



TAG TEAM SPARRING RULES

TEAM MAKE UP

Each male or female team will consist of 3 weight divisions classified under Light, Middle and Heavy. In order to form a team, each team must enter three (3) athletes in minimum, one per weight division. Athlete can move up one weight division. • Each Team may have up to five (5) active athletes, two(2) max. per each weight division. If a team has 4 athletes, then only 1 division has 2 athletes. All Divisions are Black Belt Divisions. Color Belts may participate with coach's authorization.

Weight Divisions for Cadets and Juniors: LIGHT: Fin, Fly Bantam, Feather_MIDDLE: Light, Welter, Light Middle HEAVY: Middle, Light Heavy, Heavy

Senior Weight Divisions: LIGHT: Fin, Fly, Bantam MIDDLE: Feather, Light, Welter HEAVY: Middle, Heavy

Ninja(8-9) Divisons: Light-25kg, Middle 25-30kg, Heavy +30kg

Youth(10-11)Divisons: Light-35kg, Middle 35-40kg, Heavy +40kg

DURATION OF CONTEST

- Total of three (3) rounds.
- First (1st) round : total 3 minutes for 3 person team, 1 minute per each athlete without break between the individual matches.
- Second (2nd) and Third (3rd) rounds : 3 minutes, 1 minute per each weight division without break between the matches. • 1 minutes break between rounds.

METHOD OF COMPETITION

- Mixture of Traditional Team Match format and Tag-team Match format in Three (3) rounds.
- Each active team comprises of 3 first team athletes and maximum 2 second team athletes
- All matches shall be carried out for 3 rounds at 3 minutes per round with 1 minute break between rounds.
- The 1st round shall be conducted based on traditional match format for one (1) minute per each weight division starting from the lighter to heavier weight. It means that the athletes shall compete against his/her counterpart of the opposing team (same numbered athlete of first team member from #1 to #3) determined before the match.
- The 2nd round and 3rd round shall be conducted based on tag-team match format for 3 minutes. The 2nd and 3rd rounds will be conducted with athletes entering the match regardless of order. The 2nd round will begin with the choice of athlete by Blue and the 3rd round with the choice by Red.
- The number of tags shall be allowed in maximum of 8 times per round of 3 minute in 2nd and 3rd round.
- There will be a 20 "Gam-jeom" in total shall be declared as loser at any time during the competition.
- When there is score gap of 30 points, the match shall be automatically concluded in the end of 2nd round or any time during 3rd round.
- The team that scores more points in accumulation of the 1st, 2nd, and 3rd round shall be declared the winner of the match. In case of a tie, golden point round shall be carried out for 1min. The team that score a point(s) or whose opponent receive 2 "gam-Jeoms" in the golden point round shall be declared the winner. • In the event that neither contest has scored a point after completion of the golden point round the winner shall be decided by superiority based the following criteria: a) The team who received less numbers of penalty during all rounds. b) In case if same number of penalties, the referee and judges shall decide the winner based on technical dominance of an opponent through aggressive match management, the greater number of techniques executed, the use of the more advanced techniques both in difficulty and complexity, and display of the better competition manner.
- In case of injury happen during the first round, the individual contest is ended and continue to the next weight division contest. No substitute is allowed during the first round.
- If a Team has less than 3 active competitors during the match, the team is disqualified.