



Austin Martial Arts Festival

Presented by TaiChi People Herb Co.

Kali & Panatukan Rules

NOTE: **Kali & Panatukan** rules are provided by Martial Way Academy in Austin, TX.
See, also, the **AMAF General Rules**.

EMPTY HAND / PANATUKAN DIVISION

All Strikes are considered lethal and should be respected as such. Scoring will be done by using punches, kicks, and throws with 10 seconds of grappling to either finish, neutralize, or counter.

Scoring will be by points, with each point representing a cleanly won instance of fighting. Instances are gauged from the moment of action between two competitors until they stop.

Judges will be called on for a score and the action will continue virtually seamless. This Division will be double elimination with 3 - 1 minute rounds.

STICK DIVISIONS

1. Continuous Single Stick - Stick, punch, kick, throw with 10 seconds of ground work to either finish, neutralize, or counter. Three - 1 minute rounds.
2. Continuous Double Stick - Stick, punch, kick, throw with 10 seconds of ground work to either finish, neutralize, or counter. Three - 1 minute rounds.

KNIFE DIVISIONS

1. Continuous Knife - Knife, punch, kick, throw with 10 seconds of ground work to either finish, neutralize, or counter. Three - 30 second rounds.

OPEN WEAPONS DIVISION

1. Continuous Open Weapons - Knife, punch, kick, throw with 10 seconds of ground work to either finish, neutralize, or counter. Three - 1 minute rounds.

EMPTY HAND / PANATUKAN DIVISION - RULES

Empty Hand / Panatukan is divided into Men's & Women's Division - both having an Open Weight Class. Double elimination. Punch - Kick - Throw - 10 Seconds on the ground. Three - 1 minute rounds. These are gauged as quick rounds with only 10 seconds between each round.

Scoring will be done on amount of strikes and control gained in order of importance.

1. Kicks - No groin striking or kicks to the knees and below. No kicking allowed to the head.
2. Punching - No groin strikes.
3. Takedown/Submission - Person who comes out in a greater position wins the instance. Person can win instance by countering takedown and coming out on top. Ground exchanges will carry on for 10 seconds to see if scenario is neutralized, reversed or taken better advantage of, and then will be broken up. All locks must be performed as a lock in order to give your opponent time to submit during that instance. Submitting must be done by tapping out on opponent or mat. Ring judge may call the submission if it looks like the competitor cannot submit. Submissions only mean the end of that instance and not the round or of the match.

WEAPON DIVISIONS - GENERAL RULES

These Divisions are weapon based so the weapon is the only thing that can win you the instance or exchange. Weapon - Punch - Kick - Throw - 10 Seconds on the ground. ALL DIVISIONS are gauged as quick rounds with only 10 seconds between each round.

Scoring done on amount of strikes gained in order of importance and only in conjunction with the weapon.



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WEAPON DIVISIONS - GENERAL RULES (continued)

1. Weapon - Labtik or slashes will be awarded over Witiks or jabs and thrusts. No groin strikes.
2. Punching and Kicking - No groin strikes or kicks to the knees and below. No kicking allowed to the head.
3. Takedown/Submission - Person who comes out in a greater position wins the instance. Person can win instance by countering takedown and coming out on top. Ground exchanges will carry on for 10 seconds to see if scenario is neutralized, reversed or taken better advantage of, and then will be broken up. All locks must be performed as a lock in order to give your opponent time to submit during that instance. Submitting must be done by tapping out on opponent or mat. Ring judge may call the submission if it looks like the competitor cannot submit. Submissions only mean the end of that instance and not the round nor the match.

DOUBLE STICK / SINGLE STICK / OPEN WEAPONS: Three - 1 minute rounds.

KNIFE: Three - 30 second rounds.

LOSS OF WEAPON RULE

If during an exchange a participants weapon is taken or lost, the instance will continue for 10 seconds. If a participant's weapon is "stripped" or taken from them 3 times in one round the bout will be a TKO. A "strip" will be when the weapon is pulled, peeled or even struck out of the hand.

WARNINGS

One warning will be given for any rule infractions. Obvious gross infractions will subject any participant to immediate disqualification. The ring judge holds all the final authority.

MEDICAL TIMEOUTS

Awarded at the sole discretion of the ring judge as a result of a foul. A maximum of two minutes will be granted for the fighter to recover. The ring judge will request the fighter to continue. In the case of a fighter unable to continue at the completion of the two minutes the victim of the foul will be granted a no decision and the perpetrator will be granted a loss. Both fighters will be unable to continue in the division. In the case of four finalist the victim will be awarded third place and side bar match will be awarded to the two previous eliminated fighters to compete for first and second place. In the case of three finalists the third person will be awarded first place and the victim will be awarded second. The last eliminated fighter will be awarded third, not the perpetrator of the foul.

PROTECTIVE GEAR - SUPPLIED BY THE TOURNAMENT

All weapons will be ActionFlex Foam Padded Sticks and Foam Padded Short Sticks (representing the knife). Head Gear for Knife and Stick Divisions will be fully padded and have see through full frontal protection as well. Racket ball goggles will also be worn in all Weapon Divisions. Shin and Instep Protection will also be supplied and must be worn. Fingerless Gloves will be provided for Empty Hand Division.

PROTECTIVE GEAR - MANDATORY

All participants must wear groin protection and mouth pieces. Women must also furnish a chest protector for themselves. In the Weapon Divisions all other hand, elbow and knee protection is optional and up to the participant to bring and must be checked by the judges to qualify for the tournament. Athletic tennis shoe/cross trainers or wrestling shoes are allowed but require approval by the judge in Weapon Divisions.

ALL RULES SUBJECT TO CHANGE For more clarity or questions on these rules please contact Larry St. Clair at (512) 821-3637 or by e-mail at martialwayaustin@gmail.com.