

Eskrima Coalition

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OFFICIAL RULEBOOK FOR SIMULATED COMBAT (SOLO BASTON)

Purpose and scope

Purpose:

To provide detailed tournament competition rules set forth by the Eskrima Coalition during match play. It is the intent of the Eskrima Coalition that safety for the players involved is of the utmost concern because this competition involves frequent contact and players that choose to participate in this type of competition may enter at their own risk releasing all obligations and liabilities against the Eskrima Coalition or other organizations using these rules as guidelines.

Scope:

The Eskrima Coalition rules provide detailed descriptions/instructions covering tournament play involving competition area, weapons, safety equipment, referees, judges and associated personnel, dress codes, infractions and disqualifications. Any other questions concerning the competition should refer to the Eskrima Coalition Rule book.

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1.0 - ESKRIMA COMPETITION

RULE 1.1 Type of Play

Eskrima Tournament Competition is played by two players.

RULE 1.2 Description

Eskrima is a Filipino Martial Art. In competition a padded object representing a weapon measuring 26 to 30 inches long and a diameter from one inch to no more than three inches is used to score points to targeted areas of the opponents body.

RULE 1.3 Objective

The objective is to win the match by accumulating six points or the majority of points in a three minute match by one of the opponents.

RULE 1.4 Points

Points are awarded to the contestant who scores with a controlled strike to the targeted areas of the opponents body as one would use a sword. Two points are awarded to the body areas from the head, upper shoulders, torso and weapon arm. One point is awarded to strikes of the non-weapon arm and from the knee down to the foot.

RULE 1.5 Match, Tie Breaker

A match is won when one competitor accumulates a total of six points or the majority of points before the three minute round has expired. Upon the expiration of time and should the score be even the match will continue without a time restriction until an opponent scores a point to end the match (sudden death).

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2.0 - AREA OF COMPETITION AND EQUIPMENT

RULE 2.1 Competition Area

The size of a circle which can vary from a minimum of twenty feet to twenty four feet in diameter will be used as the area the competitors are to be restricted during the match. The center of the ring will be identified with a marking of tape or similar material. From the center of the ring to five feet in the opposite directions to total ten feet will then be marked as the starting points for competitors.

RULE 2.2 Stop Watches

The use of approved stop watches that will have the abilities of start, stop and reset as minimum requirements. An object similar to a rolled towel will be used to throw in the ring to indicate time has expired.

RULE 2.3 Score Display

A visual display device will be used to indicate the competitors' points during the match. Points and infractions (warnings) will also be tracked on paper.

RULE 2.4 Provided Equipment

The only equipment provided will be the padded objects that will be used to simulate a bladed weapon. This may be twenty six to thirty inches long.

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RULE 2.5 Safety Equipment

2.5a Mandatory

The minimum safety equipment a competitor may have in order to compete will be a tournament approved headgear with eye protection, padded gloves, elbow and knee pads, groin protector and mouth piece.

2.5b Optional

The optional additional safety equipment are chest or torso protector, forearm and shin pads and other safety equipment the competitor may feel needed to prevent injury.

RULE 2.6 Referee Staff

The referee will use a staff or similar object in length not to exceed six feet to control the match.

RULE 2.7 Apparel

Clothing and shoes

In addition to the mandatory safety equipment, all competitors may wear clothing of any color. Insignias and writing on clothing must be considered in good taste by the tournament director. The shoes must have soles which do not mark or damage the floor. Street clothing is not allowed. Uniform shirts and trousers must have a neat appearance.

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3.0 - OFFICIATING

RULE 3.1 Tournament Management

All Eskrima Coalition tournaments shall be managed by a committee or tournament director, who shall designate the officials.

RULE 3.2 Officials

Each match shall have a center referee and two judges. They will be designated by the tournament director or the floor manager.

RULE 3.3 Removal of a referee or judge

A referee may be removed upon agreement of all participants of the match or at the discretion of the tournament director or floor manager prior to any match. If the removal of an official is requested by one player and not agreed by the other it will be the discretion of the tournament director or floor manager to accept or reject the request.

RULE 3.4 Rule briefing

Before the start of all tournaments, officials and players shall be briefed on rules, regulations, modifications and any other concerns the director wishes to impose.

RULE 3.5 Referees

A. Prematch duties. Before each match begins it shall be the duty of the referee to:

- (1) Check the ring for proper markings, cleanliness or hazards.
- (2) Check availability of materials such as time clocks, referee staff, padded simulated weapons, paper and pencils a towel or similar object to use as a time over signal.
- (3) Check on the readiness and qualifications of the judges to ensure understanding of all rules and regulations.
- (4) Check each competitor for the required safety equipment.

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RULE 3.5 Referees Continued

B. Decisions. During the match the referee will call commands to control the match. The referee will also call commands that will indicate to the judges to prepare to make their decisions.. The referee will be the one who will indicate to the score keeper who will be awarded the point or who has been penalized for an infraction and is the one who will be indicating who has won the match.

C. Forfeiture. A match can be announced a forfeit when:

(1) Any player refuses to abide by the referee's decision or accumulates a total of three infractions to the rules.

(2) A player does not report to the ring when called three consecutive times.

D. Default. A player or team may be forfeited by the tournament director or official for failure to comply with host facilities rules while on the premises or between matches or abuse of hospitality, locker room or other rules and procedure.

RULE 3.6 Judges

A. Two judges will be in the ring with the referee during the match to confirm all decisions made by the referee. An agreement of two out of three must take place.

B. Replacing Judges.. If a player objects to the selection of a judge prior to any match every effort shall be made to find a replacement.

C. Position of judges. The judges are to be located at predesignated positions.

(1) One judge shall be located directly across from the center referee at all times and shall be called the mirror judge..

(2) The second judge shall be located 90 degree to the right of the referee and shall be called the shadow judge.

D. Manner of judges. Judges must maintain a manner that will not mislead the decision of the referee or second judge in the ring and must wait for the command from the referee before showing their point indication.

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4.0 - PLAY REGULATIONS

RULE 4.1 Start of Match

4.1a **Staging area.** The staging area will be located adjacent of the competition ring.. It is the responsibility of the competitor to be here when he is being confirmed in his category. It is also the area where he must be prepared to enter his match. The staging area will also be the place where seconds are to be restricted to wait.

4.1b **Score keeper.** The roster will be checked by the score keeper to ensure all competitors listed are confirmed and to ensure no one from the same school are competing against each other on their first match when possible. The eliminations bracket will then be set. If an odd number of competitors dictates a “BYE” then the list will be checked for anyone who placed in the very last Coalition tournament (1st,End,3rd) in their division. If none are confirmed then a draw of numbers by the competitors with one choosing the closest number set by the score keeper and referee will get the “BYE’.

4.1c The referee will have the competitors face and salute the time keeper table or head table then turn and salute the judges and referee then salute each other. The referee will then have the competitors step back to the designated marked positions on the floor.

The referee will check with the judges, time keeper and score keeper for ready status.. When a return acknowledgement from all officials are given the referee will give the command to the competitors to commence by using the Filipino word “SEGI” meaning to start or go.

The time keeper will start the clock and time will run continuous until a time out is called by the referee or three minutes have elapsed.

TIME-OUTS. A time-out can only be called by the referee. The referee can call a time out for injury, equipment adjustments, or discussion with the tournament director and judges.

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4.0 - PLAY REGULATIONS continued

RULE 4.1d Points

Stop of the match to confirm points can be made only by the referee or the judges.. The referee will use his staff to interrupt the match and call break.. The judges can also call points and stop the match by using the open palm hand signal to the referee to indicate a point has been scored.. In either case a confirmation will then need to take place. The referee judges and competitors will now return to their starting point.. The referee will give verbal command to the judges "JUDGES READY -- CALL" a hesitation between the words "READY" and "CALL" must be made.. The judges and referee will then simultaneously extend out with a one or two finger point to the side they saw a point score.

The referee will then confirm the point and ensure the score keeper makes the appropriate number change on the score keeping device.

At the end of three minutes the time keeper will throw in a towel or similar device to indicate time is over.

At the end of 6 points the score keeper will indicate to the referee and time keeper that 6 points has accumulated and the match has ended.

RULE 4.E End of Match

The referee will confirm all points and time keeper notes and winner. The referee will then have the two competitors meet in the center of the ring salute the head table, the judges and each other. The referee will then indicate the winner by either raising the competitors arm or an extended arm pointing to the winners side.

4.Ea

It is the responsibility of the winning competitor to confirm his name is moved up in the bracket by going to the score keeper and giving his name.

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Summary of Warnings and Automatic Disqualifications

The following restrictions were incorporated for the safety of the competitors.. It was a combined effort of the ESKRIMA COALITION to promote the Filipino self defense martial art so that the competition would use techniques where the weapon would be the primary source of self defense.

5.0 - WARNINGS

Warnings are given on the following infractions. A total of three warnings will disqualify the competitor and default the opponent as winner.

- (1) HAND CHECKING. This is not allowed to any parts of the body or head. Hand checking is only allowed to the weapon hand.
- (2) GRABBING. The match will be stopped if grabbing and holding is done.
- (3) Strikes to the rear of the body including the head is not allowed.
- (4) FOUL LANGUAGE. Cursing and swearing unintentional or other wise remarks will not be tolerated.
- (5) EXCESSIVE CONTACT. A warning will be made if competitors do not stop action when a "BREAK" is called.

6.0 - DISQUALIFICATION (AUTOMATIC)

The following list of infractions are carried out as an AUTOMATIC disqualification. The judges must confirm and agree. The tournament director may also question to confirm the disqualification to ensure guidelines are being met.

- (1) KICKING, KNEE THRUSTS, TRIPPING, SWEEPING, HEAD BUTTING.
- (2) PUNCHING AND ELBOWS. Using the free hand to punch is not allowed. Only to check to the weapon arm. Using the Elbow for striking is prohibited.
- (3) WRESTLING, GRAPPLING, TAKE DOWNS. Are not allowed.
- (4) THRUSTING OR BUTTING with the weapon. Not allowed with either end.