

# Martial Arts America Team Fighting



## General Layout

3 man fighting will be broken down into 3 age brackets.  
10 & Under, 11-13, and 14 & Up.

Gender does not matter.

Students are responsible for organizing and distributing their own teams.  
Players must be from the same school

- 1) Each team will begin by having a selected captain, chosen by the team before registering for the event.
  - a. The captain is responsible for choosing the coin flip and distributing the fighters.
  - b. Whichever team wins the coin flip, receives "control". Control is having the ability to throw first fighter or make the other team throw first.
- 2) Once the matches have started...
  - a. All fights will be 60 seconds.
  - b. A spread of 7 will "mercy" the current round.
  - c. Winner of the first round will gain control.

**At the end of the 3 fights, team with the most cumulative points advances.**

## Rules and Penalties

There are a few differences in how points can be gained.  
Read and understand carefully.

- 1) Out of Bounds (must be 2 feet completely out, includes one foot out and one foot off the ground)
  - a. If a player runs, evades, or is avoiding (failing to engage), the other will receive a point at the center judges discretion
  - b. If a player is shoved/pushed out of bounds, the other will receive a warning and penalty points will be awarded up to 2 points.
    - i. (1, 2, disqualified)
- 2) Falling (anything other than feet touching the floor)
  - a. Shoved down is the same rule as "Out of Bounds".
  - b. If you fall while attempting a technique you will not be awarded points
- 3) Unsportsmanlike Conduct (1<sup>st</sup> warning, then points will distribute)
  - a. Contact meant to disable or seriously harm an individual will be deemed excessive contact.
  - b. Holding an opponent
- 4) 1 Point Punch
- 5) 2 Points Kick
- 6) 3 Points Spin Kick (must be a kick, not a hand technique)