

C.O.C. FIGHTING RULES

Uniform Code

Tops: TS Gi top or TS uniform t-shirt or TS SaberSkin top

Bottoms: Gi pants or TS Fight Team Competition Shorts, Black Belts – SaberSkin shorts

Belt: Yes

No shoes allowed. Fingernails and toenails must be cut short. Hair must be neat and short or tied back with a soft tie. Personal cleanliness is mandatory. No lubricants, oils, or lotions of any kind may be applied to the body. Violation of the uniform code may result in disqualification.

Protective Equipment

1) Headgear- Any Tigear Headgear 2) Mouth guard; 3) Tigear Boxing gloves or MMA Fight gloves only (no wraps or universal gloves); 4) Groin cup (all male competitors); 5) Chest protectors (all adult and teen female competitors); 6) Shin guards; 7) Boots.

Weigh-In. A mandatory weigh-in for fighting divisions will be conducted at ringside before that division begins. At weigh-in, competitors must have on their complete uniform as set forth in the rules and a full set of sparring gear as required by "Protective Equipment" above. YOU WILL BE REQUIRED TO MEET WEIGHT WITH ALL YOUR SPARRING GEAR ON. Please adjust your training goals accordingly. Competitor must not exceed the upper limit of the weight range of the division in which he or she is registered. EXCEEDING THE WEIGHT LIMIT WILL RESULT IN DISQUALIFICATION. Competitors may not change divisions on the day of the tournament.

Match Time Limit. Under black matches will be two minutes in duration for older children (age 9 & up) and all adults, and one minute for younger children (age 8 & under). Black belt matches will be three minutes in duration. All matches will have a one-minute extension round in the event of a tie. If there is still no winner the decision will go to the lighter-weight person.

Legal Techniques. 1) All kicks, strikes, and knees directed to the body (excluding illegal techniques); 2) Controlled kicks to the head (light contact only); 3) Kicks to the legs, including sweeps; and 4) Takedowns. Grabbing is limited to 5 seconds for under black belts. For black belts, striking and kicking to legal areas are permitted while both fighters are on the ground. An opponent is considered "on the ground" when any part of his head, body, knees, hands, or legs touches the mat. (One knee down is considered "on the ground".) When one fighter is standing and the other on the ground, only hand techniques are permitted (no kicking by either fighter). When both fighters are on the ground, the following are allowed: all legal hand techniques, kicks, and knees to all legal areas except face, knees, neck, and head are permitted. When both fighters are on the ground, there will be a maximum of one minute to work on a submission hold. Submission holds include joint locks and chokes. If no progress or movement is noted within the one minute, it will be considered a stalemate, and fighters will be returned to the center of the ring in a standing position.

Illegal Techniques. 1) Any hand, elbow, arm, or head strikes to the face, neck, or head; 2) Any kick from the standing position to the opponent's face, neck or head when he is down; 3) Any strikes or kicks to the throat, back (spine), groin, or front of the knee; 4) Biting, eye gouging, hair pulling, fish hooking; 4) Uncontrolled kicks to the head or face. 5) Body slamming. If a competitor picks an opponent up off the ground, he/she must return the opponent safely to the ground. 6) Holding for more than 5 seconds (under black belts only). Depending on the severity of the illegal technique, the head referee may give a warning, deduct a point, or disqualify the competitor.

Out of Bounds. One competitor having both feet out of the circle constitutes out of bounds. For black belts, while grappling, one competitor having both feet or his/her head out of the circle constitutes out of bounds. Both competitors will then be returned to the center of the ring and will start again in a standing position.

Criteria for Decision. Decisions of the judges are final. They will be based on the following:

Counted for the competitor: 1) Legal techniques delivered with proper technique, speed, power, and timing to legal vulnerable areas; 2) Kicks to the head if controlled. "Controlled" is defined as a technique that has proper focus, execution, and retraction with light contact.; 3) All takedowns and sweeps if: A) it is cleanly executed; and B) the executing competitor stays on his/her feet. It will count more heavily in the competitor's favor if takedowns and sweeps are followed up immediately with a non-contact, focused finishing technique. Black belts should either deliver a non-contact, focused finishing technique while still on their feet, or continue the fight on the ground, gaining and keeping control.

Counted against the competitor: 1) Illegal techniques; 2) Running out of bounds; 3) Pushing or shoving your opponent out of bounds with your hands or any part of your body.

Sportsmanship: The decision of the judges is final. Any competitor acting in an un-sportsmanlike or disrespectful manner will be automatically disqualified. Coaching the competitor is not allowed. Coaching will result in a deduction of points or disqualification of the competitor. **Stopping the fight:** 1) If a competitor is unable to continue for any reason, the referee will stop and give him/her 5 seconds to recover. If the competitor cannot recover after 5 seconds, the fight will be stopped; 2) The fight can be stopped early by any competitor who chooses not to continue. If on the ground, a competitor must signify that they wish to stop by tapping at least once on their opponent's body; 3) The fight can be stopped at any time the head referee decides a competitor should not continue. Note: In the above-mentioned three cases, the win will be awarded to the remaining competitor, provided the fight was not stopped due to an illegal technique.

Automatic Disqualification: 1) Failure to make weight; 2) Disrespectful behavior; 3) Violation of protective equipment rules; 4) Use of intentional illegal techniques; and 5) Obvious disregard for the rules.