUCT OF THE TOURNAMENT**

The conduct of the competition shall be one Anyo performance. The performance shall have a minimum time limit of one (1) minute and a maximum time limit of two (2) minutes.

### **RULE 8.0 SALUTATION**

- 8.1 Single Weapon Category
- At close stance, salutation is done by placing the right hand with the weapon pointing upward over the left chest, while the left arm is at the side and is followed by a **Nod**. Upon entering the competition area, players must do the salute to the officials. this shall be done before and after every performance.
- 8.2 Double Weapon Category
- At close stance, salutation is done by placing the right hand with the weapon over the left chest, while the simultaneously extending the left hand with the other weapon horizontally to his/ her left side with both weapons pointing upward and is followed by a **Nod**. Upon entering the competition area, players must do the salute to the officials. This shall be done before and after every performance.

### **RULE 9.0 ORDER OF COMPETITION**

The order of competition shall be made through drawing of lots. This shall be done at least a day before the competition. Representatives from respective teams concerned shall be invited to witness the drawing of lots.

### **RULE 10.0 SCORING**

- 10.1 A score shall be awarded by the judges to the performer/s and shall be reflected on the score card raised above their heads.
- 10.2 A score shall have a numerical value from 1-10 with an increment of 0.25.

- 10.3 The seven Judges shall formulate their judgment and scoring base on the specified criteria.
- RULE 11.0 CRITERIA**
- 11.1 Coordination of Movements (Individual Event)
- Harmonizing and dexterity of the movements of arms, legs, head, body and weapons of the performers. Well balanced actions, steps, stance and movements (sense of balance). Precise timing, indistinguishable, identical harmonic and rhythmic movements of the arms, head, legs, body, and weapons of the performer during the performance.
- 11.2 Synchronization (Team Event)
- Harmonizing and dexterity of the movements of arms, legs, head, body and weapons of the performers. Well balanced actions, steps, stance and movements (sense of balance). Precise timing, indistinguishable, identical harmonic and rhythmic movements of the arms, head, legs, body, and weapons of the team during the performance.
- 11.3 Artistic Execution
- Graceful, elegant, refined, stylish and animated execution of the martial arts movements of the performer/s.
- 11.4 Bearing and Stage Presence
- 11.4.1 Manner, composure, costume, poise and posture of the performer/s during the performance.
- 11.4.2 Costume
- Shall mean all those that form part of the athlete's attire worn in the competition area during the tournament. It should be ethnic Asian in origin.
- 11.4.3 Musical Accompaniment (optional)
- The player or team may or may not choose to have a musical accompaniment with their performance. Should they opt to have musical accompaniment, it should be ethnic Asian in nature, live or recorded on CD or USB.

- 11.5 Degree of Difficulty
- The magnitude of complicatedness, complexity, intricacy of the movements of the arms, body and legs in executing martial arts techniques of the whole performance.
- 11.6 Creativity
- Originality, inventiveness and imaginativeness of the forms and movements without sacrificing the effectiveness of the martial art movements.

**RULE 12.0 DRAW SCORE**

In the event that the scores are the same, the basis of declaring the winner shall be decided through the following:

- 12.1 Remove highest and lowest scores of the players/teams concerned given by the 7 judges.
- 12.2 In case there is still a draw, remove the highest and lowest scores of the players/teams concerned given by the remaining 5 judges.
- 12.3 In case there is still a draw, a repeat performance shall be done by the remaining players/teams who have the highest and the same scores.

***Note: This shall be applied only for the first, second and third placers. Players are also given penalties for violations of the competition rules and regulations.***

**RULE 13.0 DECLARING A WINNER**

The player/team garnering the highest score-**First Place**, second highest score- **Second Place**, and third highest score-**Third Place**.

**RULE 14.0 PENALTIES**

Players are given penalties for violations of the competition rules and regulations. All deductions are being taken from the total scores of all the judges.

- 14.1 ***Violation of Standard Salutation*** shall cause the performer/s deductions of five (5) points per violation and per player in a team.

- 14.2 **Violation of Time Limit** shall cause the performer/s deductions of two (2) points in short of the minimum one (1) minute time limit or in excess of the maximum two (2) minute time limit.
- 14.3 **Stepping or going outside of the playing area** will cause the performers a deduction of two (2) points. **Per violations and per players in a team.**
- 14.4 **A Performer/s who loses control of the weapon/s** shall be given a deduction of five (5) points per violation.
- 14.5 **Weapon gets destroyed or has any apparent damage to any part of the weapon will cause the performers a deduction of five (5) points per violation and per player in a team.**
- RULE 15.0 DISQUALIFICATION**
- 15.1 Any disruptive action or behavior of the performer/s and or his teammates, coach/officials, which breaks the spirit of the sportsmanship shall mean a disqualification.
- 15.2 Submission of fraudulent or falsified documents shall mean a disqualification on the player / team involved.
- RULE 16.0 FORFEITURE**
- Decisions based on forfeiture should be forwarded to the technical committee. The performer / team who forfeits the game automatically loses in that particular event.
- RULE 17.0 DEFAULT**
- A performer / team who does not appear/s to the officials table after three (3) consecutive calls shall automatically default the game. The officials shall make the decisions upon confirmation by the Technical Committee.
- RULE 18.0 PROTESTS**
- 18.1 Any protests must be made in writing by the COACH addressed to the Technical Committee and forwarded within ten minutes after the game to the official's table. Any action made otherwise shall be nullified. A bond shall be set for protest (refer to technical committee).
- 18.2 A solidarity meeting shall be set before the tournament. The coach who have not attended the solidarity meeting shall waive all his rights to protest. (refer to rule 5.2.1)
- 18.3 **JUDGES SCORES** can not be protested.

## Part III -TOURNAMENT OFFICIALS - DUTIES AND RESPONSIBILITIES, HAND SIGNALS AND CALLS

### RULE 1.0 Tournament Officials

the official body who shall implement the rules and regulations and shall have the sole authority in the administration of the tournament proper. The tournament officials are certified by the i-ARNIS.

#### 1.1 Tournament Director

The overall administrator and chairperson who shall directly ensure the proper implementation of all procedures.

#### 1.2 Screening Committee

This committee is composed of three (3) members who shall enforce the requirements as stipulated in Rule 4, Chapter Two. This committee shall include the Tournament officials and a Physician as members.

#### 1.3 Referees and Judges

These are officials who enforce the conduct of all tournament in accordance with the rules and regulations of the game. All Referees & Judges should have taken and passed the accreditation and licensure seminar of i-ARNIS and must be in good standing. **Refreshers Course is required for all Referees and Judges who have not officiated in any tournament for at least one (1) year.** They are the officiating officials of the tournament whose decisions are **FINAL**.

#### 1.4 Timer

Shall keep time during the actual match. A gong, whistle or bell shall be provided for his/her use in announcing the start and the end of the game and other calls.

#### 1.5 Recorder

Shall be tasked with recording the results of the actual games. A record sheet shall be provided for his/her use in recording results.

## 1.6 **Tabulators**

Shall composed of the Chairman of the Judges, Recorder and Timer. They shall be tasked in recording the scores, violations, and the time of the actual performance/s. They shall give the final results to the official's table.

## 1.7 **Flag Officials**

These are the officials who will declare the violation/s of the performer/s by raising the corresponding flag/s.

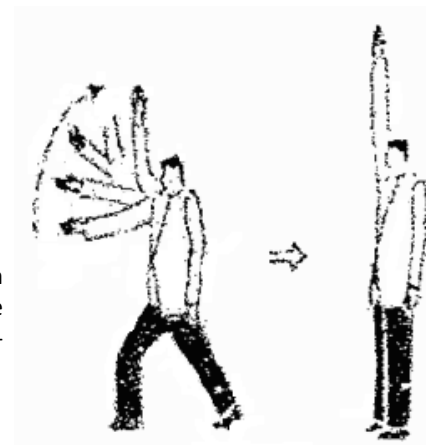
## 1.8 **Matcher**

Shall arrange the matches prior to the tournament and update the matches between players during the tournament.

## **RULE 2.0 OFFICIAL CALLS AND HAND SIGNALS (FULL CONTACT EVENT)**

### **2.1 HAN DA, LABAN**

(Ready, Start) Hand with thumb up, placed between the two players and simultaneously drawn upward.



### **2.2 HINTO**

(Stop) is said with the stop sign outstretched arm forward, palm facing front with fingers pointing upward, to stop a fight or call for time-out.



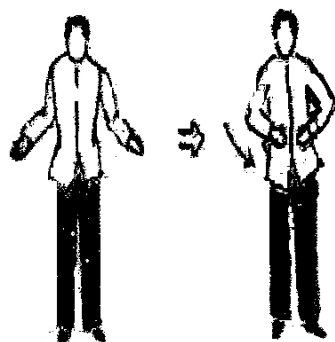
### **2.3 HIWALAY**

(Separate / Break) Arms are extended forward, then spread out laterally, simultaneously saying the command. Done in instances when the competitors are in close body contact after a period of 3 seconds, provided that there is no foul committed.



## 2.4 P A Y O

(Consultation with the judges)- from out-stretched arms, bring both arms a bit close together at hip level. The referee turns around to face and point to the neutral corner signaling the judges for a consultation.



## 2.5 H A T O L

(Decision) - right arm raised above the head with palm facing the left.



## 2.6 P A N A L O

(Declaring the Winner)-One arm is raised obliquely at approximately 45 degrees to the direction of the winning contestant from the chest. Right arm for the red and left arm for the blue player.



## 2.7 L A G L A G

(Disarming) - One foot forward and arm pointing downward at 30 degrees.



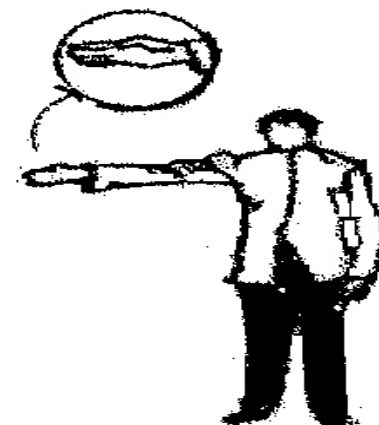
## 2.8 P A G L A B A G

(Foul) - Raises one arm horizontally, with palm facing down and simultaneously gesture the kind of foul / violation committed.



### 2.8.1

points to the offender and gesture the kind of foul committed.





## 2.9 MAG - AYOS

(Adjusting or Fixing) - both arms are crossed over in front with palms facing in at waist level.



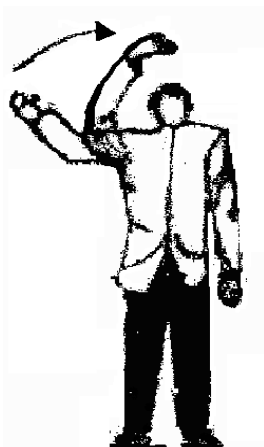
## 2.11.1 PARUSA (Penalty)

Going in front of the offender and simultaneously pointing him/her.



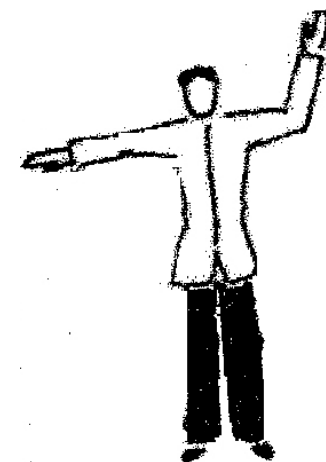
## 2.10 PAGWASTO

(Correction of Mistake) - Swaying of arms and palm above the head, gesturing an erasing movement.



## 2.12 PINSALA

(Injury) - one arm raised above the head and the other arm raised horizontally at shoulder level, palm facing down.



## 2.11 SINADYANG PAGLABAG

(Intentional Foul) - Swaying of the hand from side to side at hip level.



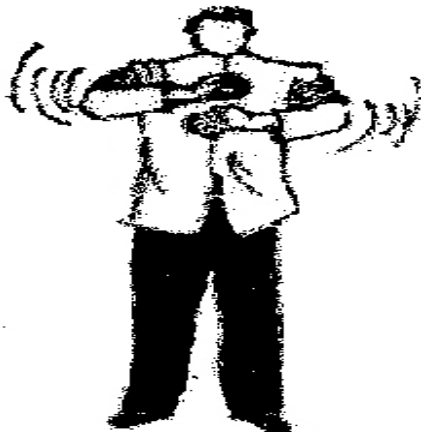
## 2.13 M ALING GAWI

(Wrong Action) - both arms are crossed in front of the chest, palms facing in.



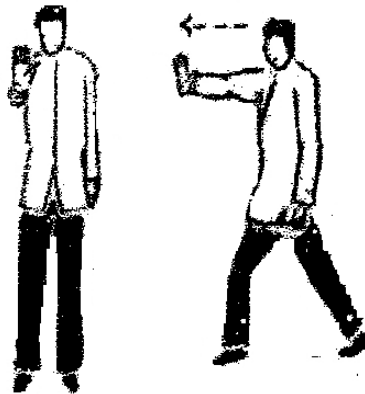
### 2.14 WALANG LABANAN

(Non-Combativeness) - circling of both forearms back and forth with hand closed.



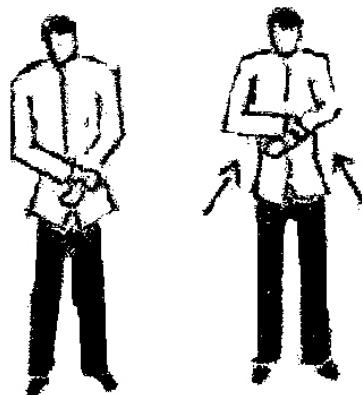
### 2.15 PAGTULAK

(Pushing) - right arm gestures an outward pushing.



### 2.16 PAGHAWAK

(Grabbing) - Grab left wrist with right hand.



### 2.17 PAGTUHOD

(Kneeing) - lift one knee up simultaneously tapping the knee.



### 2.18 PAGESIPA

(Kicking) - lift one knee up simultaneously extending the foot forward that gestures the act of kicking.



### 2.19 PAGESALAG

(Blocking with the use of the arm) - lift left arms overhead to block the right arm from hitting the head.



## 2.20 PAGSIKO

(Elbowing) - lifting elbow on chest level, with other arm holding the elbow.



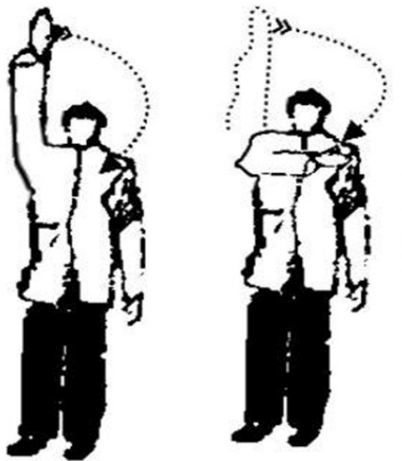
## 2.21 PAGESUNTOK

(Punching) - right hand gestures punching left hand close to the chest.



## 2.22 KNOCK OUT

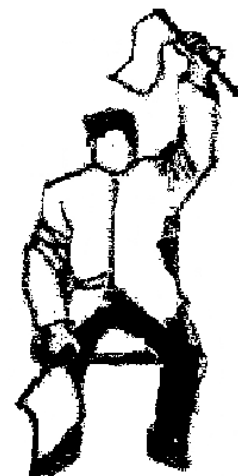
Right arm raised above the head spontaneously bend in front of the body on chest level palm facing down.



## Judges Signals

### 2.22 DECLARING A WINNER

Raises the flag whose color corresponds to the winning player above the head.



### 2.24 PAYO

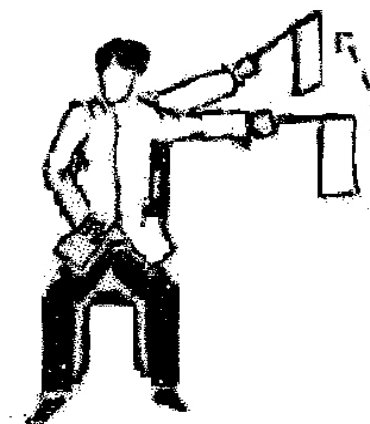
CONSULTATION/ REQUESTING for TIME - OUT

Crosses the flags above the head.



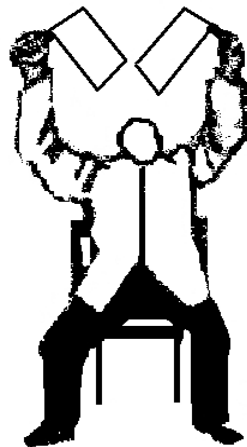
### 2.25 LABAS

(Outside) - left to right swaying of the flag parallel to the line of the playing area concerned using the color of the player.



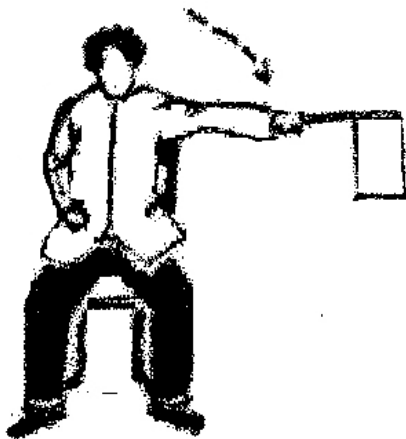
## 2.23 DECLARING A DRAW

Raises both flags above the head.



## 2.26 L O O B

(Inside) - a flag parallel to the line of the area concerned using the color of the player.



## RULE 3.0 OFFICIAL CALLS AND HAND SIGNALS FOR ANYO

3.1 **Declaring Scores**—Each judge shall give scores by raising the score card above their heads simultaneously with the other judges.



## EVENT

### 3.2 Declaring a Violation

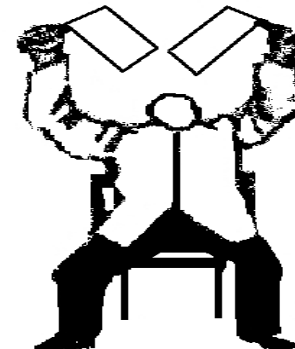
the flag official shall raise the flag/s above their heads per violation committed, the Recorder is responsible in recording the penalties/ deduction raised by the flag officials .



### 3.3 Violation of Standard

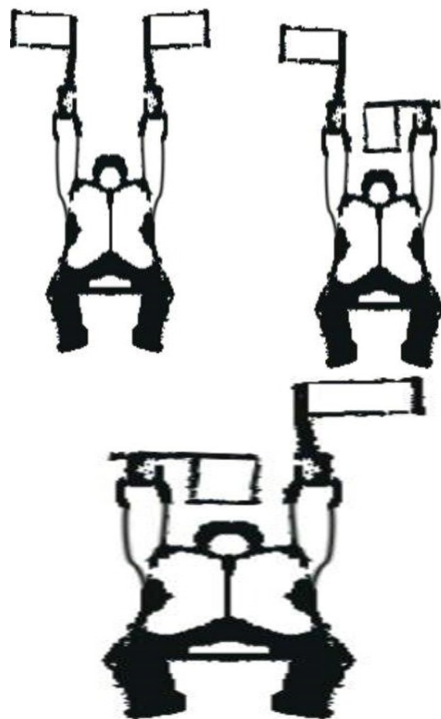
#### Salutation

The flag officials shall call the attention of the performer/s by blowing the whistle and raising the two flags above their heads simultaneously.



### 3.4 Declaring a knock out

Both flags raises, Spontaneously horizontal above the head for the knock out player.



### RULE 4.0 TIMER'S SIGNAL

The timer strikes the gong for the following signals:

- a.) START - sound the alarm once.
- b.) FINISH - sound the alarm prolong once.
- c.) TIME-OUT - raise yellow flag on top of the table.
- d.) CONTINUE - yellow flag is placed down.

## ARNIS PHILIPPINES

INDIVIDUAL TOURNAMENT ENTRY FORM

SUBMIT 2 COPIES  
OF LATEST  
1X1 PICTURE

Name of Tournament : \_\_\_\_\_  
 Venue : \_\_\_\_\_ Date: \_\_\_\_\_  
 Name of Club / Team : \_\_\_\_\_  
 Region/Province/City : \_\_\_\_\_  
 EVENTS: \_\_\_\_\_  
 Full Contact : \_\_\_\_\_  
 (Please indicate Weight Division)

Anyo : \_\_\_\_\_

Division	Individual	Team	Signatures
(Check as many as necessary)			
Single Weapon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Double Identical Weapon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sword and Dagger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Name: \_\_\_\_\_  
 Last Name Given Name Middle Name ID Number  
 Age: \_\_\_\_\_ Birthday (mm/dd/yyyy): \_\_\_\_\_ Citizenship: \_\_\_\_\_  
 Height: \_\_\_\_\_ Weight (kg): \_\_\_\_\_ Passport# / Place Issued: \_\_\_\_\_  
 Address: \_\_\_\_\_  
 Contact No. \_\_\_\_\_

I hereby certify that the above information are true and correct, and that I shall abide with all the rules and regulations of Arnis Pederasyong Internasyonal, Inc. (i-ARNIS).

**ADVISEMENT AND WAIVER**

Please be advised that this event is sanctioned by Arnis Pederasyong Internasyonal, Inc. (i-ARNIS), the official and recognized International Federation for Arnis by the International Olympic Committee (IOC) and Philippine Olympic Committee (POC). In consideration of my participation in the \_\_\_\_\_ Arnis Tournament at \_\_\_\_\_, I agree to assume all risks incidental to such participation (which may include among other things muscle injury and broken bones). On my own behalf, execution, administration and rest of this, I hereby release, covenant not to sue, and forever discharge the Philippine Parlee (as defined below) of and from all liabilities, claims, actions, damages, costs or expenses of any nature arising out of or in any way my participation in the Event and/or any such activities, and further agree to indemnify and hold harmless each of the Released Parties from and against any and all such liabilities, claims, actions, damages, costs or expenses including but not limited to, attorney's fees and disbursements or through and including any appeal. I understand that this Release and Indemnity includes any claims based on accidents and/or negligence, suffered by me during or after such participation. I declare that I am physically fit and have the skill level I required to participate in the Event and/or any such activities. I further authorize medical treatment for me at my cost, if the need arise. For the purposes hereof, the Released Parties are ARNIS FEDERASYONG INTERNASYONAL, INC. (i-ARNIS), ARNIS PHILIPPINES, INC. (APPI), PHILIPPINE OLYMPIC COMMITTEE (POC) and the PHILIPPINES SPORTS COMMISSION (PSC) and its Principals, Officials and Agents and its Regional Sports Organizations and Affiliates.

Participant's Signature over printed name \_\_\_\_\_ Coach's signature over printed name \_\_\_\_\_

**FOR MINOR PARTICIPANTS (17 years old and under)**  
 With our consent and approval. \_\_\_\_\_  
 Parent/Guardian signature over printed name \_\_\_\_\_

Approved by: \_\_\_\_\_  
 Secretariat's signature over printed name / OR# \_\_\_\_\_  
 Received by: \_\_\_\_\_  
 Screening Committee's signature over printed name \_\_\_\_\_

Event:  
Date  
Venue:

## FULL CONTACT FIGHT SHEET

Division	Date	Area	Match Number
Wt Category			

<b>RED</b>	Team	<b>BLUE</b>	Team
Name		Name	

### ROUND 1

1	2	3	4	5	
F1	F2	F3			Total Score
D1	D2				

1	2	3	4	5	
F1	F2	F3			Total Score
D1	D2				

### ROUND 2

1	2	3	4	5	
F1	F2	F3			Total Score
D1	D2				

1	2	3	4	5	
F1	F2	F3			Total Score
D1	D2				

### ROUND 3

1	2	3	4	5	
F1	F2	F3			Total Score
D1	D2				

1	2	3	4	5	
F1	F2	F3			Total Score
D1	D2				

WINNER	TEAM

JUDGE	REFEREE	JUDGE
No.1 CTFY	CTFY	No. 1 CTFY

Remarks:

NOTE: ALL DISQUALIFICATION MUST BE NOTED.

RECORDER

## OATH OF ALLEGIANCE

I, (full name), from (name of club and country), do hereby solemnly swear to abide by the principles and philosophies established by *i*-ARNIS.

I pledge to follow the rules and regulations that bound my actions and reactions as a position (player/official). I shall remain respectful and considerate in whatever situation I shall be in.

I will practice Arnis as a means to bond with others to develop friendship and brotherhood.

I do swear also that I will not use Arnis as a means to hurt other people. I will remain a good citizen of my country. So help me God!

## TALLY OF MEDALS IN ARNIS TOURNAMENT

### FULL CONTACT EVENTS

	<b>G</b>	<b>S</b>	<b>B</b>
Men's & Women's Division	22	22	44
Boy's & Girl's Division	22	22	44

### ANYO EVENTS

#### Individual Categories

Men's & Women's Division	3	3	3
Boy's & Girl's Division	3	3	3
Children Division	3	3	3

#### Team Categories

Men's & Women's Division	18	18	18
Boy's & Girl's Division	18	18	18
Children Division	18	18	18

<b><i>TOTAL</i></b>	<b><i>107</i></b>	<b><i>107</i></b>	<b><i>107</i></b>
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