

Rules of international sports competitions in Universal Fight (Unifight)

General provisions

Rules for competitions in Universal Fight (Unifight) (hereinafter referred to as the Rules), include requirements for participants in competitions, relevant sports facilities, special equipment and inventory, determine the conditions and procedure for determining the results and winners of the competition.

The Rules cover the most important issues of organizing, holding and judging competitions in Universal Fight (Unifight).

SECTION 1.

UNIVERSAL FIGHT (LITE AND CLASSIC SECTIONS)

CHAPTER 1. NATURE AND SYSTEM OF COMPETITIONS

1. The nature of the competition

1. Universal fight (Unifight) is a power sports biathlon. The first type is overcoming a special obstacle course. The second type, which immediately follows the first, is a duel in the ring (tatami).

For children (10-11 years old), boys and girls (12-13 years old), the second type of biathlon is a duel on the tatami, which is carried out using freestyle wrestling, judo, sambo and other types of wrestling without the use of shock techniques.

1.2. By the nature of the competition are divided into:

personal;

command;

personal-command.

1.3. The nature of the competition is determined by the Competition Regulations (Appendix 1) in each particular case.

1.4. In individual competitions, only the personal places of the participants are determined.

1.5. In team competitions, teams face off against each other. Based on the results of these meetings, team places are determined.

1.6. In personal-team competitions, the personal places of the participants are determined, and the place of the team is determined depending on the personal results of its participants in accordance with the Regulations on the competition.

2. Competition system

2.1. Competitions are held according to the Olympic system - with the elimination of the participant after the first defeat. The winner of the final meeting takes first place, the loser - second. Athletes who lose in the semi-finals are awarded third places.

Competitions can be held with elimination after the first defeat, after two defeats or in a circle system (with a limited number of participants in the weight category up to 4 people inclusive). In addition, according to the relevant decision, which is determined in the Regulations, fights for third place (repechage fights) from finalists or semi-finalists can be held. Winners and places of other participants are determined in accordance with the Regulations.

2.2. The order of meetings between the participants (teams) is determined by a draw. During the draw, the strongest participants from one team may be dispersed, if this is stipulated in the Competition Regulations.

2.3. Formula of personal meetings. First, the meeting participants compete in overcoming a special obstacle course (along parallel tracks).

The participant who finishes first is declared the winner in the 1st type of biathlon and receives 1 point.

2.4. 1 (one) minute after the finish on the obstacle course, the participants are called to the ring and the 2nd type of biathlon begins - a duel in the ring.

For children (10-11 years old) and boys and girls (12-13 years old), 1 (one) minute after the finish, athletes are called to the tatami. Number of rounds for children (10-13 years old) - 2 rounds over time according to table 1.

The number of rounds and their duration depend on the age and qualifications of the participants, as well as on the stage of the competition and their rank, specified in the Regulations.

The victory in the round can be clear if the fight in the ring ends ahead of time or the participant won the obstacle course, with a time advantage of more than 50 percent of the opponent's time. Otherwise, the fighter receives 1 point for winning each round.

2.5. The overall victory in biathlon is awarded to the participant who won a clear victory on the obstacle course or in a duel in the ring (tatami, wrestling mat), and if this did not happen, then the winner is determined by the greater sum of points scored at the end of all rounds of the meeting (won three rounds or two out of three rounds). In the light section, if the participant wins the first two rounds, then the fight ends and he is awarded a victory with a score of 2:0.

2.6. Team Competition Formula. Command competitions are held according to the system with retirement after the first defeat with a draw third place between teams that lost in the semi-finals.

2.7. Quantity participants teams, weight categories, which participants must take part, and Also possibility of replacement participants in progress competitions determined Competition Regulations .

2.8 . Minimum composition commands V every meeting must be more half full composition . The participant declared for duel and did not come out to him on presentation of the team , a no-show is counted , and he is removed from the competition . results fights participants team meeting are recorded V protocol (Appendix 2) .

2.9. In a team match, for the victory of a participant in each pair, the team receives 1 point, for the defeat or absence of a participant - 0 points. If a participant is not nominated or does not appear at the meeting, his opponent is credited with a clear victory with a time of 00 minutes. 00 sec.

The team with the most points is considered the winner of the team match.

2.10. In case of equal points, preference is given to the team with:

- 1) the highest number of points scored by all team members in the meetings held;
- 2) a greater number of clean wins in personal meetings;
- 3) less time spent on those wins;
- 4) a greater number of wins for points due to victory in a duel in the ring (tatami);
- 5) more wins for points by winning on the obstacle course.

If these indicators of a team match are equal, the team that won the match in the heaviest weight category is considered the winner.

2.11. Winning the team match as a whole allows the team to participate in the next round of matches.

2.12. When compiling team pairs and determining the final places for the eliminated teams, the provisions of the Program are used.

2.13. For teams whose composition has become less than that specified by the Rules due to the removal of participants by a doctor, the place is determined by the result achieved by the time the team was removed.

The place for the team is not determined if this situation arose due to the non-appearance of the participants in the weigh-in or if they were removed from the competition by the chief referee for violating the Rules.

2.14. The formula for individual -team competitions. In individual-team competitions, team places are determined depending on the personal results of the participants included in the standings of the teams. The composition of the team and the scoring number of participants in each weight category are indicated in the Competition Regulations. Otherwise, it is considered that the team must have one qualifying participant in each weight category.

2.15. Team places in individual-team competitions are determined by:

1) or by the highest amount of points awarded to the qualifying participants according to the principle: the highest place - more points;

2) or by the smallest amount of penalty points awarded in all weight categories to each qualifying participant, taking into account the place he occupied, according to the principle: first place - 1 point, second place - 2 points, etc. In this option, it is

necessary that each team must put up a test number of participants. For each non-selected participant, the team is awarded an additional number of penalty points equal to the number of participants in the category in which the participant was not nominated (or in the largest weight category), plus one penalty point.

When determining the team places, a protocol of the results of the team championship is drawn up (Appendix 3).

2.16. In case of equality of points for two or more teams, preference is given to the team whose test participants are consecutively:

- 1) more first, second, etc. places;
- 2) a greater number of participants in those weight categories where the first places are occupied by test participants; higher number of victories of these scoring participants; the best quality of these victories and defeats;
- 3) a greater number of participants in those weight categories where the qualifying participants took second places, etc. If only one participant has weighed in a weight category, the championship in it is not played, but in the team event he brings the team points corresponding to the first place.

CHAPTER 2 . COMPETITION PARTICIPANTS

1. Age groups and weight categories of participants.

Formula battlefield . Duration round . Number meetings

Table 1

CATEGORIES OF PARTICIPANTS											
Children (boys)	Children (girls)	Boys	Girls	Boys	Girls	Boys	Girls	Juniors (boys) 18-20 years old	Men 18 years and older	Juniors (girls) 18-20 years old	Women 18 years and older
10-11 years old	12-13 years old		14-15 years old		16-17 years old						
WEIGHT CATEGORIES (kg): k											
28	25	35	28	45	32	55	37	60	55	45	48
31	28	40	32	50	37	60	42	65	60	48	52
35	32	45	37	55	42	65	47	70	65	52	57
40	37	50	42	60	47	70	52	75	70	57	63
45	42	55	47	65	52	75	57	80	75	62	70
45+	42+	55+	47+	70	52+	80	62	85	80	70	78
				70+		80+	62+	90	85	70+	78+
								95	90		
								95+	95		
									95+		
Duration of rounds in fights											
1.0	0.45	1.5	1.0	2.0	1.5	2.0	1.5	2.0	2.0	1.5	2.0
FORMULA FORMULA											
2 rounds with a 1 minute break between rounds											
NUMBER OF FIGHTS PER TOURNAMENT											
5 (in the light section - 6)											
NUMBER OF FIGHTS PER DAY											
Classic section - 2 fights with a rest between them of at least two hours											
Light section - 4 fights with a rest between them of at least one hour											

1.1. The age of the participant is determined on day of the event competitions .

1.2 . Absolute championship held only among adults.

1.3 . Time conducting fights Always clean .

2. Weigh-in of participants

2.1. The order and time of weighing the participants of the competition is indicated in the Regulations on the competition.

2.2. Weigh-in is carried out once on the first day of competition in this weight category or the day before. If the weigh-in is held on the day of the competition, then it ends at least 2 hours before the start of the competition.

2.3. One hour before the start of the weigh-in, the participants are given the right to check the scales on which the official weigh-in will be carried out.

2.4. Participants are weighed naked or in swimming trunks (women and girls in bathing suits).

2.5. When weighing, the participant must present a document with a photo proving his identity.

2.6. The weigh-in is carried out by a team of referees appointed by the chief referee, which includes: the chief referee, the doctor, the chief secretary and the referee on the scales. Weighing results are recorded in the protocol (Appendix 4).

2.7. A participant who is late or does not appear at the weigh-in is not allowed to compete.

3. Admission of participants to competitions

3.1. The conditions for admission of participants to competitions, their sports affiliation, qualifications and age, as well as the list of documents submitted to the credentials committee, are determined by the Competition Regulations in accordance with the requirements of the Rules.

The required documents include: passport of a citizen of the country (birth certificate); accident insurance policy during the competition; athlete's passport (Appendix 5).

3.2. The application of the organization for the participation of participants in the competition (Appendix 6) is drawn up in the prescribed form, with the obligatory presence of the signatures certified by the seals of the head of the organization sending the team to the competition, the coach and representative, as well as the doctor of the specialized sports medicine center (sports dispensary) certifies the training of participants. Physician's signature "Accepted. doctor: (signature), seal - placed against the name of each admitted participant.

3.3. The admission of participants is carried out by the admission commission (it is approved by the organization holding the competition) consisting of a representative of the organization, the chief referee, the chief secretary, the competition doctor and members of the commission who check the applications and documents of the participants for compliance with the requirements of the Competition Regulations. Responsibility for the admission of participants in disputable situations lies with the representative of the organization conducting the competition.

3.4. In competitions, the participant has the right to compete only in the weight category, which is set for him during the weigh-in.

3.5. In the case of a high level of general physical fitness and excellent health, junior athletes can participate in the next age category with a certificate of permission signed by the doctor and the team coach (parents). But at the same time, it is forbidden to perform for boys and girls (12-13 years old) in the age category (14-15 years old).

3. 6. In case of non-compliance with the requirements of the Rules, the organizers of the competition are not responsible for injuries or accidents that may occur at the competition.

3.7. Restrictions on the admission of athletes to competitions are determined by the Regulations on competitions.

4. Obligations and rights of participants

4.1. The participant is obliged:

- 1) pass the credentials committee and the official weigh-in;
- 2) to strictly observe the rules, programs of the competition;
- 3) comply with the requirements of referees;
- 4) have a second;
- 5) immediately appear at the competition site when called by the panel of referees;
- 6) if it is impossible for any reason to continue the competition, immediately inform the secretariat through a representative;
- 7) be correct in relation to participants, referee, persons conducting and servicing competitions, as well as in relation to spectators;

8) shake hands with opponents before and after the match;

9) perform with short-cut nails, in clean sports equipment.

4. 2. The participant has the right:

1) one hour before the start of the weigh-in, check their weight on the scales of the official weigh-in;

2) receive timely information about the course of the competition, the composition of the pairs of the next round, changes in the competition program, etc.;

3) during the fight (before the fight, after the fight and during the break between rounds), use the services of two seconds;

4) use to receive medical assistance when passing an obstacle course or during a break before a fight in the ring, during a fight in the ring - no more than 3 (three) minutes in total (with four rounds - no more than 5 (five) minutes);

5) use during the match no more than 2 (two) minutes in total to eliminate the disorder in the equipment on their own or with the help of seconds, without delaying the break time (with four rounds - no more than 3 (three) minutes);

6) refuse to continue the fight;

7) apply to the panel of referees during breaks between matches through a representative of his team, and in the absence of a representative - personally; in between rounds through a second.

4.3. A participant who shows disrespect to any member of the judging panel may be disqualified from the competition.

5 . Equipment of the participant

5.1. The equipment of the participant includes a sports suit and protective equipment.

5.2. The participant's costume consists of a loose sports jacket (kimono type) with a belt, trousers of a special cut and special shoes.

The participant's costume and belts are made of durable, plain cotton fabric in red or blue.

The sleeve of the jacket should reach the wrist, the width of the sleeve should provide a gap between the arm and the fabric along the entire length of at least 10 cm.

The belt should encircle and fit snugly around the body twice and be tied in front with a flat knot that fastens both of its turns. The ends of the tied belt should be no more than 20- 25 cm. The floors of the jacket should be 20- below the waist 25 cm.

Shoes are made of soft leather and with soft soles, without protruding hard parts. All seams are sealed inside. The ankles and foot in the area of the thumb joint are protected by small felt pads, covered with leather on top. If a participant does not have proper shoes, he is allowed to perform in socks.

Sneakers may be used to pass the obstacle course.

5.3. The suit and protective devices - gloves, feet, helmet, mouthguard, shields, shell - must comply with the samples (Appendix 3). When holding competitions with shock equipment, fights in the ring are held in helmets and gloves.

When holding competitions among children (10-11 years old), a red or blue kimono and sports shoes are used. (on the obstacle course), on the tatami - shoes for wrestling or socks.

When holding competitions among girls (14-15 years old), girls (16-17 years old), juniors (girls) (18-20 years old) and women, fights in the ring are held in special bibs and helmets.

5.4. When holding team competitions, participants of one team must have a single sports uniform, which may contain the emblem of the team or the coat of arms of the country.

5.5. The participant is forbidden to have rings, bracelets, earrings, chains and other items that can cause injury.

5.6. The hands are not bandaged.

6. Duties and rights of the team representative

6.1. The official representative of the team is an intermediary between the panel of referees and the participants. He leads the team and is responsible for the behavior and discipline of the participants. If the team does not have an official representative, his duties are performed by the coach or team captain.

6.2. The team representative must:

- 1) know the Rules, Regulations and competition program;

2) timely submit to the credentials committee an application for participation in competitions and other documents specified in the Regulations;

3) attend joint meetings of the judiciary with team representatives;

4) inform the members of his team about the decision of the panel of referees;

5) ensure the timely appearance of participants at the competition site;

6) to be at the venue of the competition, to leave the competition only with the permission of the chief referee.

6.3. The team representative has the right to:

1) submit changes to the application in accordance with the Regulations;

2) be present at the weigh-in and draw;

3) to have information on all issues of holding and results of competitions;

4) express comments and participate in the discussion of issues at general meetings of referees and representatives;

5) submit applications-protests substantiated by the Rules.

6.4. The team representative is prohibited from:

1) interfere with the work of referees and organizers of competitions;

2) during the fight, give instructions to the participants, being near the ring.

6.5. A representative may be removed from the leadership of the team for violating the Rules and failing to fulfill his duties. This is reported to the organization, the team he represents.

6. 6. The representative (coach, captain) of the team, who has shown disrespect to any member of the judging panel, may be disqualified from the competition.

7. Seconds

7.1. Seconds (no more than two people) during the fight must be near the ring, not leave their place and be an assistant to the participant in between rounds.

7.2. The seconds are obliged to provide the necessary assistance to the participant also during the round:

1) at the direction of the competition doctor in case of an injury to a fighter;

2) at the direction of the referee in case of putting in order the equipment of the fighter.

7.3. One of the seconds has the right to be in the ring between rounds in the command "Seconds - out of the ring!"

7.4. The second on behalf of the participant has the right to refuse the fight at any time of the fight, but not when the referee opened the score.

7.5. Seconds are prohibited from giving advice, helping or encouraging a participant during the fight.

For violation of this rule, a second may be reprimanded, for subsequent violations, the first and subsequent warning is announced directly to the corresponding participant.

CHAPTER 3. CONTENT OF THE UNIVERSAL FIGHT (SECTIONS LITE AND CLASSIC)

1. Obstacle course

1.1. The obstacle course consists of 7-10 stages, depending on the age group of participants and the rank of the competition. It should include stages and obstacles that require participants to demonstrate the appropriate physical qualities of strength, agility and speed, skills in handling small arms and throwing sports equipment (objects at a target), overcoming technically difficult obstacles. For children (10-11 years old) and boys and girls (12-13 years old), instead of throwing a sports knife, a tennis ball is thrown for accuracy.

1.2. The general set of parts for the obstacle course is compiled at the proposals of the members of the Federation International Amateur "Unifight" and approved by the Presidium of the Federation International Amateur "Unifight", taking into account the age group of participants. All elements of the obstacle course must be accurately described and meet the requirements for preventing injuries when overcoming them.

1.3. A specific set of elements (stages) of the obstacle course and their placement in the hall depends on the level of competition, the capabilities of the sports facility and the category of participants participating in the competition (adults, boys and girls, children).

1.4. Obstacle course (for boys and girls (14-15 years old), boys and girls (16-17 years old), juniors (18-20 years old), men and women (Fig. 2).

Distance length - up to 60 m., which includes:

- 1) start line (1);
- 2) maze (2);
- 3) boom (typical gymnastic boom or equivalent) (3);
- 4) fence. Height - 2 m, width - 2- 3 m. For boys and girls (14-15 years old) - with a support (bar 5x5 cm, at a height 0,5 m from the floor (ground) surface (4);
- 5) horizontal ladder. Height - 2.5 m, length - 4 m (for boys and girls (14-15 years old) length - 3 m) (5);
- 6) barrier. Height - 1 m (6);

7) a place for shooting at a target (diameter 17 cm) from an air pistol (rifle) at a target measuring 210x297 mm (may be a falling target) or from a paintball gun at a round target (red or blue) from a distance up to 15 m, boys and girls (16-17 years old) from a distance of up to 12 m, boys and girls (14-15 years old) from a distance of up to 10 m (7);

8) place for throwing at a target - throwing a sports certified knife approved by the Federation International Amateur "Unifight" from a distance of 3 m; (8);

9) horizontal pipe 3 m long, vault height - 0.8 m (9);

10) an inclined net with an angle of inclination of 60 °, a height of 6 - 8 m, a width of 4-5 m. In the upper part of the net there is a hole with a diameter 0,7 m for climbing onto a rope (10);

11) rope at a height of 5- 6 m (11).

1. 5. Participants start at the same time, go through all the stages and elements of the obstacle course in parallel directions and finish by touching the ring.

1.6. The obstacle course is overcome in the following sequence:

1) at the command "March!" or by firing a starting pistol;

2) start (1) - run 5-7 meters;

3) overcome the maze (2);

4) overcome the fence (3) using the "hook" or "force" method. For boys and girls (14-15 years old) with the use of additional support or the help of an assistant;

5) overcome the horizontal ladder (4) while hanging on the hands, starting from the first step, jumping down from the last one. For boys and girls (14-15 years), boys and girls (16-17 years), juniors (18-20 years) and women in weight categories 45 kg, 48 kg, 52 kg using an additional support or help of an assistant.

6) overcome the horizontal pipe (5);

7) shooting at a target from pneumatic weapons (pistol, rifle) (6). The weapon is on the firing line. Two shots from a paintball gun (before the first hit), from an air pistol (rifle) - 1 shot (for all age categories);

8) throwing a sports knife at a target (7). Two attempts (until the first hit);

9) overcome the boom (8): run down the ramp to the boom, run along the boom and jump off the end of the boom. In this case, the participant must step on the lines drawn at the beginning and end of the boom;

10) overcome the inclined grid (9) in an arbitrary way;

11) climb into the hole in the net, go down the vertical rope (10), moving the length of the rope with your hands to the mark 2 m from the ground. Jump down. Run to the ring;

12) finish - touch with your hand the podium on which the ring or the upper rope of the ring is installed, if it is installed on the same surface as the obstacle course).

No more than 3 attempts are given to overcome each element of the interference band. In case of non-fulfillment of this requirement, the participant is counted as a defeat in the match.

Missing the target when shooting and throwing a sports knife is punished by an additional overcoming of the element of the obstacle course preceding the shooting line (throwing) (penalty loop), and is also estimated at one point (each of the elements), which are counted in the duel to the opponent (in the second round) . At the same time, if a participant hits a target while shooting or throwing, such a participant made a penalty loop, he is counted 5 seconds of time from his total time to overcome the obstacle course.

The participant who finished first with a time difference of 11 seconds compared to the opponent receives an additional bonus score of 1 point, which is credited to him in the 2nd round. For each subsequent 5 seconds, additional points are awarded (1 point for every full 5 seconds).

1.7. Obstacle course for children (10-11 years old), boys and girls (12-13 years old)

1.7.1. An obstacle course for children (10-11 years old), boys and girls (12-13 years old) can be equipped with obstacles (elements) in their various combinations at a distance and consist of 6-10 elements (obstacles).

1.7.2. Depending on the size of the sports hall or outdoor area (in gymnastic sports towns), a stationary or, as a rule, transformed obstacle course is equipped with a place for firing from pneumatic weapons and throwing tennis balls at a target.

1.7.3. The obstacle course includes obstacles and elements that would develop and improve a variety of physical qualities (speed, strength, endurance) and motor skills (climbing, climbing over obstacles, crawling, special skills in shooting, throwing objects and others).

1.7.4. An option for equipping an obstacle course for children (10-11 years old), boys and girls (12-13 years old) and the procedure for overcoming its elements:

1) start line. Width 5- 7 cm, length - 1 m. At the signal (command) of the referee -starter, run 5- 8 m.

2) gymnastic lava (typical) or board width - 20 cm, length - 4- 5 m, thickness - 5 cm. From the starting run, run onto the bench (board) and run it to the opposite end, jump to the floor and run 5-8 meters to the next element. In this case, the participant must step on the lines drawn at the beginning and end of this element of the obstacle course.

3) snake (maze). It is marked with racks in the form of medicine balls or plastic cones, pyramids and other similar items that meet the requirements for preventing injuries for participants installed at a distance, forming equilateral triangles with sides 1 m (according to the diagram), 5 racks. Overcoming this obstacle, participants from left to right “snake” around all the racks without touching them.

4) tunnel (horizontal pipe) length - 3 m, height - 0,8 m. The design is made of a wire frame and covered with a mesh, installed on the floor or a special stand. It is overcome by crawling through this obstacle.

5) gymnastic horse (fence). A typical "gymnastic horse" is mounted at a maximum height of 120 - 130 cm across the direction of travel. Instead of a “horse”, a resistant wooden fence can be made, width - 2 m, height - 130 cm, thickness - 5 cm (boards - 50 mm). It is overcome by any way of climbing an obstacle from above. Then run to the next element of the obstacle course.

6) shooting from an air rifle (pistol) from the initial position "lying", at a distance of 8 - 10 m, with one shot hit the target (circle with a diameter of 40 cm, red or blue) or at a falling target measuring 210x297 mm or inflatable balls installed in a hole with a diameter 20 cm. Having hit the target, run to the place of throwing. Distance 3- 5 m.

7) throwing balls. From the starting position (distance 3 m) hit with a tennis ball from 2 attempts (until the first hit) into a special target - a hole with a diameter 25 cm in a stand with a net for collecting balls.

In case of not hitting the target when shooting or throwing the ball, the participant is punished with a penalty in the form of re-overcoming the previous obstacle, as a rule, this is a tunnel (horizontal pipe).

8) finish. Go to the finish line (distance - 15 m, while touching the tatami) and go to the tatami for the fight.

In the event that a participant hits a target while shooting or throwing, such a participant made a penalty loop, he is counted 5 seconds of time from his total time to overcome the obstacle course.

The participant who finished first with a time difference of 11 seconds compared to the opponent receives an additional bonus score of 1 point, which is credited to him in the 2nd round. For each subsequent 5 seconds, additional points are awarded (1 point for every full 5 seconds).

Note: with a small number of participants and time available, the organizers (according to the Regulations) can include overcoming the obstacle course in the opposite direction with overcoming obstacles in the same ways or change them, for example:

"horse" - overcome by crawling under it;

"tunnel" - crawling is overcome with legs forward (reverse);

The "snake" (maze) is overcome by running around (360 degrees) 3 risers standing in one row;

"bench" - overcome by jumping over the bench on both legs from one side to the other.

The organizers of children's competitions have the right to offer other options for equipping the obstacle course, but all this must be included in the Regulations.

1.7. 5. Participants (according to the preliminary draw) pass all stages along parallel lanes simultaneously.

2. Fight in the ring or on the mat

2.1. Children (10-11 years old) after overcoming the obstacle course and appropriate preparation (for no more than 1 minute) conduct a duel on the tatami using throwing techniques with the designation of painful and suffocating techniques (up to 10 seconds) .

2.2. Percussion equipment for this age of children is not allowed.

2.3. In a duel in the ring in a universal fight, it is allowed to carry out blows, throws, painful and suffocating techniques in certain positions of the fighters.

2.4. In fights, all the techniques of Unifight with restrictions are used.

3. Position of participants

3.1. "Standing" (standing) - the participant touches the ring only with the soles of his feet (stands on his feet).

3.2. "Lying" - the participant touches the ring with any part of the body, except for the feet.

3.3. "Standing fight" - both participants in a standing position.

3.4. "Fight lying" - both participants in the prone position.

3. 5. The position "outside the ring" is considered if:

in a standing fight, one of the participants turned out to be any part of the body between the ropes or, leaning on the ropes, the upper part of the body behind the ropes;

in a prone fight, one of the participants turned out to be any part of the body between the ropes, as well as if the shoulders of one of the participants or both of his legs were knee-deep under the ropes.

3.6. Lying, as well as when falling after attempts or when switching to a prone fight, the participant may be in the position:

1) "on the back" - when the participant touches the surface of the ring with both shoulder blades or at a pace (without stopping) rolls over the back (from shoulder blade to shoulder blade, from buttocks to shoulder blades, along the diagonal of the back).

The "bridge" position - in which the participant is with his back to the ring and touches it only with his feet and head - is equivalent to the position on his back;

2) "on the side" - when the participant touches the surface of the ring with one shoulder blade, and his back at the level of the shoulder blades forms an angle of up to 90 degrees with respect to the ring. The "half-bridge" position - in which the participant is with his back to the ring and touches it with his feet, head and shoulder - is equated to the "on his side" position.

Note: for children (10-11 years old) and boys and girls (12-13 years old), these provisions are used regarding the conduct of a duel on the tatami without the use of punching techniques with arms and legs and suffocating and painful techniques before they are designated (grab to the reception) .

4. Status of participants

4.1. The state of the participants achieved as a result of an attack with a blow, throw, painful or suffocating hold:

1) "knockout" - a complete loss of the ability to defend; while the referee stops the fight and opens the score. By the score of "10" the participant cannot fully recover and take a fighting stance;

2) "out" - a complete loss of the ability to defend as a result of the successful execution of a painful or suffocating hold, confirmed by the surrender of the participant;

3) "knockdown" - a temporary loss of the ability to defend; while the referee stops the fight and opens the score. By the count of "8" the participant fully comes to his senses and takes a fighting stance.

5. Beats

5.1. The blow is distinguished according to the following criteria:

- 1) permitted object of attack;
- 2) correct hitting technique;

5.2. Allowed objects of attack:

- 1) front and side parts of the head;
- 2) torso (except for the spine, kidney area, groin);
- 3) hands (except for the elbow joint with a straightened arm);

4) legs (outer part of the thigh).

5.3. A punch and kick is considered correct if it is not among the prohibited ones.

5.4. Degree of Contact Permitted: In combat, full contact strikes on the legal object of attack and in non-prohibited positions are permitted.

5.5. An effective blow is a strong, concentrated blow that has reached the target and delivered to the allowed zone.

6. Throws

6.1. Throw - an action of a participant in a stance and in a grip, as a result of which the participant loses balance and falls, touching the surface of the ring with any part of the body, except for the feet.

6.2. The beginning of the throw is the beginning of the unbalance and fall of the attacker.

6.3. Throw without falling (standing) - a throw during which (from its beginning to the moment of completion) the attacking participant maintains his standing position.

6.4. Drop Throw - A throw in which the attacking contestant goes into one of the prone positions or leans on the prone contestant in order to maintain balance.

6.5. Throw from the rack. Throws are equated to it, in which the attacking participant, in the course of the throw, transfers the opponent from a prone position to a standing position, or completely tears him off the surface of the ring, raises him above the waist and, throwing, turns him around a horizontal axis.

6.6. Counter-throw - a throw in which the defending participant seizes the initiative, attacks the opponent and throws him himself, changing the nature or direction of the attacker's fall.

6.7. A controlled throw is an illegal throw by a participant, during which the attacker secures the opponent or allows the opponent to insure himself.

6.8. When holding fights on the tatami (carpet), a throw outside the tatami is counted if the participant performing the throw touches the boundaries of the tatami (carpet) after the completion of the reception with any part of the body.

7. Painful techniques

7.1. A painful hold is a capture of the opponent's arm or leg, which allows you to perform an action: bending (lever), rotation in the joint (knot), oppression of tendons or muscles and forcing the opponent, as a result of pain, to admit defeat.

7.2. The beginning of a painful hold is the beginning of actions after capturing the opponent's limb in the attacked area and with the aim of causing him a painful sensation or overcoming his defensive grip.

7.3. The signal to surrender during a painful (suffocating) hold is given in a loud voice - "Yes!" (as well as any other exclamation (sound)) or a double clap (hit) with a hand (foot) on the carpet or the body of the attacker.

7. 4. Painful holds are allowed to be started only when the attacked participant is in the prone position. In this case, the attacker can be in the rack.

7.5. The painful reception should be stopped:

- 1) if the participants were outside the ring;
- 2) if the participant, attacked by a painful hold on the arm, goes into a standing position and tears off the body (shoulders) of the attacker from the surface of the ring;
- 3) if the participant, attacked by a painful hold on the leg, goes into a stable "standing position".

7.6. Controlled painful hold - during which the attacker, using permitted grips and actions, smoothly (not jerkily) builds up efforts, leaving the defending participant to surrender.

8. Chokes

8.1. Choking hold - a hold that allows squeezing the carotid arteries and throat of the participant with the lapels of the jacket, forearm and shoulder, lapel and shin, as a result of which the opponent appears or loses consciousness.

8.2. The beginning of the choke hold is the moment of taking the grip, which allows you to directly begin to carry out suffocating actions or overcome the defensive grip.

8. 3. Strangleholds are allowed to start only when the attacked participant is in a prone position. The attacker can be in a standing position.

8.4. The choke hold must be stopped if the defending participant has risen to the rack or the participants are out of the ring.

8.5. Controlled choke hold - during which the attacker, using permitted grips and actions, slowly (not jerkily) builds up efforts, leaving the opponent the opportunity to surrender.

9. Prohibited techniques and technical actions

9.1. In a duel, strikes are prohibited:

- 1) in the prone position and on the recumbent opponent;
- 2) head, knee, elbow, forearm, base of the fist, palm (open and edgewise), fingers;
- 3) to inadmissible areas: the neck, the back of the head, the parietal part of the head, the spine, the kidneys, the groin and thigh from the inside, the joints of the arms and legs, the lower leg, the instep of the opponent's foot.

Foot movements such as sweeps and hooks, carried out with appropriate throws (sole and instep), are not considered strikes and are not prohibited techniques.

9.2. In a duel, throws are prohibited:

- 1) on the head;
- 2) with the capture of the enemy for a painful hold;
- 3) with a deliberate fall on the enemy with the whole body.

9.3. In a duel, painful holds are prohibited:

- 1) if the protected participant is in the rack;
- 2) jerk;
- 3) on the ridge, as well as twisting the neck;
- 4) bending the arm behind the back, as well as painful holds on the hand;
- 5) the lever of the knee is not in the plane of its natural bend, twisting the leg by the heel, knots on the foot.

9.4. In a duel, choking techniques are prohibited:

- 1) if the protected participant is in the rack;
- 2) jerk;
- 3) fingers;

- 4) pinching the opponent's mouth and nose;
- 5) crossing the legs on the neck;
- 6) straightening the crossed legs on the floating ribs of the opponent.

9.5. In a duel, taking into account the risk of injury, it is also prohibited:

- 1) attack and counterattack with disregard for defense and self-insurance ;
- 2) to turn one's back or back of the head to the opponent;
- 3) continue the fight after the gong and the referee's command "Stop";
- 4) squeezing the opponent's head, pressing it against the ring, resting his palm against the opponent's face, scratching, biting;
- 5) step on the opponent's feet, press with his elbow or knee from above on any part of his body;
- 6) break the fingers on the hands or feet of the opponent;
- 7) move the mouthguard in the mouth or deliberately throw it away;
- 8) perform any other traumatic actions.

9.6. The following are considered an obstacle to active combat:

- 1) rope grip; deliberate creation of the position "outside the ring";
- 2) transition to a prone position without reception, in order to disrupt the attack of the enemy;
- 3) capturing a participant in a standing position for more than 5 seconds without attacking with a throw or a blow (for children (10-11 years old) and boys and girls (12-13 years old) - more than 10 seconds);
- 4) a constant retreat to a distance without an attempt to carry out an attack or counterattack;
- 5) delaying the time of breaks in the duel.

9.7. The following are considered violations of ethical standards:

- 1) an attempt to injure an opponent with prohibited techniques and actions;
- 2) simulation of injury or its severity;
- 3) loss of self-control: rude, unethical behavior towards an opponent, participants, referees or spectators.

9.8. The following are considered violations of discipline:

- 1) failure to appear for a duel;

- 2) late entering the ring;
- 3) entering the ring unprepared;
- 4) talking in the ring;
- 5) disobedience to the commands or instructions of the referee.

9.9. If the referees do not notice that one of the participants is holding a prohibited reception, the victim is allowed to give a signal with his voice or gesture.

Giving a false signal is considered and penalized as an illegal hold.

CHAPTER 4. EVALUATION OF RECEPTIONS

1. Evaluation of the receptions of participants in fights in the ring

1.1. The duel ends ahead of schedule when:

- 1) awarding one of the participants a clear victory;
- 2) refusal of one of the participants to continue the fight;
- 3) disqualification of one of the participants;
- 4) removal of one of the participants by a doctor.

1.2. "Clear victory" is awarded to the participant for:

- 1) knockout;
- 2) pain hold;
- 3) suffocating reception;
- 4) knockdown (2 in a round);
- 5) knockdown (3 in a duel);
- 6) in case of non-appearance, disqualification or withdrawal by the doctor of the opponent;
- 7) with a clear advantage of one of the participants (obtaining 12 points by one of the participants, and 0 points by his opponent).

For children (10-11 years old):

- a) advantage of 10 points in a round;
- b) after the opponent receives a third warning;

1.3. "3 points" are awarded to a fighter for:

- 1) knockdown;
- 2) throw on the back without falling.

For children (10-11 years old) and boys and girls (12-13 years old):

- a) throw on the back without falling;
- b) a throw on the back with a fall and the subsequent transition to the execution of a painful hold (suffocation) for at least 5 seconds recorded by the referee.

1.4. "2 points" are awarded to a fighter for:

- 1) throw on the back with a fall from the rack;
- 2) side throw without falling;

3) a kick to the head.

For children (10-11 years old) and boys and girls (12-13 years old):

a) throw on the back with a fall;

b) side throw without falling.

1.5. "1 point" is awarded to the participant for:

1) a punch to the body, to the head;

2) a kick to the body, to the thigh (outer part);

3) throw on the stomach, buttocks, shoulder, throw of the opponent on the side with a fall;

For children (10-11 years old) and boys and girls (12-13 years old):

a) throw on the stomach and buttocks and shoulder;

b) side throw with a fall.

1.6. In the case of simultaneously carried out equivalently evaluated technical actions, the participants do not receive marks (equal opportunities).

1.7. Only throws made by a participant, being in a standing position before the throw, are evaluated.

1.8. Activity by the decision of the referees (Ar) - awarded by the judging panel if none of the participants has marks in the round. The most active participant is determined by the majority of votes, and he is awarded the victory in the round.

Table 2.

Evaluation of technical actions

Technical actions and their result	GRADE				
	X	3	2	1	
1. Knockout	X				
2. Submission	X				
3. Choke	X				
4. Knockdown (2 in a round or 3 in a duel)	X				
5. Knockdown		3			
6. Throw on the back without falling		3			
7. Throw on the back with a fall from the stand			2		
8. Throw to the side without falling			2		
9. Kick to the head			2		

10. Hand blow to the body, to the head				1	
11. Kick in the body, in the thigh (outer part)				1	
12. Throw on the stomach, on the buttocks, on the side with a fall				1	

2. Evaluation of prohibited techniques and actions in fights in the ring

2.1. Evaluation of prohibited techniques and actions during the fight is carried out in the following order:

1) if the participant performs a prohibited hold or action for the first time, a warning is announced to him and marked "Z". Double remarks to the participant are not announced;

2) in case of repeated violation of the Rules, the first warning is announced to the participant (indicated by "P1"), and the opponent is awarded 1 point;

3) in the event of a subsequent violation of the Rules, the participant is given a second warning (denoted "P2"), and the opponent is awarded 2 points;

4) in the event of a third warning, the participant is declared defeated in this fight, and the opponent is awarded a clear victory (indicated by "PX").

2.2. During the course of a bout, a competitor may receive three official warnings.

2.3. Points received by a competitor for a warning given to his opponent are not considered technical points.

2.4. For being late at the start of the obstacle course after a second call:

- 1) from 1 minute 00 seconds to 1 minute 20 seconds - a remark is announced;
- 2) more than 1 minute 20 seconds - the first warning is announced;
- 3) more than 1 minute 40 seconds - a second warning is issued;
- 4) more than 2 minutes 00 seconds - the participant is recorded as a failure to appear and he is removed from the competition.

For being late to enter the ring after a second call:

- 1) up to 20 seconds - a remark is announced;
- 2) more than 20 seconds - the first warning is announced;
- 3) more than 40 seconds - a second warning is issued;
- 4) more than 1 min. 00 sec. - the participant is recorded as a failure to appear and by the decision of the chief referee is removed from the competition.

In the case of a constant retreat within 20 seconds, a warning is announced on evading the fight; the next 10 seconds is the first warning; another 10 seconds - the second warning; the next 10 seconds - defeat in this fight.

2.5. When carrying out prohibited techniques and actions, depending on the severity of the violation of the Rules, the first warning may be immediately announced to the participant.

2.6. If a participant performs an estimated technical action, and his opponent is currently violating the Rules, the participant's actions are evaluated, and his opponent is penalized depending on the degree of violation of the Rules.

2.7. Injuries during combat:

1) the presence of an injury, its severity and the possibility of an injured participant to prolong the fight (competition) are determined by the doctor of the competition; the responsibility for causing injury is determined by the referee;

2) the participant, through whose fault the injury was inflicted and leading the opponent out of the fight, is removed from the fight (by the decision of the judging panel), and in case of a clear violation of the Rules - from the competition (by the decision of the chief referee), while the opponent is awarded a clear victory;

3) a participant who has received an injury, which takes him out of the fight, through no fault of the opponent, is counted as a defeat, and his opponent is declared a clear victory;

4) if both participants received injuries that take them out of the fight, and neither of them can be blamed for this, the victory is awarded according to the currently available estimates of the participants in this fight or the decision of the referees.

Table 3

Evaluation of prohibited methods and actions

Violation of the Rules	X	2	1
1. Remarks to the enemy			
2. 1st warning to the enemy			*
3. 2nd warning to the enemy		*	
4. 3rd warning to the enemy	*		

CHAPTER 5. PANEL OF REFEREES

1. Composition of the panel of referees

1.1. The composition of the panel of referees is approved by the Federation International Amateur "Unifight" on the proposal of the national federations , no later than 20 calendar days before the start of the competition.

1.2. The panel of referees includes: the chief referee and his deputy, the heads of the referee teams, the chief secretary and his deputy, the referee team of the obstacle course and fights in the ring (tatami), the referee-informant, the doctor. In some cases, a competition inspector may be appointed.

1.3. The obstacle course referee panel includes: a referee at the start and finish, two referees at the obstacle course (one referee in each direction), two referees at the shooting range and at the knife throwing line (1 referee in each direction), referees at participants.

1.4. The referee team of fights in the ring (tatami) includes: a referee, three side referees, a timekeeper referee, a technical secretary, a scoreboard referee.

1.5. The referee must have a referee's uniform, a referee book of the appropriate category and know the rules of the competition.

1.6. The referee uniform consists of black trousers, a white shirt (T-shirt) with short sleeves reaching to the elbow joint and red and blue oversleeves (moreover, the corresponding color of the oversleeve on the arm should be closer to the corresponding corner of the ring), black sports shoes without heels and black socks. colors. On the chest - the logo of the Federation International Amateur "Unifight".

2. Inspector, Chief referee, Deputy Chief referee

2.1. The competition inspector makes a decision on the statements-protests of the team representatives, evaluates the quality of the organization and conduct of the competition by the panel of referees. The inspector is appointed to the competition by the Federation International Amateur "Unifight" as part of the panel of referees.

2.2. The Chief Referee directs the competitions and is responsible for their conduct in accordance with these Rules and the Competition Regulations before the Federation International Amateur "Unifight".

2.3. The Deputy Chief referee is appointed by the Chief referee from among the leaders of the referee teams, reports to the Chief referee and carries out his instructions.

In the absence of the chief referee at the competition site, the deputy performs his functions.

2.4. The Chief referee must:

1) check the readiness for competitions of premises, equipment, inventory, their compliance with the requirements of these Rules, draw up an acceptance certificate for the venue for Unifight competitions (Appendix 8) , and also make sure that the necessary documentation and forms of protocols are available;

2) appoint teams of referees for weighing;

3) conduct a draw of participants, as well as the distribution in accordance with the requirements of the Regulations on the competition of the strongest participants in different subgroups;

4) distribute referees by teams;

5) approve the schedule of the competition;

6) take all measures to exclude and, if necessary, correct the mistakes made by the referees;

7) make a decision on the statements-protests of the team representatives (in the absence of an inspector at the competition);

8) hold meetings of the panel of referees with the participation of team representatives before the start of the competition (to announce the program and work of the panel of referees), and daily, after their completion (to discuss the course of the competition and approve the results of the day), as well as in cases where it is necessary during the competition;

9) to approve the composition of the pairs of the final matches and appoint teams of referees for them;

10) evaluate the refereeing of each member of the panel of referees (taking into account the opinion of his immediate supervisor) on a five-point system;

11) submit a report (Appendix 9) within three working days to the Federation International Amateur "Unifight".

2.5. The chief referee has the right:

1) to postpone the competition if before the start of the competition, the venue, equipment or inventory do not comply with the requirements of the Rules and Regulations on the competition ;

2) suspend the fight, appoint a break and even stop the competition if adverse conditions interfere with their quality conduct;

3) make changes to the program and schedule of the competition; change the order of meetings if objective circumstances arise;

4) change the duties of referees during the competition;

5) remove referees who have committed gross errors or who are not coping with the performance of their duties;

6) remove participants from a duel or competition on the grounds determined by the Rules;

7) to make comments, warnings, remove from their duties the representatives and seconds of the teams who committed rudeness, who entered into a dispute with the referees, and also filed unreasonable protests;

8) to delay the announcement of the evaluation of passing the obstacle course, technical action or the result of the duel, if the opinions of the referees differ, and also if he does not agree with their decision for additional discussion and making a final decision.

2.6. Compliance with the instructions of the Chief Referee is mandatory for participants, referees, seconds, representatives and coaches of teams.

Note.

The chief referee has no right to change the Regulations on the competition, remove or replace referees while the participants are passing the obstacle course or during the fight.

3. Chief Secretary, Deputy Chief Secretary

3.1. The Chief Secretary manages the work of the secretariat, which ensures the preparation and execution of all competition documentation. On his behalf or in his absence, the functions of the chief secretary are performed by his deputy.

3.2. The duties of the chief secretary are to:

1) is a member of the commission for the admission of participants to competitions and the team of referees at the weigh-in;

2) participates in the draw of participants;

3) draws up a schedule for the course of the competition;

4) establishes the order of meetings of participants in circles;

5) keeps the protocols of the course of the competition (Appendix 10);

6) controls the execution of competition protocols;

7) draws up the order and decision of the chief referee;

8) draws up the results of the competition and submits them to the chief referee for approval;

9) with the permission of the chief referee, gives information to representatives, referee -informers and the press;

10) testifies the results of the competition in the passports of the participants, and also makes notes on the knockouts they received;

11) evaluates the work of the referees of the secretariat with a five-point system;

12) provides the chief referee with the necessary data for the final report.

4. Head of the ring (tatami)

4.1. The head of the judging team of the ring (tatami) acts as the chief referee in his ring (tatami), if the fights are held in two or more rings (tatami).

4.2. The head of the ring during the fight is located at the referee's table and directs the work of the referee team of the ring (tatami).

4.3. The ring leader's responsibilities are to:

1) completes referee teams for fights, striving to fulfill the requirements of the neutrality of referees (a referee cannot be from the same team with the participants of the match and there cannot be two referees from the same team);

2) calls to the ring (tatami) and introduces the participants (in the absence of an informing referee);

3) taking into account the opinion of the majority of the judging panel, announces the decision on the assessment of the actions of the participants and situations, accompanied by the established deadlines and gestures (Appendix 11);

4) if necessary or if there are significant disagreements in the opinions of the refereeing team, stop the fight and make a final decision after additional discussion with the refereeing team of the disputable situation;

5) in the absence of scores at the end of the round, the referee team votes to determine the more active participant;

6) in the event of a knockdown (knockout) of one of the participants, at the request of the referee, calls a doctor to the ring (tatami);

7) announces the result of the fight (in the absence of an informing referee);

8) registers the appearance of referees and keeps records of their work on the days of the competition;

9) gives an assessment of the work of each of the referees assigned to his ring (tatami), according to a five-point system.

In the absence of the head of the ring (tatami), these functions are performed by the chief referee of the competition.

5. Referee

5.1. In fights in the ring, before the start of the fight, the referee is in the ring at the ropes on the side of the ring, which is opposite to where the referee's table is located. In fights on the tatami, before the start of the fight, the referee is in the center of the tatami.

The referee, being in the ring (tatami), directs the course of the duel and ensures that the duel takes place in strict accordance with the Rules. In this case, the referee uses the established terms and gestures (Appendix 11).

5.2. The duties of the referee are to:

1) gives a command to start the fight (round) and resume the fight in the “standing” position in the middle of the ring (tatami) after breaks in the fight;

2) takes part in the announcement of the result of the duel.

5.3. The referee suspends the fight with the command “Stop!” if:

1) the participants were in the position “outside the ring” (“outside the tatami”);

2) 5 seconds after the grip in the standing position, the participant does not perform any technical actions. For children (10-11 years old), boys and girls (12-13 years old) - 10 seconds;

3) in the "lying" position, if within 5 seconds there was no capture for a painful or suffocating hold;

4) after 20 seconds after the grip for a painful or suffocating hold, if these technical actions did not end with the surrender of the opponent or the straightening of the arm on which the hold is performed. For boys and girls (12-13 years old), if he believes that one of the participants is defeated by a painful or suffocating hold (that is, the capture is performed correctly, it is impossible to avoid the reception and further holding the reception will lead to injury);

5) one of the participants, after hitting the opponent, misses the opportunity to defend himself and continue the fight (knockdown or possible knockout), accompanying this with the opening of the count of seconds necessary for him to restore the combat state (the count is kept aloud from one to eight);

6) one of the participants needs medical assistance, or a disorder is found in the equipment of the participants, accompanying this with the gesture “notice the time”; in case of injury, he must call a doctor to the ring and be nearby when providing medical assistance;

7) the participant violated the Rules or performs an illegal hold and he needs to announce a remark or warning;

8) upon a signal about the expiration of the round time;

9) at the request of the leader of the ring (tatami);

10) at the request of the side referee, if he considers it possible at the moment;

11) at the request of the participant, if he considers it possible at the moment;

12) if he needs advice in cases not provided for by the Rules.

5.4. The referee stops the match:

1) in accordance with the gong about the expiration of the duel;

2) when signaling the surrender of a participant taken for a painful or suffocating hold;

3) fixing a knockout, if the participant, after a controlled blow of the opponent, missed the opportunity to defend himself and continue the fight, and could not fully recover and take a fighting stance by the count of “ten”;

4) fixing a "technical knockout" (two knockdowns per round or three knockdowns per fight);

5) if he believes that in the duels of participants below the first category one of the participants is defeated by a painful or suffocating hold (i.e. the hold is performed correctly, it is impossible to avoid the hold and further holding of the hold will lead to injury);

6) due to technical unpreparedness (fixing the advantage of one of the participants - one of the participants received 12 points, and the opponent 0 points).

5.5. As soon as one of the participants began to do a painful (suffocating) hold, the referee must loudly announce: “Painful (suffocating)!”, Accompanying this with a response gesture.

When conducting a painful (suffocating) hold, for which 20 seconds are allotted, the referee duplicates with his voice for the participants the announcement of the referee -timekeeper. If the attacker does not achieve the appropriate result, then after this time the referee must interrupt the fight, announcing: “Painful (suffocating) do not count!” and restore the participants to the standing position in the middle of the ring. He must do the same in the event that the defending participant takes a position in which the attacker's hold is ineffective.

5.6. If in the “lying” position the defending participant makes a prohibited hold, the referee, without stopping the fight, requires him to stop holding the prohibited hold and gives him the following warning. In case of disobedience, the procedure is repeated. If it is necessary to announce a third warning, the referee interrupts the fight and, by decision of the chief referee, removes him from the fight.

6. Side referee

6.1. Before the start of the fight, the side referees in the ring are located behind the ropes at the corners of the ring or outside the tatami in the middle on each side. During the fight, together with the referee, they completely control the situation in the ring (tatami).

6.2. The side referee independently evaluates the actions of the participants, signaling their assessments with the established gestures (Appendix 11). He participates in determining the more active participant, at the request of the leaders of the ring (tatami), at the end of the round.

6.3. If, in the opinion of the side referee, it is necessary to stop the fight, he attracts the attention of the referee and points out to him certain moments of the fight.

7. referee -timekeeper

7.1. During the passage of the obstacle course, the referee -timekeeper fixes the time for the participants to pass the course, and the time spent on providing them with medical care. After the finish of the participant who overcame the obstacle course second, the referee -timekeeper fixes one minute to call the participants to the ring (tatami). 15 seconds before its end, he informs the referee -informer or the head of the ring (tatami) about this in order to call the participants to the ring (tatami). After this minute, he fixes the delay in entering the ring (tatami) of the participant (participants).

7.2. During the fight in the ring (tatami), the referee -timekeeper is at the referee`s table and counts the time of the rounds. At the referee's command "Fight!" he turns on the stopwatch; after the next minute, informs the referees and participants about the time of the fight, and after half the time allotted for the round, informs the leader of the ring (tatami); by striking the gong, it signals the end of the round.

7.3. The referee-timekeeper with the help of a stopwatch fixes:

1) late entry of the participant to the start of the obstacle course or to the ring (tatami) after a second (after 1 minute 00 seconds) call and announces the time of delay: 20 seconds, 40 seconds, 1 minute 00 seconds;

2) the net time of the fight (between the referee's commands "Fight!" and "Stop!");

3) the time allotted for performing painful and suffocating techniques in a duel in the “lying” position (up to 20 seconds);

4) the time spent by the participant during the fight on medical care and elimination of deficiencies in his equipment;

5) time for a break between rounds. 5 seconds before the end of the break, he gives the command "Seconds - out of the ring (tatami)!".

7.4. If the fight is interrupted due to an injury to a participant, the timekeeper, on the signal of the referee to “notice the time”, turns on another stopwatch and announces the use of time by the participant after each minute.

7.5. As soon as the referee announces: "Painful (suffocating)!" - the referee - timekeeper turns on the second stopwatch and starts keeping track of time, announcing the time of the reception every 5 seconds. After 20 seconds, the referee -timekeeper announces: "Time for painful (suffocating)!".

7.6. Resetting the stopwatches after the end of the fight is carried out by the referee -timekeeper only at the direction of the head of the ring (tatami).

8. Technical Secretary

8. 1. During the fights, the technical secretary is at the referee's table next to the head of the ring (tatami) and writes down all the information regarding the fight between the participants in the minutes of the personal meeting (Appendix 12). In the corresponding columns of the "Obstacle course" section, the results of the passage of the stages of the obstacle course by the participants according to the referees at the stages are entered. In the corresponding columns of the "Fight in the ring" section, scores of technical actions, comments (warnings) and points for warnings are recorded , which are announced by the head of the ring (tatami) during the fight.

8.2. Evaluation of techniques in the order of their performance by the participants, as well as comments and points for a warning announced to the participants for violation of the Rules, are entered in the protocol with symbols:

PE - a clear victory;

3 - three points;

2 - two points;

1 - one point;

Ar - activity by the decision of the referees;

h - comments;

P1 - one point for the 1st warning to the enemy;

P2 - two points for the 2nd warning to the opponent;

PX - removal of the opponent from the fight for violating the Rules;

PS - removal of the opponent from the competition for violating the Rules.

The first marks for technical actions are preceded by a + sign or the first mark is circled. A clear victory is recorded with the sign "PE" with an explanation: painful (suffocating) hold, knockout, technical knockout, unprepared equipment. About the participant's absence from the fight, either "n / ya" (failure to appear) or "sn . doctor." (removed by a doctor).

8.4. In case of early termination of the duel, its result and net time are recorded in the protocol. To the left of the names of the participants, the time spent by them on medical care and eliminating the disorder in the equipment is recorded.

8.5. After the end of the round, the technical secretary:

1) summarizes the points scored by each participant in the round for technical actions and warnings and writes them down in the protocol;

2) passes the protocol to the head of the ring (tatami) to determine and announce the winner of the round;

3) write down this result in the protocol.

8.6. After the end of the fight, the technical secretary puts down in the protocol the sum of points scored by each participant for the rounds won, and passes the protocol to the head of the ring (tatami) to determine and announce the result of the fight in the ring (tatami).

8.6. Then the technical secretary sums up the points scored by each participant of the meeting on the obstacle course and in the duel in the ring (tatami), writes it down in the minutes and passes it to the head of the ring (tatami) to determine and announce the overall result of the meeting.

The name of the winner is circled. It is prohibited to make other entries in the protocol.

9. Referee near the scoreboard, referee-informant

9.1. The referee near the scoreboard fixes all the scores of the technical actions of the participants and violations of the Rules, which were announced during the fight by the head of the ring (tatami).

If the referee near the scoreboard doubts whether he understood the announced score accurately, he is obliged to clarify this with the head of the ring (tatami).

After the end of the fight, he removes the scores on the scoreboard only at the direction of the head of the ring (tatami).

9.2. The informing referee is responsible for organizing radio information for participants, representatives and spectators; on the conditions, course and preliminary results of the competition. He is obliged to know the Regulations on competitions, sports achievements of teams and participants.

Informant referee:

1) promptly announces the program and procedure for holding competitions, orders and instructions of the panel of referees during the competition;

2) introduces the participants of the next fight, their sports achievements, announces the results of the fights and explains certain provisions of the Rules, reporting the best results during the competition;

3) announces, with the consent of the chief referee, the final (official) results of the competition.

9.3. Depending on the nature of the information equipment, it is allowed to combine the work of a referee near the scoreboard with the work of a timekeeper or technical secretary.

9.4. In the absence of an informing referee, the head of the ring (tatami) introduces the referee team of the ring, calls to the ring (tatami) and introduces the next pair of participants, during the fight announces the scores of technical actions, and at the end of it - the result.

10. Referee at the participants

10.1. The referee in the presence of the participants organizes the exit of the participants to the places of the competition and for awarding, builds the participants

for the parade, warns in a timely manner about the order of their exit to the place of the competition, checks the names of the participants according to the protocol and the compliance of their equipment with the requirements of these Rules, informs the chief secretary about non-attendance, refusals and withdrawals participants of the competition.

11. Competition Doctor

11.1. The doctor of the competition, as the deputy chief referee for the medical part, is a member of the panel of referees and participates in its work.

11.2. The responsibilities of the Competition Doctor are to:

1) checks the correctness of registration of applications, the presence of a doctor's visa on the admission of participants to the competition;

2) conducts an external examination of the participants at the weigh-in;

3) monitors compliance with sanitary and hygienic requirements at the competition venues;

4) carry out a medical examination and observation of the participants during the competition;

5) directly in the ring (tatami) provides medical assistance to the participants, concludes that they can continue the fight (competition), immediately informs the chief referee of the competition about this and provides him with a relevant certificate, which is then transferred to the secretariat;

6) after the end of the competition, submit a report on the medical care of the competition (Appendix 13) indicating cases of illness and injury to the organization that holds the competition.

11.3. Medical workers and their location must have clearly visible distinctive signs.

CHAPTER 6. REFEREEING RULES

1. Refereeing competitions on the obstacle course

1.1. Participants start at the signal of the starter referee, each go through all the stages in their own lane and finish at the ring (tatami).

1.2. Gross violations of the Rules for which a participant can be removed from the competition are actions that present an obstacle to the opponent or a threat to his health, as well as failure to comply with the requirements of the referee.

1.3. The participant in the knife throwing stage uses a knife that meets the standard requirements for throwing knives (Appendix 14) and small arms provided by the organization conducting the competition.

1.4. Three attempts are given to overcome each obstacle, after which the participant is counted as a defeat in the meeting. Missing the target when throwing a knife and when shooting is penalized in accordance with these Rules.

1.5. When performing an exercise in shooting, the participant must fire an aimed shot towards the target. If the participant fails to fulfill this requirement at the command of the referee, he stops at the firing line, the referee reloads the weapon and hands it over to the participant to repeat the exercise. The movement of his opponent on the obstacle course does not stop at this time. But if the participant performed this exercise correctly, and the weapon misfired, or was unloaded, the side referee gives the corresponding signal to the referee, and he must stop both participants. After reloading (charging) of the weapon, at the command of the referee, the overcoming of the obstacle course is resumed by both participants from the place where they were stopped.

If during the shooting the participant hit the balloon, but it was not blown away immediately, and therefore the participant was sent to the penalty loop, then by decision of the chief referee, the participant is deducted 5 seconds from his time passing the obstacle course (the time he spent on the execution of the penalty loop). circle).

1.6. Throwing knives is performed only by technique from the shoulder from above. If this requirement is not met, the referee stops the competitor to repeat the

exercise with the same knife. His opponent's movement on the obstacle course does not stop at this time.

2. The result of the competition of participants on the obstacle course

2.1. In an obstacle course competition, the competitor who finishes first wins. He wins the first round by 1 point.

2.2. If a participant left the race or did not have time to appear after passing the obstacle course for a duel in the ring (tatami), it is considered that he lost the obstacle course, the match ends ahead of time and the opponent is awarded a clear victory in this meeting with the appropriate time.

2.3. If the competitor finishing second is more than half of his obstacle course time behind the first competitor, he is eliminated from the competition and his opponent is awarded a clear victory.

2.4. If both participants did not overcome the obstacle course or left the race, both participants are considered defeated.

2.5. If the participants finish at the same time, the victory is awarded to the one who showed the best result in shooting and knife throwing. If these results are equal, consecutive control throwing of knives is assigned, according to the results of which the winner in the first round is determined (the “golden throw” rule).

3. Refereeing the duel in the ring (tatami)

3.1. A fight in the ring (tatami) is refereeing by a team of referee consisting of: the head of the ring (tatami), a referee, three side referees, a timekeeper referee, a technical secretary, a referee at the scoreboard and a referee with the participants.

3.2. The duel in the ring (tatami) is conducted by the referee. He is responsible for the health of the participants and for ensuring that the fight takes place in full accordance with the Rules.

The actions of the participants in the duel are evaluated by three side referees.

The timekeeper, technical secretary, scoreboard referee and the referee with the participants provide technical support for the competition.

The head of the ring (tatami) coordinates the work of the team of referees and analyzes controversial situations in the fight.

3.3. The initial position of the referee is facing the referee's table. The initial position of the side referees is behind the ropes of the ring on its sides (on the sides of the tatami). The remaining members of the brigade of referees of the ring take their places at the referee's table.

3.4. Start and end of the match:

- 1) before the start of the fight, the referees take their places;
- 2) upon the call of the head of the ring (tatami), participants take corners in the ring (tatami), in accordance with the color of their belt;
- 3) the round starts at the referee's command "Fight!" and end with a gong (beep) signal, which the referee duplicates with the "Stop!" command.

3.5. The fight is interrupted if:

- 1) the participants were in the position "outside the ring" ("outside the tatami");
- 2) a traumatic situation has arisen;
- 3) the struggle in the current situation is ineffective;
- 4) there is an injury or disorder in the equipment of the participant;
- 5) one of the participants was knocked out or knocked down;
- 6) it is necessary to announce the next punishment to one of the participants;
- 7) this is required by the head of the ring (tatami);
- 8) one of the participants requests it;
- 9) if the referees need consultation in a disputable situation.

The referee independently, taking into account all the circumstances, determines the moment of interruption of the fight, trying to do it without damage to the attacking participant, and after eliminating the causes of the break, restores the fight in the center of the ring (tatami).

In case of knockout and knockdown, the referee sends the participant who attacked to the neutral corner and opens the score, and the head of the ring calls the doctor to the ring.

After the count of "eight", the referee checks the participant's readiness to continue the fight, assessing his condition by the reaction of the eyes, the fighting

stance and the reaction to the active contact of the referee with his gloves. According to the result, the referee gives the participants the command "Fight!" or counts to ten and declares the participant a "knockout".

If necessary, the doctor can stop the fight due to the inability of the participant to continue the fight and immediately begin to provide medical assistance.

3.6. The time limit for providing medical assistance to a participant or putting his tracksuit and equipment in order is determined by these Rules. A participant who does not meet this time is counted as a defeat (due to the inability to continue the fight), and the opponent is awarded a clear victory in the fight in the ring (tatami) and in the meeting.

3.7. Three side referees during the fight in the ring (tatami) evaluate each action, taking into account the state of the participants after the attack and all the technical actions taken by the participants, using the established timing and gestures, and each of them does it independently. Violations of the Rules, except for going out of the ring (tatami), are also evaluated after the "Stop!" command.

If the technical action is performed before the end of the round and has led to a knockdown, the referee opens the score and the technical action is evaluated depending on the condition of the participant.

3.8. In case of a significant difference of opinion or the possibility of an error affecting the course or outcome of the fight, the head of the ring (tatami) is obliged to stop the fight and make a final decision after an additional discussion of the controversial situation with the side referees and the referee.

3.9. If at the end of the round none of the participants has any scores, the head of the ring (tatami) by a majority vote of the side referees determines the more active participant (active decision of the referees - Ap).

This decision of the referee panel is not reviewed and protests in this regard are not accepted by the chief referee.

3.10. When punishing participants for violating the Rules:

- 1) the referee has the right to make a remark to the participant without the consent of the side referees;

2) when announcing warnings, the referee is obliged to name the actions for which the participant is punished;

3) the referee has the right to announce remarks to the seconds, even to remove them from seconding, if they interfere with the normal course of the fight with their behavior, and to announce a warning to their participant.

3.11. The match is stopped if:

1) the time of the duel has expired;

2) one of the participants was awarded a clear victory as a result of the fact that the opponent, carried away by a painful or suffocating hold, surrendered; there is a knockout, "technical knockout" of one of the participants (in the light section - one of the participants was awarded a clear victory for a throw on the back); a painful or suffocating hold in fights of participants below the 1st category counts the referee, even if there was no surrender; one of the participants does not have the opportunity to continue the fight; one of the participants is removed from the fight or competition.

3.12. The timekeeper fixes the net time of the fight, the use by the participants of the time limit for medical assistance and the elimination of disorder in the equipment, as well as for painful and suffocating techniques, guided by the commands and gestures of the referee.

3.13. The duel ends ahead of schedule if one of the participants is awarded a clear victory.

4. The result of the round, duel and meeting

4.1. The victory in the round is awarded to the participant:

1) has more points;

2) in case of equality of points to the one who performed the evaluated technical action first;

3) has activity in this round by the decision of the referees.

For each round won, the participant receives 1 point. The points scored by each participant for the rounds won are summed up and are the score in this match.

4.2. A duel in the ring can end in a clear victory, a victory by points, a draw, or the defeat of both participants.

4.3. A clear victory is awarded to the participant:

- 1) performed technical actions, evaluated as a clear victory;
- 2) for "technical knockout";
- 3) due to the inability of the opponent to continue the fight;
- 4) when an opponent is withdrawn from a duel (competition) or disqualified for violation of the Rules or technical unpreparedness;
- 5) when the opponent does not appear on the challenge to the obstacle course, ring (tatami);
- 6) when fixing a clear advantage (getting a participant 12 points, and his opponent 0 points).

4.4. Victory by points is awarded, after the time of the duel, to one of the participants who won the greater number of rounds.

4.5. The fight can end in a draw if both participants won an equal number of rounds and were simultaneously removed by the doctor due to a mutual injury not provoked by either of the participants.

4.6. The fight ends with the defeat of both participants, if both are simultaneously withdrawn from the fight or competition for violating the Rules or are injured due to the fault of both participants, not allowing the fight to continue.

5. Protest statements

5.1. A written statement of protest may be filed in connection with a gross violation of the Rules or the presence of an extraordinary situation.

5.2. Protest procedure:

- 1) the application is submitted by the representative (coach) of the team to the chief referee (in the absence of the competition inspector);
- 2) an application on the results of passing an obstacle course, a fight in the ring (tatami) and a meeting is submitted no later than 10 minutes after their announcement, and the representative must immediately notify the inspector or the chief referee of the competition about his intention to submit a written application;
- 3) an application in case of an extraordinary situation (violation of the Regulations on the competition, the procedure for weighing and drawing lots of

participants, pairing, misinformation coming from officials, etc.) is submitted no later than 10 minutes after its occurrence so that the chief referee (inspector)) had the opportunity to quickly make a decision with minimal damage to the course and results of the competition;

4) the application formulates the reason for its submission with a mandatory reference to the paragraph of the Rules that was violated.

5.3. Consideration of the application:

1) the application is considered by the chief referee (inspector) with the involvement of referees and persons who committed the violation of the Rules stated in the application; at the same time, representatives of interested parties are present, but without the right to a decisive vote;

2) a decision on the application is made on the day of its submission:

3) according to the results of the meeting of participants - before the start of the next round of competitions;

4) on other issues - within the timeframes that ensure the possibility of correcting the mistakes made with minimal damage to the course and results of the competition.

5.4. If the chief referee (competition inspector) considers it necessary when considering the application, it is possible for the referees to review the video recording of the situation described in the application.

5.5. The chief referee (competition inspector) makes the final decision and states it in writing and notifies the interested parties about it.

CHAPTER 7. COMPETITION FACILITIES

1. Ring

1.1. The place of the competition is a platform with dimensions of at least 8x8 meters, which has a flat surface and excludes injuries during the competition.

1.2. A standard ring is installed on the site, each side of which is at least 6 meters. The area of the ring is limited to three or four ropes 3-5 centimeters thick, tightly stretched between four corner posts and connected on each side by two jumpers made of dense fabric 3-4 centimeters wide. Jumpers should not slide on the ropes. The distance between the corner posts and the ropes of the ring must be at least 50 centimeters. All metal extensions are covered with soft lining. The ropes are wrapped in a soft white cloth and in each corner of the ring are connected with pillows 20 centimeters wide and 5-7 centimeters thick. Pillows and ropes (for a length of 0.5-1 m) in two opposite corners of the ring must be red and blue. The red corner is the near corner, to the right of the referee's table. The first rope from the bottom is pulled at a height of 40 centimeters from the floor, the second at a height of 80 centimeters and the top one at a height of 130 centimeters. With four ropes, the lower one is stretched at a height of 40 centimeters from the floor, the second - 70 centimeters, the third - 100 centimeters and the upper one at a height of 132 centimeters.

The floor of the ring must be level and well fortified. An elastic coating with a thickness of at least 5 centimeters (mats of a wrestling carpet, tatami, etc.) is laid on it, which is covered with a well-stretched plastic (or from another suitable material) roof. In this case, the surface of the floor of the ring must be one with the surface of the blind area adjacent to it, the width of which must be at least 0.5 meters. The limits of the working part of the surface of the ring must be marked with a white stripe 10 centimeters wide, which is a horizontal projection of its side ropes.

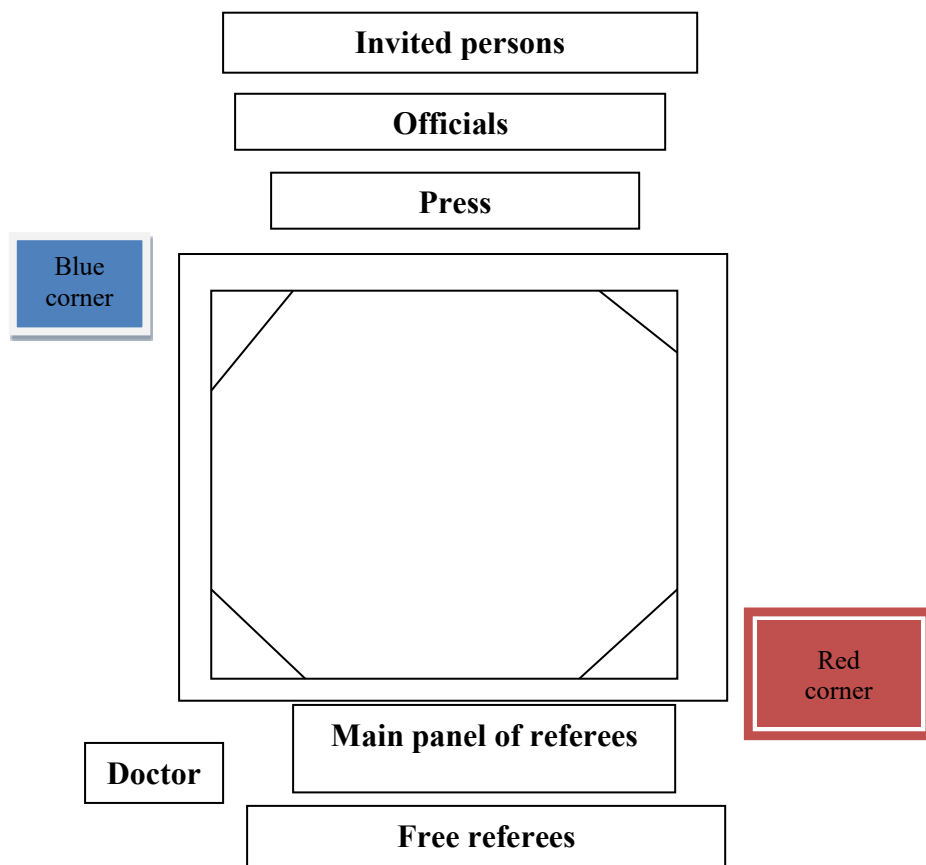
1.3. If the ring is placed on a podium, then the dimensions of the podium must be such that the distance from the ropes to the edge of the podium is at least one meter. On opposite sides of the podium there must be steps for the competitors and their seconds, and in the neutral corner for the referee and the doctor.

1.4. There must be at least one stool, water containers, mugs and urns in the red

and blue corners of the ring. In neutral corners, plastic bags for tampons used by the doctor and the referee are attached to the ring posts from the outside.

Next to the site, but no closer than 2 meters from the ring, a referee's table is set up. The table must have a gong or horn and two stopwatches.

The layout of the competition venue is shown in Rice 1.



Rice. 1. Scheme of the venue for the competition

1.5. When holding competitions indoors, the distance from the ropes to walls or other objects must be at least 2 meters.

1.6. The degree of illumination of the ring should be 1000 lux. The ring is illuminated from above, side lighting is not allowed.

1.7. Seats for spectators are located no closer than 3 meters from the ropes of the ring.

1.8. The suitability of the ring for the competition is determined by the Chief referee.

2. Tatami

2.1. Tatami must be at least 11x11 meters in size. The working surface of the tatami, on which the fights of the participants take place, is a square ranging in size from 6x6 meters to 9x9 meters. The width of the security zone (other part of the tatami) must be at least 2.5 m along the perimeter of the working area of the tatami.

Tatami is made of synthetic material. Must be smooth and have a thickness of at least 5 centimeters. The mats of the tatami should be tightly pushed and firmly fixed. There should be no depressions or protrusions at the joints.

The limit of the tatami (its working area) must be clearly defined by a line (or passivity zone). The width of the tatami border line must be at least 10 centimeters. This line (zone) is included in the working area of the tatami.

2.2. Two opposite corners of the tatami are marked in red and blue (to the left of the referee's table - blue, to the right - red).

2.3. To prevent bruises around the tatami, without gaps, a strong carpet (or gymnastic-type mats) with a width of at least 1 meter, a thickness of at least 5 centimeters and no more than the thickness of the tatami is placed and fastened to it.

2.4. The area on which the tatami is laid must be wider than the tatami by at least 2.5 meters in each direction. To prevent possible injuries, there should be no foreign objects around the tatami at a distance of 2 meters. Spectators must be no closer than 3 meters from the tatami.

2.5. When holding competitions on the platform, its height should not be more than 1 meter. The sides of the platform should have an inclination of 45 degrees to the inside.

2.6. There must be at least 1 stool in the red and blue corners of the tatami (for seconds).

2.7. Near the playground, but no closer than 2 meters from the mat. the judging table is set up. A gong or horn and two stopwatches must be on the table.

3. Requirements for competition venues

3.1. The coefficient of natural lighting of the hall should be 1:5, 1:6, artificial lighting - at least 600 lux. The ring must be illuminated from above by lamps of reflected or diffused light with a protective grid.

3.2. When holding competitions indoors, the temperature should be from +15 to +25 degrees Celsius, air humidity - not lower than 60 percent.

Ventilation should provide three air changes per hour.

3.3. When holding competitions in the open air, the temperature should be from +15 to +25 degrees Celsius. The site must be protected from direct sunlight.

3.4. The distance from the ropes to walls or other objects must be at least 2 meters.

3.5. Spectators must be no closer than 3 meters from the site.

3.6. The suitability of the ring for competitions is determined by the chief referee, the representative of the sports facility and the chief doctor and is recorded in a special act.

4. Sound signal, scales, stopwatches

4.1. The sound signal (gong) cannot be any system, but with a good sounding timbre.

4.2. Scales for weighing participants must be in good working order and accurately calibrated. The number of scales for weighing participants is determined by the panel of referees.

4.3. Stopwatches or electronic stopwatches must have a device for stopping and switching on without resetting the minute (second) readings until the end of the fight.

4.4. Before the competition, the scales for weighing the participants in the competition and all stopwatches that will be used during the competition must be checked by the commission (chief referee, chief secretary, one or two referees) for serviceability, about which the relevant acts are drawn up.

5. Demonstration board (scoreboard)

5.1. In order to inform the spectators and participants about the course of the fight, in the place most convenient for the work of the panel of referees and for observation by the audience, a demonstration board (scoreboard or electric board) is installed, on which the scores received by the participants during the fight are shown.

5.2. The surface of the shield can have any background on which pink and blue circles are clearly visible with numbers and letters printed on them in dark red and dark blue, respectively.

5.3. Numbers and letters are put on the circles in font, corresponding to the marks for the technical actions of the participants and the warnings reported by them:

"3", "2", "1" - estimates of technical actions;

"Ar" - activity by the decision of the referees;

"P1", "P2" - scores for the first and second warning to the enemy.

5.4. Mugs with a diameter of 9 centimeters are made of cardboard, plywood, plastic. They are hung on the shield in lines of 5 circles with an interval of 12 centimeters, and on the top line there are circles marked "3" and "2", the next two are occupied by circles marked "1" and "Ar". The distance between these rows is 12 centimeters. The bottom row is used for posting marks for a warning and is located at a distance of 15 centimeters from the top ones.

5.5. A blue stripe 1.5 centimeters wide is applied along the contour of the shield and vertically in the middle. Pink circles with red font are hung on the left half of the shield, blue circles with blue font - on the right half.

5.6. The shield has dimensions of 150x100 centimeters. It is installed vertically so that the lower edge is from the floor at a height of 1 meter.

SECTION 2.

UNIVERSAL FIGHT (WINTER SECTION)

CHAPTER 1. NATURE AND SYSTEM OF COMPETITIONS

1. Nature of the competition

1.1. Universal fight (winter section) is a winter sports biathlon. The first type of biathlon is a ski distance with shooting (cross-country skiing with overcoming artificial or natural obstacles, shooting from pneumatic or firearms). The second type of biathlon, following directly after the first, is a duel on a specially prepared snow site (hereinafter referred to as the snow site) .

1.2. By the nature of the competition are divided into:

personal;

command;

personal-command.

1.3. The nature of the competition is determined by the Competition Regulations in each particular case (hereinafter referred to as the Competition Regulations).

1.4. In individual competitions, only the personal places of the participants are determined.

1.5. In team competitions, teams meet each other and the results of these meetings determine the places of the teams.

1.6. In personally team competitions, the personal places of the participants are determined, and the place of the team is determined depending on the personal results of its participants in accordance with the Regulations on the competition.

2. Competition system

2.1. Competitions are held according to the Olympic system - with the elimination of the participant after the first defeat. The winner of the final meeting takes first place, the loser - second. Athletes who lose in the semi-finals are awarded third places.

Competitions can be held with elimination after the first defeat, after two defeats or in a circle system (with a limited number of participants in the weight category up to 4 people inclusive). In addition, according to the relevant decision, which is determined in the Regulations, fights for third place (repechage fights) from finalists or semi-finalists can be held. Winners and places of other participants are determined in accordance with the Regulations.

2.2. The order of meetings between the participants (teams) is determined by a draw. During the draw, the strongest participants and participants from the same team may be dispersed, if this is stipulated in the Competition Regulations.

2.3. Personal meeting formula . The competition consists of three rounds. First, the participants compete in cross-country skiing with overcoming artificial or natural obstacles on a specially prepared ski distance with shooting from pneumatic weapons. The length and layout of the course, including shooting lines, type of weapons, are determined in the Competition Regulations.

The competitor who finishes first is declared the winner of the first round and receives 1 point.

2.4. 1 minute after the finish of the participant who came second in the ski distance, the participants are called to the snow area and the duel begins, which lasts two rounds.

The length of the distance and the duration of the rounds depend on the age and qualifications of the participants, as well as on the stage of the competition and their rank, determined in the Competition Regulations.

The victory in the round can be clear if the duel on the snowy ground ends ahead of schedule or the participant wins on a specially prepared ski course, with a time advantage of more than 50 percent of the opponent's time . Otherwise, the participant receives 1 point for winning each round.

2.5. The overall victory in the biathlon is awarded to the participant who won an early victory on the ski distance or in the fight on the snowy ground, and if this did not happen, to the participant who scored more points in two types of biathlon (winning 3 rounds or 2 rounds out of 3) .

If the participant wins the first two rounds - on the ski distance and the first round on the snowy ground, then the fight is terminated and he is awarded the victory.

2.6. Team competition formula. Command competition are held according to the system with retirement after the first defeat with a draw third place between teams that lost in the semi-finals.

2.7 . Quantity participants teams, weight categories, which participants must take part, and Also possibility of replacement participants in walking competitions determined Competition Regulations .

2.8 . Minimum composition commands V every meeting must be more half full composition . The participant declared for meeting, and not released on presentation of the team , a no-show is counted , and he is removed from the competition . results fights participants team meeting are recorded V protocol .

2.9. In a team match, for the victory of a participant in each pair, the team receives 1 point, for the defeat or absence of a participant, 0 points. If a participant is not nominated or does not appear at the meeting, his opponent is credited with a clear victory with a time of 00 minutes. 00 sec.

The team with the most points is considered the winner of the team match.

2.10. In case of equal points, preference is given to the team with:

- 1) the highest number of points scored by all team members in the meetings held;
- 2) a greater number of clean wins in personal meetings;
- 3) less time spent on those wins;
- 4) a greater number of wins for points due to the victory in a duel on a snowy ground;
- 5) more wins for points by winning on the ski track.

If these indicators of a team match are equal, the team that won the match in the heaviest weight category is considered the winner.

2.11. Winning the team match as a whole allows the team to participate in the next round of matches.

2.12. When compiling team pairs and determining the final places for the eliminated teams, the provisions of the competitive program are used.

2.13. For teams whose composition has become less than specified by the Rules, due to the removal of participants by a doctor, the place is determined by the result achieved by the time the team was removed.

The place for the team is not determined if this situation arose due to the non-appearance of the participants in the weigh-in or if they were removed from the competition by the chief referee for violating the Rules.

2.14. Individual-team competition formula. In the individual-team championship, team places are determined depending on the personal results of the participants included in the standings of the teams. The composition of the team and the scoring number of participants in each weight category are indicated in the Competition Regulations. Otherwise, it is considered that the team must have one qualifying participant in each weight category.

2.15. Team places in individual-team competitions are determined by:

1) or by the highest amount of points awarded to the qualifying participants according to the principle: the highest place - more points;

2) or by the smallest amount of penalty points awarded in all weight categories to each qualifying participant, taking into account the place he occupied, according to the principle: first place - 1 point, second place - 2 points, etc. In this case, it is necessary that each team must put up a test number of participants. For each non-selected participant, the team is awarded an additional number of penalty points equal to the number of participants in the category in which the participant was not nominated (or in the largest weight category), plus one penalty point.

When determining the team places, a protocol of the results of the team championship is drawn up.

2.16. In case of equality of points for two or more teams, preference is given to the team whose test participants consecutively scored:

1) more first, second, etc. places;

2) a greater number of participants in those weight categories where the first places are occupied by test participants; higher number of victories of these scoring participants; the best quality of these victories and defeats;

3) a greater number of participants in those weight categories where the qualifying participants took second places, etc. If only one participant has weighed in a weight category, the championship in it is not played, but in the team event he brings the team points corresponding to the first place.

CHAPTER 2 COMPETITION PARTICIPANTS

1. Age groups of participants. Weight categories.

Combat formula. Round duration. Number of meetings

1.1. Age and weight categories:

boys (12-13 years old): up to 40 kg; up to 50 kg; up to 60 kg; over 60 kg;
girls (12-13 years old): up to 30 kg; up to 40 kg; up to 50 kg; over 50 kg;
boys (14-15 years old): up to 50 kg; up to 60 kg; up to 70 kg; over 70 kg;
girls (14-15 years old): up to 38 kg; up to 46 kg; up to 53 kg; over 53 kg;
boys (16-17 years): up to 60 kg, up to 70 kg, up to 80 kg, over 80 kg;
girls (16-17 years old): up to 47 kg, up to 52 kg, up to 57 kg, over 57 kg;
juniors (girls) (18-20 years old), men (from 21 years old and older): up to 60 kg,
up to 70 kg, up to 80 kg, up to 90 kg, over 90 kg;
juniors (boys) (18-20 years old), women (from 21 years old and older): up to 48
kg, up to 52 kg, up to 62 kg, up to 70 kg, over 70 kg.

1.2. The formula for a duel on a snowy court: 2 rounds, with one break between rounds.

1.3. Round duration:

for boys and girls (12-13 years old), boys and girls (14-15 years old) - 1.5 minutes of pure time;

for boys and girls (16-17 years old), juniors (boys and girls) (18-20 years old), men and women - 2 minutes of pure time.

1.4. Number of meetings per tournament - 6 fights; per day - 3 fights (break between them is not less than 45 minutes).

1.5. Age is determined by the day of the competition.

1.6. The time of the fights is always "clean".

2. Weigh-in of participants

2.1. The order and time of weighing the participants of the competition is indicated in the Regulations on the competition.

2.2. Weigh-in is carried out once on the first day of competition in this weight category or the day before. If the weigh-in is held on the day of the competition, then it ends at least 2 hours before the start of the competition.

2.3. One hour before the start of the weigh-in, the participants are given the right to check the scales on which the official weigh-in will be carried out.

2.4. Participants are weighed naked or in swimming trunks (women and girls in bathing suits).

2.5. When weighing, the participant must present a document with a photo proving his identity.

2.6. The weigh-in is carried out by a team of referees appointed by the chief referee, which includes: the chief referee, the doctor, the chief secretary and the referee on the scales. Weighing results are recorded in the protocol (Appendix 4).

2.7. A participant who is late or does not appear at the weigh-in is not allowed to compete.

3. Admission of participants to competitions

3.1. The conditions for admission of participants to competitions, their sports affiliation, qualifications and age, as well as the list of documents submitted to the credentials committee, are determined by the Competition Regulations in accordance with the requirements of the Rules.

Obligatory documents include: citizen's passport (birth certificate); accident insurance policy during the competition; athlete's passport (Appendix 5).

3.2. The application of the organization for the participation of participants in the competition (Appendix 6) is drawn up in the prescribed form, with the obligatory presence of the signatures certified by the seals of the head of the organization directing the team to the competition, the coach and representative, as well as the doctor of the specialized sports medicine center (sports dispensary) certifies the training of participants. Physician's signature "Accepted. doctor: (signature), seal - placed against the name of each admitted participant.

3.3. The admission of participants is carried out by the admission commission consisting of the chief referee, chief secretary, competition doctor and members of the

commission, who check the applications and documents of participants for compliance with the requirements of the Regulations on the competition. The Federation International Amateur "Unifight" is responsible for the admission of participants in disputable situations.

3.4. In competitions, the participant has the right to compete only in the weight category, which is set for him during the weigh-in.

3.5. In the case of a high level of general physical fitness and excellent health, junior athletes can participate in the next age category with a certificate of permission signed by the doctor and the team coach (parents).

3.6. In case of non-compliance with the requirements of the Rules, the organizers of the competition are not responsible for injuries or accidents that may occur at the competition.

3.7. Restrictions on the admission of athletes to competitions are determined by the Regulations on competitions.

4. Obligations and rights of participants

4.1. The participant is obliged:

- 1) pass the credentials committee and the official weigh-in;
- 2) to strictly observe the rules, programs of the competition;
- 3) comply with the requirements of referee;
- 4) have a second;
- 5) immediately appear at the competition site when called by the panel of referees;
- 6) if it is impossible for any reason to continue the competition, immediately inform the secretariat through a representative;
- 7) be correct in relation to the participants, referees, persons conducting and serving competitions, as well as in relation to the audience;
- 8) shake hands with opponents before and after the match;
- 9) perform with short-cut nails, in clean sports equipment.

4.2. The participant has the right:

1) one hour before the start of the weigh-in, check their weight on the scales of the official weigh-in;

2) receive timely information about the course of the competition, the composition of the pairs of the next round, changes in the competition program, etc.;

3) during the fight (before the fight, after the fight and during the break between rounds), use the services of two seconds;

4) use to receive medical assistance when passing an obstacle course or during a break before a fight in the ring, during a fight in the ring - no more than 3 (three) minutes in total (with four rounds - no more than 5 (five) minutes);

5) use during the match no more than 2 (two) minutes in total to eliminate the disorder in the equipment on their own or with the help of seconds, without delaying the break time (with four rounds - no more than 3 (three) minutes);

6) refuse to continue the fight;

7) apply to the panel of referee during breaks between matches through a representative of his team, and in the absence of a representative - personally; in between rounds through a second.

4.3. A participant who shows disrespect to any member of the judging panel may be disqualified from the competition.

5. Equipment of the participant

5.1. The participant's equipment includes: a ski suit, skis, ski poles, ski boots, a ski cap, gloves, a kimono-type jacket for a fight on a snow ground (red and blue), special shoes for fighting on snow (for the second and third rounds). Gloves and cap must match the color of the jacket.

5.2. Snow jackets and belts are made of durable plain cotton fabric in red or blue color in accordance with the rules of the universal fight. The belt should encircle and tightly fit the body twice and be tied in front with a flat knot, fastening both of its turns. The ends of the tied belt should be no more than 20-25 centimeters. The floor of the jacket should be 20-25 centimeters below the waist.

5.3. Shoes are made of soft leather and with soft soles, without protruding hard parts. Sneakers are allowed.

5.4. When holding team competitions, participants of one team must have a single sports uniform, which may contain the emblem of the team or the coat of arms of the country.

5.5. The participant is forbidden to wear rings, bracelets, earrings, chains and other items that can cause injury.

6. Duties and rights of the team representative

6.1. The official representative of the team is an intermediary between the panel of referees and the participants. He leads the team and is responsible for the behavior and discipline of the participants. If the team does not have an official representative, his duties are performed by the coach or team captain.

6.2. The team representative must:

- 1) know the Rules, Regulations and competition program;
- 2) timely submit to the credentials committee an application for participation in competitions and other documents specified in the Regulations;
- 3) attend joint meetings of the judiciary with team representatives;
- 4) inform the members of his team about the decision of the panel of referees;
- 5) ensure the timely appearance of participants at the competition site;
- 6) to be at the venue of the competition, to leave the competition only with the permission of the chief referee.

6.3. The team representative has the right to:

- 1) submit changes to the application in accordance with the Regulations;
- 2) be present at the weigh-in and draw;
- 3) to have information on all issues of holding and results of competitions;
- 4) express comments and participate in the discussion of issues at general meetings of referees and representatives;
- 5) submit applications-protests substantiated by the Rules.

6.4. The team representative is prohibited from:

- 1) interfere with the work of referees and organizers of competitions;
- 2) during the fight, give instructions to the participants, being near the ring.

6.5. A representative may be removed from the leadership of the team for violating the Rules and failing to fulfill his duties. This is reported to the organization, the team he represents.

6.6. A representative (coach, captain) of a team who has shown disrespect to any member of the judging panel may be disqualified from the competition.

7. Seconds

7.1. Seconds (no more than two people) during the fight must be near the snow area (in the appropriate corner), not leave their place and be an assistant to the participant in the breaks between rounds.

7.2. The seconds are obliged to provide the necessary assistance to the participant also during the round:

1) at the direction of the doctor of the competition in case of injury to the participant;

2) at the direction of the referee in the case of putting the equipment of the participant in order.

7.3. One of the seconds has the right to be in the ring between rounds in the command "Seconds - for the snowy area!"

7.4. The second on behalf of the participant has the right to refuse the fight at any time of the fight, but not when the referee opened the score.

7.5. Seconds are prohibited from giving advice, helping or encouraging a participant during the fight.

For violation of this rule, a second may be reprimanded, for subsequent violations, the first and subsequent warning is announced directly to the corresponding participant.

CHAPTER 3. CONTENT OF THE UNIVERSAL FIGHT (SECTION WINTER)

1. Cross-country skiing with shooting

1.1. Cross-country skiing with shooting from pneumatic weapons (specified in the Competition Regulations) is carried out on a specially prepared and equipped area. The distance, the number of obstacles, their sequence are determined for each specific Competition Regulations.

1.2. The general set of elements for the ski distance (shooting targets, obstacles) is determined by the Competition Regulations, taking into account the age group of participants. All elements of the obstacle course must be accurately described and meet the requirements for preventing injuries when overcoming them.

1.3. Participants start at the same time, pass all stages of the ski distance with shooting and finish in front of the snow area.

1.4. The start is made on the command "Start!" or by firing the starting pistol.

1.5. Cross-country skiing is carried out in accordance with the rules of cross-country skiing competitions, shooting - in accordance with the rules of Unifight competitions. No more than three attempts are given to overcome each obstacle. In case of non-fulfillment of this requirement, the participant is counted as a defeat in the match.

1.6. Missing the target when shooting is punished with 1 point (for each target), which is awarded to the opponent in the second round.

1.7. The participant who finished second with a time difference of more than 50 percent of the time of the participant who finished first is considered the loser of the match, and his opponent is credited with a clear victory.

2. Technique of Unifight (winter section)

2.1. On the site, the participants conduct the duel only in the "standing" position without shock equipment, painful and suffocating techniques.

2.2. Throws on the buttocks, on the side, on the stomach, on the back, on the shoulder are credited. Throws on the knees and hands do not count. After the throw

(both effective and ineffective), the participants are raised to the “standing” position and the round continues.

3. Beginning and end of the duel on the snowy ground

3.1. To conduct a duel, participants are called to a snowy area.

3.2. Before the start of the fight, the participant called first (in red uniform) stands in the red corner of the snow area, and his opponent (in blue uniform) - in the blue corner. After the performance, the participants, following the gesture of the referee, converge in the center of the snow area and shake hands. Then they step back and, at the command of the referee, begin the fight.

3.3. The duel ends with a gong signal (sound signal).

3.4. After the end of the fight, the participants take the same places on the snowy ground as before the start of the fight. To announce the result of the fight, the referee calls the participants to the middle and, taking both participants by the wrists, raises the hand of the winner, after which the participants shake hands and leave the snowy area.

4. Position of participants

4.1. "Standing" (standing) - the participant touches the snow area only with the soles of his feet (stands on his feet).

4.2. "Lying" - the participant touches the snow area with any part of the body, except for the feet.

4.3. "Standing wrestling" - both participants in the "standing" position.

4.4. In the “lying” position, as well as when falling after attempts or when moving to the “lying” position in a duel, the participant may be in the following position:

1) "on the back" - when the participant touches the surface of the snow area with both shoulder blades or at a pace (without stopping) rolls over the back (from shoulder blade to shoulder blade, from buttocks to shoulder blades, along the diagonal of the back).

The “bridge” position, in which the participant is with his back to the snow area and touches it only with his feet and head, is equivalent to the “on his back” position;

2) "on the side" - when the participant touches the surface of the snow area with one shoulder blade, and his back at the level of the shoulder blades forms an angle of up to 90 degrees with respect to the snow area.

The “half-bridge” position, in which the participant is with his back to the snow area and touches it with his feet, head and shoulder, is equivalent to the “on the side” position.

3) "on the chest and stomach" - in a position in which the participant touches the snow area with his chest or stomach, and his back at the level of the shoulder blades forms an obtuse angle with respect to the snow area;

4) "on the buttocks or on the lower back" - in a position in which the participant touches the snow area with one or two buttocks or lower back;

5) "on the shoulder" - in a position in which the participant touches the snow area with the shoulder joint or shoulder pressed to the body;

6) "kneeling (knees)" - in a position in which the participant touches the snow area with his knees (knee), while he can sit on his calf muscles without touching the snow area with his buttocks;

7) "on the hands (hand)" - in a position in which the participant touches the snow area with the hands (hands).

5. Throws

5.1. Throw - the action of the participant in the "standing" position and in the grip, as a result of which the opponent loses his balance and falls, touching the snow area with any part of the body, except for the soles of his feet.

5.2. Counter-throw - a throw in which the defended participant intercepts the initiative from the one who attacks and throws it himself, changing the nature or direction of the attacker's fall.

5.3. The beginning of the throw is the beginning of unbalancing and falling of the attacked.

5.4. Throw without falling (in the "standing" position) - a throw during which (from its beginning to the moment of completion) the attacking participant remains in the "standing" position.

5.5. Drop throw - a throw during which the attacking participant goes into one of the "lying" positions or leans on a lying opponent in order to maintain balance.

5.6. Throwing an opponent from a "standing" position - throwing an opponent who is in a "standing" position. Throws are equated to it, in which the attacking participant, in the course of the throw, transfers the opponent from the "lying" position to the "standing" position or completely separates him from the snow area, lifts him above the waist and, throwing, flips around the horizontal axis.

5.7. A controlled throw is a non-illegal throw by the opponent during which the attacker insures the opponent or allows the opponent to insure himself.

5.8. Throws made by a participant who is before the throw (before the opponent falls) in the "standing" position and throws from the knees performed at a pace from the "standing" position are evaluated.

5.9. When performing fights on a snowy ground, a throw outside it is counted if the participant performing it, at the end of the hold, touches the boundaries of the snowy ground with at least one part of the body.

6. Prohibited techniques and technical actions

6.1. In a duel, the following techniques and actions are prohibited:

- 1) hazardous to health;
- 2) preventing active actions;
- 3) violating the ethical norms of a sport and discipline.

6.2. No strikes are allowed in the duel. Foot movements such as sweeps and hooks, carried out with appropriate throws (sole and instep), are not considered strikes and are not prohibited techniques.

6.3. In a duel, throws are prohibited:

- 1) on the head;
- 2) with the capture of an opponent for a painful hold;
- 3) with a deliberate fall on the enemy with the whole body.

6.4. In a duel, it is forbidden to carry out any painful techniques.

6.5. In a duel, it is forbidden to carry out any suffocating techniques.

6.6. In a duel, taking into account the risk of injury, it is also prohibited:

1) attack and counterattack with disregard for defense and self-insurance ;

2) to turn one's back or back of the head to the opponent;

3) continue the fight after the gong and the referee's command "Stop!";

4) squeeze the opponent's head, press it against the snowy ground, rest the palm on the opponent's face, scratch, bite;

5) step on the opponent's feet, press with his elbow or knee from above on any part of his body;

6) break the fingers on the hands or feet of the opponent;

7) perform any other traumatic actions.

6.7. The following are considered an obstacle to active combat:

1) intentional leaving the snow area;

2) transition to the "lying" position without a reception, in order to disrupt the opponent's attack;

3) imitation of attacking actions with leaving to the "standing" position;

4) capturing an opponent in a standing position for more than 5 seconds without attacking with a throw (boys and girls (12-13 years old) - more than 10 seconds);

5) continuous retreat at a distance without attempting to attack or counterattack;

6) delaying the time of breaks in the duel.

7) the absence of real attempts to hold techniques in a duel in the "standing" position;

8) evasion of delight in a duel in the "standing" position;

9) gripping the pants, the lower floors of the jacket, the ends of the belt, the sleeve of the jacket from the inside;

10) capture by the edge or surface of a snowy area;

11) intentional violation of the sports uniform (pulling the arm out of the sleeve of the jacket, pumping up the sleeves of the jacket, etc.).

6.8. The following are considered violations of ethical standards:

1) an attempt to injure an opponent with prohibited techniques and actions;

- 2) simulation of injury or its severity;
- 3) loss of self-control: rude, unethical behavior towards an opponent, participants, referees or spectators.

6.9. The following are considered violations of discipline:

- 1) failure to appear for a duel;
- 2) late arrival at the start of the ski distance, snow area;
- 3) going to the start of the ski distance, snow area in an unprepared form;
- 4) conversations on a snowy platform;
- 5) disobedience to the commands or instructions of the referee.

6.10. If the referees do not notice that one of the participants is holding a prohibited reception, the victim is allowed to give a signal with his voice or gesture. Giving a false signal is considered and penalized as an illegal hold.

7. Result and evaluation of the fight

7.1. The result of the duel can be the victory of one of the participants and the defeat of the other, as well as the defeat of both participants.

7.2. Victory is awarded to the participant who was the first to make a clean throw of the opponent on the back, or who scored more points for throws on the side, stomach, chest, buttocks, shoulder, lower back. Throws on the knees, knee, hands, arm are not counted. After the throw, the participants are raised to the rack and the round continues. If the participant scores 10 points more than the opponent, then the round ends ahead of schedule, and he is declared the winner of the meeting with a clear advantage.

If the participant makes a “clean throw” - any throw on the back, then the fight stops and he is awarded a clear victory in the fight.

A “clean throw” is a throw, as a result of which the attacked participant is in a “standing” position, falls on his back or rolls over his back at a pace (without stopping). Throwing an opponent on the back is considered "clean" even if the attacker falls.

If in the round in the first 25 seconds of the fight the participants do not perform technical actions or do not show attempts to actively conduct the fight, the referee stops the fight and makes a remark for the passive conduct of the fight to one of the participants or both participants.

If during the next 15 seconds the participants continue to passively fight, the referee stops the fight and, after agreeing with one of the side referees, announces the first warning to the passive participant or both passive participants.

In the next 15 seconds of the fight after the announcement of the first warning, if the participant or participants continue to passively conduct the fight, a second warning is announced to one or both participants.

In the next 15 seconds of the fight after the announcement of the second warning, if necessary, announce the third warning, if the participant or participants continue to passively conduct the fight, the referee stops the fight and by decision of the judging panel and the chief referee (head of the snow area), the participant or participants are removed from the fight.

Moreover, if one participant is removed from the duel, then his opponent is awarded a clear victory.

7.3. In preliminary fights, if during the time allotted for the fight, the participants in the round failed to make evaluated throws, or when trying to make throws, both participants fall on the site at the same time on the stomach, side or other parts of the body determined by the rules, the referee, after agreeing with the side by the referees, determines the more active participant in the opinion of the referees and declares him a victory in the round. In the semi-final and final matches, the round continues until the first technical action.

8. Clear win, win by clear win, win by points

8.1. A clear victory is awarded to the participant:

- 1) who finished first on the ski course, and his opponent was behind him by more than 50 percent of the time;
- 2) for a clean throw;
- 3) with a clear advantage of one of the participants (10 points or more);
- 4) when removing the opponent from the fight;
- 5) for the disqualification of an opponent.

8.2. Victory by points is awarded to the participant who wins the first two rounds or two of the three rounds.

The announcement of the withdrawal from the fight or competition is made after agreement with the chief referee (or his deputy).

8.3. The result of the meeting is announced as follows:

1) with a clear victory or a victory with a clear advantage: "In ... minutes ... seconds with a clean throw (with a clear advantage) in ... the round won (surname and team of the winner)";

2) if there was no clear victory: "With a score ... (by points) won (surname and team of the winner)";

3) if a participant withdraws from the fight: "For... minutes... seconds in connection with the withdrawal of the opponent, the victory is awarded to (surname and team of the winner)";

4) if both participants are removed from the fight or competition: "Both participants are removed from the fight (from the competition) and they are declared defeated with time ... minutes ... seconds."

9. Withdrawal and disqualification

9.1. The participant is removed from the fight by the decision of the chief referee with the award of a clear victory to his opponent:

1) upon repeated attempt to conduct a prohibited reception;

2) after two warnings, if necessary, announce a third warning to the participant for avoiding the fight, if the side referees are unanimous in their opinion or if the opinion of the majority of the side referees is supported by the chief referee.

9.2. The participant is withdrawn from the competition by the decision of the chief referee, if, according to the doctor's conclusion, he cannot continue the fight due to illness or because of an injury he received during the fight. At the same time, he takes a place in accordance with his result at the time of the elimination of the competition.

9.4. The participant is removed from the competition by the decision of the chief referee (disqualified):

1) for failure to appear at the site within 1.5 minutes after the first call;

2) for rude and unethical behavior towards an opponent, participants, referees and spectators;

3) for carrying out a prohibited hold, as a result of which the opponent is injured and, according to the doctor's conclusion, cannot continue the fight in the competition;

4) for deceiving referees.

At the same time, a participant withdrawn from the competition receives 0 (zero) classification points (during classification, he does not receive either an individual or a team place).

CHAPTER 4. EVALUATION OF RECEPTIONS

1. Evaluation of techniques

1.1. The attacks of the attacking participant, the implementation of which did not give him a clear victory, are evaluated by points. The quality and, accordingly, the evaluation of the throw depends on:

- 1) in what initial position was the attacking participant to throw;
- 2) without falling or with falling the attacking participant made a throw;
- 3) in what initial position was the attacked participant before the throw;
- 4) on which part of the body the participant fell, attacked as a result of the opponent's throw.

1.2. Three points are awarded:

- 1) for a throw without falling from a standing position, in which the opponent fell on his side.

1.3. Two points are awarded:

- 1) for a throw with a fall from a standing position, in which the opponent fell on his side;
- 2) for a throw without falling, from a “standing” position, in which the opponent fell on the chest, stomach, buttocks, lower back or shoulder;
- 3) for the second warning announced to the opponent.

1.4. One point is awarded:

- 1) for a throw with a fall from a standing position, in which the opponent fell on the chest, stomach, buttocks, lower back or shoulder;
- 2) for the first warning, announced to the opponent.

1.5. For an unsuccessful throw of the attacker with a fall, during which he himself falls on the buttocks, chest, stomach, lower back, side or back, no points are awarded to his opponent, if he did not counterattack.

1. 6. If the defending participant, during his counterattack, could not change the nature and direction of the attacker's fall and himself fell in the direction of his throw, then the attacker's throw is considered completed.

Evaluation of technical actions of participants

Attacker falls down	The attacker throws from the stand	
	No fall	With the fall
On the back	Pure cast	Pure cast
To the side	3 points	2 points
On the chest, abdomen, buttocks, lower back, shoulder	2 points	1 point

2. Avoiding a duel

2.1. Avoiding a duel is considered:

- 1) intentionally leaving the snow area in the “standing” position;
- 2) the absence of real attempts to conduct techniques in the "standing" position;
- 3) imitation of attacking actions with leaving to the “lying” position (false attack);
- 4) evasion of capture in the "standing" position;
- 5) transition to the "lying" position without real attempts to hold techniques.

3. Fight at the border of the snow area

3.1. The position “outside the snow area” (outside the snow area) is considered if, in the “standing” position, one of the participants stepped foot outside the snow area.

3.2. During the fight, the position outside the snow area is determined by the referee, and when discussing controversial issues - by the majority of the refereeing team.

3.3. If the participants find themselves in a position outside the snow area, they, at the signal of the referee, return to the middle of the snow area and resume the fight in the standing position. Without a signal from the referee, the participant must not stop the fight at the border of the snow area and invite the opponent to the middle. In this case, the enemy has the right to receive, since the signal "Stop!" did not have.

3.4. A throw (counter-throw) started on the snow court is scored if it ends outside the snow court in the safety zone. A throw started in an off-snow position will not be scored.

4. Evaluation of prohibited techniques and actions in fights on a snowy ground

4.1. Evaluation of prohibited techniques and actions during a duel on a snowy ground is carried out in the following order:

1) if a participant performs a prohibited technique or action for the first time, a reprimand is announced to him;

2) in case of repeated violation of the Rules, the participant is given the first warning, and the opponent is awarded 1 point;

3) in case of a subsequent violation of the Rules, the participant is given a second warning, and the opponent is awarded 2 points;

4) in case of a third warning, the participant is declared defeated in this fight, and the opponent is awarded a clear victory.

4.2. During the fight, the participant can receive three official warnings.

4.3. Points received by a competitor for a warning given to his opponent are not considered technical points.

4.4. If you are late with the start of the ski distance from 1 minute 00 seconds to 1 minute 30 seconds after the second call, the participant is given a remark; from 1 minute 30 seconds to 2 minutes 00 seconds - the first warning, from 2 minutes 00 seconds to 2 minutes 30 seconds - the second warning, more than 2 minutes 30 seconds - the participant is recorded as a failure to appear and removed from the competition by the decision of the chief referee.

For being late with access to the snow area up to 20 seconds after the second call, a remark is announced, from 20 seconds to 40 seconds - the first warning, from 40 seconds to 1 minute 00 seconds - the second warning, more than 1 minute 00 seconds - the participant is recorded as a failure to appear and by the decision of the main referees are removed from the competition.

4.5. When carrying out prohibited techniques and actions, depending on the severity of the violation of the Rules, the first warning may be immediately announced to the participant.

4.6. If a participant performs an estimated technical action, and his opponent is currently violating the Rules, the participant's actions are evaluated, and his opponent is penalized depending on the degree of violation of the Rules.

4.7. Injuries during the fight:

1) the presence of an injury, its severity and the possibility of an injured participant to prolong the fight (competition) are determined by the doctor of the competition; guilt in causing injury is determined by the referee;

2) the participant, through whose fault the injury was inflicted, leading the opponent out of the fight, is removed from the fight (by the decision of the judging panel), and in case of a clear violation of the Rules - from the competition (by the decision of the chief referee), while the opponent is awarded a clear victory;

3) a participant who was injured, taking him out of the fight, through no fault of the opponent, is credited with a defeat, and his opponent is declared a clear victory;

4) if both participants received injuries that take them out of the fight, and neither of them can be blamed for this, victory is awarded in accordance with the currently available estimates of the participants in this fight or the decision of the referees.

Table 5

Violation of the Rules	Disk.	2	1
1. Remarks to the enemy			
2. 1st warning to the enemy			*
3. 2nd warning to the enemy		*	
4. 3rd warning to the enemy	*		

CHAPTER 5. PANEL OF REFEREES

1. Composition of the panel of referees

1.1. The composition of the panel of referees is approved by the Federation International Amateur "Unifight" on the proposal of the national federations, no later than 20 calendar days before the start of the competition.

1.2. The panel of referees includes: the chief referee and his deputy, the chief secretary and his deputy, referee teams at the ski distance and fights on the snowy ground, a doctor and, in some cases, a competition inspector. Referee teams are formed in accordance with the configuration of the ski run and are determined by the Competition Regulations.

1.3. The referee team of the ski distance includes: a referee at the start and finish, referees at the stages of the ski distance, two referees at the firing line, a referee at the participants.

1.4. The referee team of fights on a snowy site includes: a referee, three side referees, a timekeeper referee, a technical secretary, and a referee at the scoreboard.

1.5. The referee must have a referee's uniform, a referee book of the appropriate category and know the rules of the competition.

1.6. The judicial uniform consists of a red insulated jacket (allowed with black inserts - no more than 20 percent of the total area of the jacket), black warm trousers, oversleeves (moreover, the corresponding color of the oversleeve on the arm should be closer to the corresponding corner of the snow area), a warm black hat color), warm shoes (black), warm black gloves .

2. Inspector, Chief referee, Deputy Chief referee

2.1. The competition inspector makes a decision on the statements-protests of the team representatives, evaluates the quality of the organization and conduct of the competition by the main panel of referees. The inspector is appointed to the competition by the Federation International Amateur "Unifight" as part of the panel of referees.

2.2. The Chief Referee directs the competitions and is responsible for their conduct in accordance with these Rules and the Competition Regulations before the Federation International Amateur "Unifight".

2.3. The Deputy Chief referee is appointed by the Chief referee from among the leaders of the referee teams, reports to the Chief referee and carries out his instructions.

In the absence of the chief referee at the competition site, the deputy performs his functions.

2.4. The Chief referee must:

1) check the readiness for competitions of the competition venue, equipment, inventory, their compliance with the requirements of these Rules, draw up an acceptance certificate for the competition venue in Unifight (winter section) , and also make sure that the necessary documentation and protocol forms are available;

2) appoint teams of referees for weighing;

3) conduct a draw of participants, as well as distribution in accordance with the requirements of the Regulations on the competition of the strongest participants to different subgroups;

4) distribute referees by teams;

5) approve the schedule of the competition;

6) take all measures to exclude and, if necessary, correct the mistakes made by the referees;

7) make a decision on the statements-protests of the team representatives (in the absence of an inspector at the competition);

8) to hold meetings of the panel of referees with the participation of team representatives before the start of the competition (to announce the program and work order of the panel of referees) and daily after their completion (to discuss the course of the competition and approve the results of the day), as well as in cases where it is necessary during competitions;

9) approve the composition of the pairs of the finals and appoint teams of referees for the final meetings;

10) evaluate the refereeing of each member of the panel of referees (taking into account the opinion of his immediate supervisor) on a five-point system;

11) submit a report on the competition within three working days to the Federation International Amateur "Unifight".

2.5. The chief referee has the right:

1) to postpone the competition if before the start of the competition, the venue, equipment or inventory do not comply with the requirements of the Rules and Regulations on the competition ;

2) suspend the fight, appoint a break and even stop the competition if adverse conditions interfere with their quality conduct;

3) make changes to the program and schedule of the competition; change the order of meetings if objective circumstances arise;

4) change the duties of referees during the competition;

5) remove referees who have committed gross errors or who are not coping with the performance of their duties;

6) remove participants from a duel or competition on the basis determined by the Rules;

7) to make comments, warnings, remove from their duties the representatives and seconds of the teams who committed rudeness, who entered into a dispute with the referees, and also filed unreasonable protests;

8) to delay the announcement of the evaluation of the passage of the ski distance, technical action or the result of the fight, if the opinions of the referees differ, and also if he does not agree with their decision for additional discussion and making a final decision.

2.6. Compliance with the instructions of the Chief Referee is mandatory for participants, referees, seconds, representatives and coaches of teams.

Note.

The chief referee has no right to change the Regulations on the competition, remove or replace referees while the participants are passing the ski distance or during the fight on the snowy ground.

3. Chief Secretary, Deputy Chief Secretary

3.1. The Chief Secretary manages the work of the secretariat, which ensures the preparation and execution of all competition documentation. On his behalf or in his absence, the functions of the chief secretary are performed by his deputy.

3.2. The duties of the chief secretary are to:

1) is a member of the commission for the admission of participants to competitions and the team of referees at the weigh-in;

2) participates in the draw of participants;

3) draws up a schedule for the course of the competition;

4) establishes the order of meetings of participants in circles;

5) keeps the protocols of the course of the competitions;

6) controls the execution of competition protocols;

7) draws up the order and decision of the chief referee;

8) draws up the results of the competition and submits them to the chief referee for approval;

9) with the permission of the chief referee, gives information to representatives, referees-informers and the press;

10) testifies the results of the competition in the passports of the participants, and also makes notes on the knockouts they received;

11) evaluates the work of the referees of the Secretariat on a five-point system;

12) provides the chief referee with the necessary data for the final report.

4. Head of the snow area

4.1. The head of the judging team on the snow site (head of the snow site) acts as the chief referee on his snow site if the fights are held on two or more snow sites.

4.2. The head of the snow area during the fight is located at the referee's table and directs the work of the referee team of the snow area.

4.3. The responsibilities of the site manager are to:

1) completes referee teams for fights, striving to fulfill the requirements of neutrality of referees (a referee cannot be from the same team with the participants of the match and there cannot be two referees from one team);

2) calls to the snow area and introduces the participants (in the absence of an informing referee);

3) taking into account the opinion of the majority of the judging panel, announces a decision on the assessment of the actions of the participants and situations, accompanying this with the established deadlines and gestures, in accordance with Appendix 15;

4) if necessary or if there is a significant divergence of opinions of the refereeing team, stops the fight and makes a final decision after an additional discussion with the refereeing team of the disputable situation;

5) in the absence of scores at the end of the round, conducts a vote of the judging panel to determine the more active participant;

6) in the event of a knockdown of one of the participants, at the request of the referee, calls a doctor to the snow area;

7) announces the result of the duel (in the absence of an informing referee);

8) registers the appearance of referees and keeps records of their work on the days of the competition;

9) gives an assessment of the work of each of the referees assigned to his snow area, according to a five-point system.

In the absence of the head of the snow area, these functions are performed by the chief referee of the competition.

5. Referee

5.1. In fights on a snowy court, before the start of the fight, the referee is in the center of the snowy court facing the referee's table.

The referee, being on the snowy ground, manages the course of the fight and makes sure that the fight takes place in strict accordance with the Rules. In this case, the referee uses the established terms and gestures.

5.2. The duties of the referee are to:

1) gives the command to start the bout on the snow court (and round) and to restore the bout in a standing position in the center of the snow area after breaks in the bout;

2) participates in the announcement of the result of the duel.

5.3. The referee interrupts the fight with the command “Stop!” if:

1) the participants were in the position “out of the snow area”;

2) one of the participants needs medical assistance or a disorder is found in the equipment of the participants, accompanying this with the gesture “notice the time”; in case of injury, he must call a doctor to the snow site and be nearby when providing medical assistance;

3) the participant violated the Rules or performs a prohibited hold and he needs to announce a remark or warning;

4) participants do not carry out technical actions or do not show attempts to actively conduct a duel - to announce remarks (warnings) to the participant (participants);

5) the gong sounded about the end of the round.

5.4. In addition, the referee interrupts the fight with the command "Stop!" :

1) at the request of the head of the snow site;

2) at the request of the side referee, if he considers it possible at the moment;

3) at the request of the participant, if he considers it possible at the moment;

4) if he needs advice in cases not provided for by the Rules.

6. Side referee

6.1. Before the start of the fight on the snow area, the side referees are located outside the snow area in the middle on each side. During the fight, they, together with the referee, completely control the situation on the snowy ground.

6.2. The side referee independently evaluates the actions of the participants, signaling their assessments with special signs with points by hand in the corresponding leader. He participates in determining the more active participant, at the request of the head of the snow area at the end of the round.

6.3. If, in the opinion of the side referee, it is necessary to interrupt the fight, he attracts the attention of the referee and points out to him certain moments of the fight.

7. referee-timekeeper

7.1. In the competition on the ski distance, the referee-timekeeper fixes the time for passing the distance and the time spent on providing medical assistance.

7.2. During a fight on a snowy ground, the timekeeper is at the referee's table and keeps count of the rounds.

At the referee's command "Fight!" he turns on the stopwatch; after the next minute, informs the referees and participants about the time of the fight, and after half the time allotted for the round, informs the head of the snow area. By striking the gong, it signals the end of the round.

7.3. The referee-timekeeper fixes with a stopwatch:

1) late with the exit of the participant to the start of the ski distance after a second (after 1 minute 00 seconds) call and announces the delay time of 20 seconds, 40 seconds, 1 minute 00 seconds;

2) the net time of the fight (between the referee's commands "Fight!" and "Stop!");

3) the time spent by the participant in the duel for medical care and elimination of disorder in his equipment;

4) time of breaks between rounds. 5 seconds before the end of the break, he gives the command "Second - for the snowy area!".

7.4. If the fight is interrupted due to an injury to the participant, the timekeeper, on the signal of the referee to "notice the time", turns on another stopwatch and announces the time used by the participant after each minute has elapsed.

7.5. Resetting the stopwatches after the end of the fight is carried out by the referee-timekeeper only at the direction of the head of the snow area.

8. Technical Secretary

8.1. The technical secretary at the fight is at the referee's table next to the head of the snow area and writes down in the minutes of the personal meeting, specified in Appendix 16, all the information regarding the fight between the participants. In the corresponding columns of the Ski distance with shooting section, the results of the participants passing the ski distance stages according to the data of the referees at the

stages are entered. In the corresponding columns of the section "Duel on the snow area" the scores of technical actions, remarks (warnings) and points for warnings, which are announced by the head of the snow area during the fight, are recorded.

8.2. Evaluation of techniques in the order of their performance by the participants, as well as comments and points for a warning announced to the participants for violation of the Rules, are recorded in the protocol with symbols:

State of emergency - a clear victory,

3 - three points

2 - two points,

1 - one point,

Ar - activity by the decision of the referees,

P1 - one point for the 1st warning to the opponent,

P2 - two points for the 2nd warning to the opponent,

PX - removal of the opponent from the fight for violating the Rules,

PS - removal of the opponent from the competition for violating the Rules.

The first mark for technical actions is preceded by a + sign or the first mark is circled .

About the absence of a participant in a duel, either “n / ya” (non-attendance) or “zn . number.” (removed by a doctor).

8.4. After the end of the round, the technical secretary:

1) summarizes the points scored by each participant in the round for technical actions and warnings and writes them down in the protocol;

2) submits the protocol to the head of the snow area to determine and announce the winner of the round;

3) write down this result in the protocol.

8.5. After the end of the fight, the technical secretary puts down in the protocol the sum of points scored by each participant for the rounds won, and passes the protocol to the head of the snow area to determine and announce the result of the fight on the snow area.

In case of early termination of the duel, its result and time are recorded in the protocol. To the left of the names of the participants, the time spent by them on medical care and eliminating the disorder in the equipment is recorded.

8.6. Then the technical secretary sums up the points scored by each participant of the meeting on the ski distance and in the duel on the snow area, writes it down in the minutes and passes it to the head of the snow area to determine and announce the overall result of the meeting.

The name of the winner is circled. It is prohibited to make other entries in the protocol.

9. Referee near the scoreboard, referee-informant

9.1. The referee at the scoreboard fixes on the scoreboard all the scores of the technical actions of the participants and violations of the Rules, which were announced during the fight by the head of the snow area.

If the referee at the scoreboard doubts whether he understood the announced mark, he is obliged to clarify this with the head of the snow area.

At the end of the fight, he removes the scores on the scoreboard only at the direction of the head of the snow area.

9.2. The informing referee is responsible for organizing radio information for participants, representatives and spectators; on the conditions, course and preliminary results of the competition. He is obliged to know the Regulations on competitions, sports achievements of teams and participants.

Informant referee:

1) promptly announces the program and procedure for holding competitions, orders and instructions of the panel of referees during the competition;

2) introduces the participants of the next fight, their sports achievements, announces the results of the fights and explains certain provisions of the Competition Rules, reporting the best results during the competition;

3) announces, with the consent of the chief referee, the final (official) results of the competition.

9.3. Depending on the nature of the information equipment, it is allowed to combine the work of a scoreboard referee with the work of a timekeeper or technical secretary.

9.4. In the absence of an informant referee, the head of the snow site introduces the referee team of the snow site, calls to the snow site and introduces the next pair of participants, during the fight announces the scores of technical actions, and after it is over - the result.

10. Referee at the participants

10.1. The referee in front of the participants organizes the exit of the participants to the places of the competition and for awarding, lines up the athletes for the parade, warns in a timely manner about the order of their exit to the place of the competition, checks the names of the participants according to the protocol and the compliance of their equipment with the requirements of the Rules, informs the chief secretary about the absence, refusal and removal of participants from the competition.

11. Competition Doctor

11.1. The doctor of the competition, as the deputy chief referee for the medical part, is a member of the panel of referees and participates in its work.

11.2. The responsibilities of the Competition Doctor are to:

- 1) checks the correctness of registration of applications, the presence of a doctor's visa on the admission of participants to the competition;
- 2) conducts an external examination of the participants at the weigh-in;
- 3) monitors compliance with sanitary and hygienic requirements at the competition venues;
- 4) carry out a medical examination and observation of the participants during the competition;
- 5) directly on the snow site provides medical assistance to the participants, draws conclusions about the possibility of extending the duel (competition), immediately notifies the chief referee of the competition and submits to him a relevant certificate, which is then transferred to the secretariat;

6) after the end of the competition draws up a report on the medical care of the competition, indicating cases of illness and injury.

11.3. Medical workers and their location must have clearly visible distinctive signs.

CHAPTER 6. REFEREEING RULES

1. Refereeing competitions on a ski distance with shooting

1.1. The composition of the referee team at the ski distance includes:

referee with participants - 1;

referee at the start and finish - 1-2 ;

referees at a distance (control the correct passage of the stages) - 2-3;

referees at the shooting range (provides safety measures when shooting) - 2 (1 in each direction).

1.2. Participants start at the signal of the starter referee, each on their own track, go through all the stages and finish in front of the snow area.

1.3. Gross violations of the Rules, for which a participant can be removed from the competition, are actions that present an obstacle to the opponent or a threat to his health.

1.4. The participant at the stage of shooting uses small arms presented by the organizers of the competition, which is determined in the Regulations on the competition.

1.5. If the ski distance provides for overcoming any obstacles, then no more than 3 attempts are given to overcome each obstacle, after which the participant is counted as a defeat in the meeting.

2. The result of the competition of participants in the ski distance with shooting

2.1. In the cross-country skiing competition, the participant who finishes first wins. He wins the first round by 1 point.

2.2. If a participant left the race, came to the finish line without any element of his equipment (weapons, skis, sticks) or did not have time to appear after passing the ski distance for a duel on a snowy platform, it is considered that he lost the first round with a clear advantage, the match ends ahead of schedule and his opponent is awarded a clear victory in this meeting with the corresponding time.

2.3. If the competitor who finishes second behind the first competitor by more than half his skiing time is removed from the competition and his opponent is awarded a clear win.

2.4. If the participants finish at the same time (with the same time), the victory is awarded to the one who showed the best result in shooting. In case of equality of shooting results, a draw is declared in the first round.

3. Refereeing of the duel on the snowy ground

3.1. A fight on a snow court is refereeing by a team of referees consisting of: the head of the snow court, a referee, three side referees, a timekeeper referee, a technical secretary, a referee at the scoreboard and a referee with the participants.

3.2. The fight on the snowy ground is led by the referee. He is responsible for the health of the participants and for ensuring that the fight takes place in full accordance with the Rules.

The actions of the participants in the duel are evaluated by the referees panel: three side referees.

The timekeeper, technical secretary, scoreboard referee and the referee with the participants provide technical support for the competition.

The head of the snow site coordinates the work of the team of referees and analyzes controversial situations in the duel.

3.3. The initial position of the referee is in the center of the snow area facing the referee's table. The initial position of the side referees is outside the snow area in the middle on each side.

3. 4. Beginning and end of the duel:

- 1) before the start of the fight, the referees take their places;
- 2) upon the call of the head of the snow area, the participants occupy the corners of the snow area corresponding to the color of their belt;
- 3) the round starts at the referee's command "Fight!" and end with a gong (beep) signal, which the referee duplicates with the "Stop!" command.

3.5. The fight is interrupted if:

- 1) the participants were in the position "out of the snow area";

- 2) a traumatic situation has arisen;
- 3) the struggle in the current situation is ineffective;
- 4) there is an injury or disorder in the participant's costume;
- 5) it is necessary to announce the next punishment to one of the participants;
- 6) this is required by the head of the snow area;
- 7) one of the participants requests it;
- 8) if the referees require consultation in a disputable situation.

At the same time, the referee independently, taking into account all the circumstances, determines the moment of interruption of the fight, trying to do this without prejudice to the attacking participant, and after eliminating the causes of the break, resumes the fight in the center of the sports ground.

If necessary, the doctor can stop the fight (due to the participant's inability to continue the fight) and immediately begin to provide medical assistance.

3.6. The time limit for providing medical assistance to a participant or streamlining his sports form is determined in accordance with the Rules. The participant who did not meet this time is counted as a defeat (due to the impossibility to continue the fight), and the opponent is awarded a clear victory in the fight on the snowy ground and in the meeting.

3.7. Three side referees during the fight evaluate each action, taking into account the state of the participants after the attack and all the technical actions taken by the participants, using the established timing and gestures, each of them doing this independently. Violations of the Rules, except for going beyond the snow area, are also evaluated after the "Stop!" command.

If the technical action is started by the gong signal, it is evaluated in accordance with the Competition Rules.

3.8. In case of a significant difference of opinion or the possibility of an error affecting the course or result of the fight, the head of the snow area is obliged to stop the fight and make a final decision after additional discussion of the disputed situation with the referee team on the snow area.

3.9. If at the end of the round none of the participants has any marks, the head of the snow area determines the more active participant by the majority of votes of the side referees (activity by the decision of the referees - Ap).

This decision of the judging panel is not reviewed and protests in this regard are not accepted by the chief referee.

3.10. When punishing participants for violating the Rules:

1) the referee has the right to make a remark to the participant without the consent of the side referees;

2) when announcing warnings, the referee is obliged to name the actions for which the participant is punished;

3) the referee has the right to announce a remark to the second, and to announce a warning to his participant.

3.11. The match is stopped if:

1) the time of the duel has expired;

2) one of the participants is awarded a clear victory for a throw on the back;

3) one of the participants does not have the opportunity to continue the fight;

4) one of the participants is removed from the duel or competition.

3.12. The timekeeper fixes the net time of the fight, the use by the participants of the time limit for medical care and the elimination of disorder in the equipment.

3.13. The duel ends ahead of schedule if one of the participants is awarded a clear victory or a clear advantage.

4. The result of the round and the meeting

4.1. Victory on the snow court is awarded to the participant who:

1) has more points;

2) if white is equal to the one who performed the evaluated technical action first;

3) has activity in this round by the decision of the referees.

For each round won, the participant receives 1 point. The points scored by each participant for the rounds won are summed up and are the score in this match.

4.2. A duel on a snowy court can end in a clear victory, a victory by a clear advantage, a victory by points, a draw, or the defeat of both participants.

4.3. A clear victory is awarded to the participant:

- 1) who performed technical actions, evaluated as a clear victory;
- 2) due to the inability of the opponent to continue the fight;
- 3) when an opponent is withdrawn from a duel (competition) or his disqualification for violation of the Rules or technical unpreparedness;
- 4) in case of non-appearance of an opponent on a call to the site.

4.3. Victory by points is awarded after the duel time has elapsed from the fighters who won the most rounds.

4.5. The fight can end in a draw if both participants won an equal number of rounds and were simultaneously removed by the doctor due to a mutual injury not provoked by either of the participants.

4.6. The fight ends with the defeat of both participants, if both are simultaneously withdrawn from the fight or competition for violating the Rules or are injured due to the fault of both participants, not allowing the fight to continue.

4.6. The victory in the meeting can be clear or by points.

A clear victory in the meeting is awarded to the participant:

- 1) who won with a clear advantage in the ski distance with shooting;
- 2) who won a clear victory in a duel on a snowy platform.

4.7. The victory by points in the meeting is awarded to the participant who in two types (crossing the ski distance with shooting and duel on the snowy ground) scored more points in total.

4.8. If a draw was recorded during the passage of the ski distance with shooting and each of the participants won one round in a duel on a snowy ground (score 1:1), the winner is determined by the total amount of points for all rounds. If the score is equal, the winner is determined by fewer comments and warnings. If they are equal, then an additional round is assigned - to the first effective technical action or remark (warning), on the basis of which the winner of the meeting is determined.

5. Statements - protests

5.1. A written statement of protest may be filed in connection with a gross violation of the Rules or the presence of an extraordinary situation.

5. 2. Protest procedure:

1) the application is submitted by the representative (coach) of the team to the chief referee (in the absence of the competition inspector);

2) an application on the results of passing a ski distance with shooting, a duel on a snowy ground and a meeting is submitted no later than 10 minutes after their announcement, and the representative must immediately notify the inspector or the chief referee of the competition about his intention to submit a written application;

3) an application in case of an extraordinary situation (violation of the Regulations on the competition, the procedure for weighing and drawing lots of participants, pairing, misinformation coming from officials, etc.) is submitted no later than 10 minutes after its occurrence so that the chief referee (inspector)) had the opportunity to quickly make a decision with minimal damage to the course and results of the competition;

4) the application formulates the reason for its submission with a mandatory reference to the paragraph of the Rules that was violated.

5.3. Consideration of the application:

1) the application is considered by the chief referee (inspector) with the involvement of referees and persons who committed the violation of the Rules stated in the application; at the same time, representatives of interested parties are present, but without the right to a decisive vote;

2) a decision on the application is made on the day of its submission:

3) according to the results of the meeting of participants - before the start of the next round of competitions;

4) on other issues - within the timeframes that ensure the possibility of correcting the mistakes made with minimal damage to the course and results of the competition.

5.4. If the chief referee (competition inspector) considers it necessary when considering the application, it is possible for the referees to review the video recording of the situation described in the application.

5.5. The chief referee (competition inspector) makes the final decision and states it in writing and notifies the interested parties about it.

CHAPTER 7. COMPETITION FACILITIES

1. Snow playground

1.1. The place of the duel is a snowy area with dimensions of at least 8x8 meters (for children and youth competitions 6x6 meters), which has a flat surface and excludes injuries during the competition and a two-meter safety zone.

1.2. In order to reduce injuries on a snowy site, the snow layer is loosened.

1.3. The limits of the snow area are marked with special markings 8x8 and 10x10 meters, which limits the place of the fight.

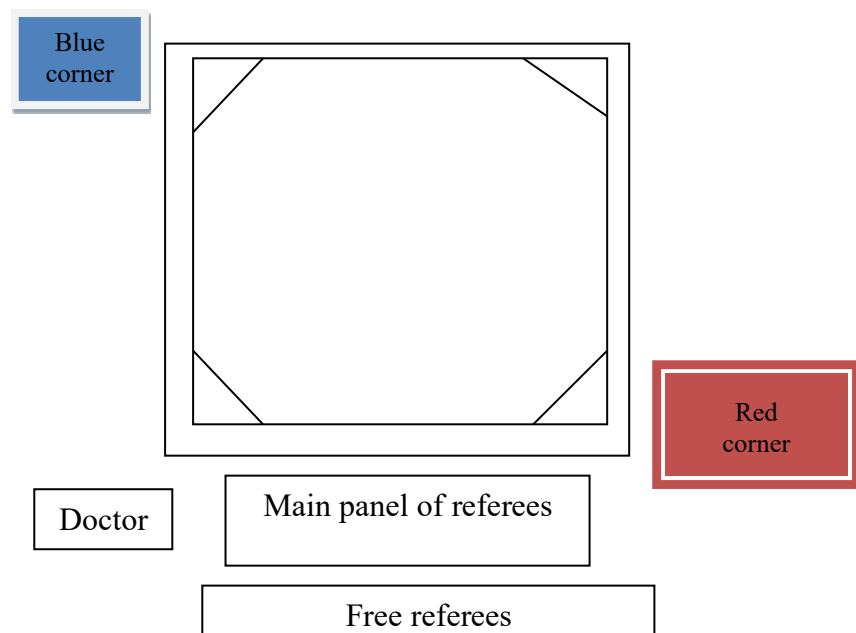
1.4. In the red and blue corners of the snow area (to the left of the referee's table - blue, to the right - red) there must be at least one stool, a container with water and an urn for tampons used by the doctor and the referee.

1.5. Next to the snow area, but not closer than two meters, a referee's table is set up. A gong or horn and two stopwatches must be on the table.

1.6. Seats for spectators are located no closer than four meters from the edge of the snow area.

1.7. Competitions are held in natural light. The suitability of the venue for the fights is determined by the chief referee.

1.8. The scheme of the snow area for holding competitions in Unifight (winter section) is shown in Rice 2.



Rice. 2. Scheme of the snow area for competitions on Unifight (winter section)

2. Ski distance with shooting

2.1. The ski distance is laid on the stadium or on terrain with natural obstacles (ravines, hills, steep slopes, etc.). If necessary, the ski distance can be equipped with penalty circles, artificial obstacles (tunnels, slides, springboards, ditches, narrow bridges, "blockages", etc.), subject to safety measures. The ski distance can be 400 meters or more. On the ski distance, places for gun shooting are equipped (as defined in the Competition Regulations), equipped with appropriate stands with targets.

3. Requirements for competition venues

3.1. The coefficient of natural lighting of competition areas should be 1:5, 1:6, artificial lighting - not less than 600 lux. In the evening and at dusk, the competition venues must be illuminated.

3.2. During the competition, the temperature must be at least minus 20 degrees Celsius.

3.3. In case of worsening weather conditions, the chief referee decides on the possibility of continuing the competition.

3.4. Spectators must be no closer than four meters from the site and six meters from the ski distance.

3.5. The suitability of the venues for the competitions is determined by the chief referee, the representative of the sports facility and the chief physician of the competitions and is recorded in a special act.

4. Beep, scales, stopwatch

4. 1. The sound signal (gong) cannot be of any system, but with a good sounding timbre.

4.2. Scales for weighing participants must be in good working order and accurately calibrated. The number of scales for weighing participants is determined by the panel of referees.

4.3. Stopwatches or electronic stopwatches must have a device for stopping and switching on without resetting the minute (second) readings until the end of the fight.

4.4. Before the competition, the scales for weighing the participants in the competition and all stopwatches that will be used during the competition must be checked by the commission (chief referee, chief secretary, one or two referees) for serviceability, about which the relevant acts are drawn up.

5. Demonstration board (scoreboard)

5.1. For the information of spectators and participants about the course of the duel, in the most convenient place for the work of the judiciary of the competition and observation by the spectators, a demonstration board (board or electric board) is installed, on which the scores received by the participants during the duel are shown.

5.2. The surface of the shield must have a white background, on which pink and blue circles are clearly visible with numbers and letters printed on them, respectively, dark red and dark blue.

5.3. Numbers and letters are put on the circles in font, corresponding to the marks for the technical actions of the participants and the warnings reported by them:

"3", "2", "1" - estimates of technical actions;

"Ar" - activity by the decision of the referees;

"P1", "P2" - scores for the first and second warning to the enemy.

5.4. Mugs with a diameter of 9 centimeters are made of cardboard, plywood, plastic. They are hung on the shield in lines of 5 circles with an interval of 12 centimeters, and on the top line there are circles marked "3" and "2", the next two are occupied by circles marked "1" and "Ar". The distance between these rows is 12 centimeters. The bottom row is used for posting marks for a warning and is located at a distance of 15 centimeters from the top ones.

5.5. A blue stripe 1.5 centimeters wide is applied along the contour of the shield and vertically in the middle. Pink circles with red font are hung on the left half of the shield, blue circles with blue font - on the right half.

5.6. The shield has dimensions of 150x100 centimeters. It is installed vertically so that the lower edge of the ground (snow, floor) is at a height of 1 meter.

SECTION 3.

UNIVERSAL FIGHT (SECTION FOR POWER STRUCTURES AND LAW ENFORCEMENT AUTHORITIES)

CHAPTER 1. NATURE AND SYSTEM OF COMPETITIONS

1. Nature of the competition

1.1. Unifight (section for law enforcement agencies and law enforcement agencies) is a power sports biathlon. The first type is overcoming a special obstacle course. The second type, which immediately follows the first, is a duel in the ring.

1.2. The nature of the competition is personal-team.

1.3. In individual team competitions, the personal places of the participants are determined, and the place of the team is determined depending on the personal results of its participants in accordance with the Competition Regulations (hereinafter referred to as the Competition Regulations) (Appendix No. 17).

1.4. The nature of the competition is determined by the Regulations on the competition in each particular case.

2. Competition system

2.1. Competitions are held according to the Olympic system with the elimination of the participant after the first defeat. According to the results of the draw, the participants of each weight category are divided into two subgroups. In case of doubling, representatives of one team are distributed into different subgroups. In the case when less than 7 participants take part in the weight category, the competitions are held in a circle, with the elimination of the participant after the second defeat. If there are less than 4 participants in two adjacent weight categories, then they can be combined into one - heavier weight category. The decision to unite weight categories is made before the draw, together with the participation of the panel of referees and representatives of the teams, which is approved by the protocol.

The winner in the weight category is determined by the results of three rounds. The winner in the weight category is determined in the final duel between the winners of the subgroups. The third place is played by the participants who lost the semi-final meetings. Places for other participants are determined depending on the circle of elimination and the quality of the fights in accordance with these Rules.

When holding competitions in a circle of up to two defeats, the places for participants in the weight category are determined by the following indicators: the circle of elimination (the circle in which he was free from fights is not taken into account in the offset of the circle of elimination) and by a larger amount of qualifying points scored based on the results of all participant in fights.

2.2. Formula of a personal meeting. First, the meeting participants compete in overcoming a special obstacle course (along parallel tracks).

The competitor who finishes first is declared the winner of the first round and receives 1 point.

2.3. 5 (five) minutes after the finish on the obstacle course, the participants are called to the ring and the second round begins - a duel in the ring.

The victory in the round can be clear if the duel in the ring ends ahead of schedule. Otherwise, the participant receives 1 point for winning each round.

2.4. The overall victory in the combined event is awarded to the competitor who scores a clear victory on a special obstacle course, with a time advantage of more than 50 percent of the opponent's time or in a duel in the ring. If this does not happen, then the winner is determined by the greater sum of points scored at the end of all rounds (he won in three rounds or in two rounds out of three).

2.5. Team competition formula. Command competition are held according to the system with retirement after the first defeat with a draw third place between teams that lost in the semi-finals.

2.6 . Quantity participants teams, weight categories in which participants must take part, and Also possibility of replacement participants in walking competitions determined Competition Regulations .

2.7 . Minimum composition commands every meeting must be more half full composition . The participant declared for meeting, and not released on presentation of

the team , a no-show is counted , and he is removed from the competition . results fights participants team meeting are recorded in protocol .

2.8. In a team match, for the victory of a participant in each pair, the team receives 1 point, for the defeat or absence of a participant, 0 points. If a participant is not nominated or does not appear at the meeting, his opponent is credited with a clear victory with a time of 00 minutes. 00 sec.

The team with the most points is considered the winner of the team match.

2.9. In case of equal points, preference is given to the team with:

- 1) the highest number of points scored by all team members in the meetings held;
- 2) a greater number of clean wins in personal meetings;
- 3) less time spent on those wins;
- 4) a greater number of wins for points due to victory in a duel in the ring;
- 5) more wins for points by winning on a special obstacle course.

If these indicators of a team match are equal, the team that won the match in the heaviest weight category is considered the winner.

2.10. Winning the team match as a whole allows the team to participate in the next round of matches.

2.11. When compiling team pairs and determining the final places for the eliminated teams, the provisions of the Program are used.

2.12. For teams whose composition has become less than that specified by the Rules due to the removal of participants by a doctor, the place is determined by the result achieved by the time the team was removed.

The place for the team is not determined if this situation arose due to the non-appearance of the participants in the weigh-in or if they were removed from the competition by the chief referee for violating the Rules.

2.13. Individual-team competition formula. In the individual-team championship, team places are determined depending on the personal results of the participants included in the standings of the teams. The composition of the team and the scoring number of participants in each weight category are indicated in the Competition Regulations. Otherwise, it is considered that the team must have one qualifying participant in each weight category.

2.14. Team places in individual-team competitions are determined by:

1) or by the highest amount of points awarded to the qualifying participants according to the principle: the highest place - more points;

2) or by the smallest amount of penalty points awarded in all weight categories to each qualifying participant, taking into account the place he occupied, according to the principle: first place - 1 point, second place - 2 points, etc. In this option, it is necessary that each team must put up a test number of participants. For each non-selected participant, the team is awarded an additional number of penalty points equal to the number of participants in the category in which the participant was not nominated (or in the largest weight category), plus one penalty point.

When determining the team places, a protocol of the results of the team championship is drawn up.

2.15. In case of equality of points for two or more teams, preference is given to the team whose test participants are consecutively:

1) more first, second, etc. places;

2) a greater number of participants in those weight categories where the first places are occupied by test participants; higher number of victories of these scoring participants; the best quality of these victories and defeats;

3) a greater number of participants in those weight categories where the qualifying participants took second places, etc. If only one participant has dared in the weight category, the championship in it is not played, but in the team event he brings the team points corresponding to the first place.

CHAPTER 2. COMPETITION PARTICIPANTS

1. Weight categories of participants.

Formula battlefield . Duration round . Number meetings

1.1. Competitions are held in the following weight categories:

to 65 кг; to 70 кг; to 75 кг; to 80 кг; to 85 кг; to 90 кг; over 90 kg.

1.2. The duration of the fight in the ring until the semi-finals is 2 rounds of 2 minutes of pure time. Final fights - 4 rounds of 2 minutes of pure time. The break between rounds is 1 minute.

1.3. The number of fights per tournament is 5, the number of fights per day is 2 (rest between fights is at least two hours).

2. Weigh-in of participants

2.1. The order and time of weighing the participants of the competition is indicated in the Regulations on the competition.

2.2. Weigh-in is carried out once on the first day of competition in this weight category or the day before. If the weigh-in is held on the day of the competition, then it ends at least 3 hours before the start of the competition.

2.3. One hour before the start of the weigh-in, the participants are given the right to check the scales on which the official weigh-in will be carried out.

2.4. Participants are weighed naked or in swimming trunks.

2.5. When weighing, the participant is obliged to present the documents specified in the Competition Regulations.

2.6. The weigh-in is carried out by a team of referees appointed by the chief referee, which includes: the chief referee of the competition, a doctor, a secretary and two referees. The weighing results are recorded in the protocol.

2.7. A participant who is late or does not appear at the weigh-in is not allowed to compete.

3. Admission of participants to competitions

3.1. The conditions for the admission of participants to competitions, their sports affiliation, qualifications, as well as the list of documents submitted to the credentials committee, are determined by the Regulations on the competition in accordance with the requirements of the Rules.

3.2. The application of the organization for the participation of participants in the competitions is drawn up in the prescribed form, with the obligatory presence of the signatures certified by the seals of the head of the organization directing the team to the competitions, the coach and the representative, as well as the doctor of the specialized sports medicine center (sports dispensary), certifying the training of the participants. Physician's signature "Accepted. doctor: (signature), seal - placed against the name of each admitted participant.

3.3. The admission of participants is carried out by the admission commission consisting of the chief referee or his deputy, the chief secretary or his deputy, the doctor of the competition and members of the commission, who check the applications and documents of the participants for compliance with the requirements of the Competition Regulations. Responsibility for the admission of participants in disputable situations lies with the representative of the organization conducting the competition.

3.4. In competitions, the participant has the right to compete only in the weight category, which is set for him during the weigh-in.

3.5. In case of non-compliance with the requirements of the Rules, the organizers of the competition are not responsible for injuries or accidents that may occur at the competition.

3.6. Restrictions on the admission of athletes to competitions are determined by the Regulations on competitions.

4. Obligations and rights of participants

4.1. The participant is obliged:

- 1) pass the credentials committee and the official weigh-in;
- 2) to strictly observe the rules, programs of the competition;
- 3) comply with the requirements of referees;

- 4) have a second;
- 5) immediately appear at the competition site when called by the panel of referees;
- 6) if it is impossible for any reason to continue the competition, immediately inform the secretariat through a representative;
- 7) be correct in relation to the participants, referees, persons conducting and serving competitions, as well as in relation to the audience;
- 8) shake hands with opponents before and after the match;
- 9) perform with short-cut nails, in clean sports equipment.

4.2. The participant has the right:

- 1) one hour before the start of the weigh-in, check their weight on the scales of the official weigh-in;
- 2) receive timely information about the course of the competition, the composition of the pairs of the next round, changes in the competition program, etc.;
- 3) during the fight (before the fight, after the fight and during the break between rounds), use the services of two seconds;
- 4) use to receive medical assistance when passing an obstacle course or during a break before a fight in the ring, during a fight in the ring - no more than 3 (three) minutes in total (with four rounds - no more than 5 (five) minutes);
- 5) use during the match no more than 2 (two) minutes in total to eliminate the disorder in the equipment on their own or with the help of seconds, without delaying the break time (with four rounds - no more than 3 (three) minutes);
- 6) refuse to continue the fight;
- 7) apply to the panel of referees during breaks between matches through a representative of his team, and in the absence of a representative - personally; in between rounds through a second.

4.3. A participant who shows disrespect to any member of the judging panel may be disqualified and withdrawn from the competition.

5. Equipment of the participant

5.1. The uniform and equipment of the participant includes:

5.1.1. To overcome the obstacle course, a field (camouflage) uniform with an appropriate headgear. Shoes - berets (black).

5.1.2. For fights in the ring, the participant's tracksuit consists of a free sports jacket (kimono type) with a belt, trousers of a special cut and special shoes.

The participant's sports suit and belts are made of durable single-color cotton fabric in red or blue.

The sleeve of the jacket should reach the wrist, the width of the sleeve should provide a clearance of at least 10 centimeters along the entire length between the arm and the fabric.

The belt should encircle and fit snugly around the body twice and be tied in front with a flat knot, fastening both of its turns. The ends of the tied belt should be no more than 20-25 centimeters. The floors of the jacket should be 20-25 centimeters below the waist.

Shoes are made of soft leather and should have soft soles, no protruding hard parts. All seams are sealed inside. The ankles and foot in the area of the thumb joint are protected by small felt pads, covered with leather on top.

Sports suit and protective equipment - gloves, feet, helmet, mouth guard, shields, shell - must comply with the established samples.

5.2. The participant is forbidden to have rings, bracelets, earrings, chains and other items that can cause injury.

5.3. The hands are not bandaged.

6. Duties and rights of the team representative

6.1. The official representative of the team is an intermediary between the panel of referees and the participants. He leads the team and is responsible for the behavior and discipline of the participants. If the team does not have an official representative, his duties are performed by the team coach.

6.2. The team representative must:

- 1) know the Rules, Regulations on competitions and the competition program;
- 2) timely submit to the credentials committee an application for participation in competitions and other documents specified in the Regulations on competitions;

- 3) attend joint meetings of the judiciary with team representatives;
- 4) inform the members of his team about the decision of the panel of referees;
- 5) ensure the timely appearance of participants at the competition site;
- 6) stay in a place specially designated for representatives until the end of participation in competitions of members of his team and leave competitions only with the permission of the chief referee.

6.3. The team representative has the right to:

submit changes to the application in accordance with the Regulations on the competition no later than one hour before the start of the competition;

- 1) be present at the weigh-in and draw;
- 2) to have information on all issues of holding and results of competitions;
- 3) express comments and participate in the discussion of issues at general meetings of referees and representatives;
- 4) submit statements-protests substantiated by the Rules with a mandatory reference to the violated paragraphs of these Rules.

6.4. The team representative is prohibited from:

- 1) interfere with the work of referees and organizers of competitions;
- 2) to be simultaneously a referee of this competition;
- 3) during the fight, give instructions to the participants, being near the ring.

6.5. The representative may be removed from the leadership of the team by the Chief Referee for violating the Rules and failing to fulfill his duties. This is reported to the organization whose team he represents.

6.6. A team representative (coach, doctor) who shows disrespect to any member of the judging panel may be disqualified and withdrawn from the competition.

6.7. The team doctor (if any) is the medical representative and is responsible for the medical support of the team members. He has the right to petition the competition doctor to withdraw the competition of his team members for medical reasons.

7. Seconds

7.1. Seconds (no more than two people) during the fight must be near the ring, not leave their place and be an assistant to the participant in between rounds. The second must be of legal age and wear a sports suit and sports shoes.

7.2. The seconds are obliged to provide the necessary assistance to the participant also during the round:

1) at the direction of the doctor of the competition in case of injury to the participant;

2) at the direction of the referee in the case of putting the equipment of the participant in order.

7.3. One of the seconds has the right to be in the ring between rounds in the timekeeper's team "Seconds - out of the ring!"

7.4. The second on behalf of the participant has the right to refuse the fight at any moment of the fight, but not when the referee opened the score.

7.5. Seconds are prohibited from giving advice, helping or encouraging a participant during the fight.

For violation of this rule, a second may be reprimanded, for subsequent violations, the first and subsequent warning is announced directly to the corresponding participant.

CHAPTER 3. OBSTACLE COURSE

1. Obstacle course

1.1. The obstacle course consists of 11 stages. Stages and obstacles are included that require participants to have the appropriate physical qualities of strength, agility and speed, skills in handling small arms and throwing sports equipment (objects at a target), overcoming technically difficult obstacles.

1.2. The general set of elements for a special obstacle course is compiled according to the proposals of specialists in the physical training of power structures and law enforcement agencies and is approved by the Federation International Amateur "Unifight". It must also meet the requirements of a combined-arms obstacle course

with an equipped place for firing from combat (traumatic) weapons and throwing a knife. All elements of the obstacle course must be accurately described and meet the requirements for preventing injuries when overcoming them.

1.3. Obstacle course (Appendix 18).

The length of the distance is not more than 400 meters, which includes:

- 1) start line;
- 2) track (distance 100 meters) (11);
- 3) trench (8);
- 4) well and communication (7);
- 5) wall (6);
- 6) vertical and destroyed stairs (5);
- 7) destroyed bridge (4);
- 8) fence (3);
- 9) labyrinth (2);
- 10) moat (1);
- 11) a place for throwing at a target (9);
- 12) a place for shooting at a target from a combat or traumatic weapon (10).

1.4. Participants start at the same time (according to the protocol of the draw in the corresponding weight category), go through all the stages and elements of the obstacle course in parallel directions and finish after the last shot when shooting at a target from a combat or traumatic weapon.

1.5. The obstacle course is overcome in the sequence described below.
Participant:

- 1) standing behind the start (finish) line, at the command of the referee "March!" must run 100 meters along the track towards the start line of the special obstacle course;
- 2) runs around the flag, runs 20 meters and jumps over a ditch 2.5 meters wide;
- 3) runs through the passages of the labyrinth (in an arbitrary way);
- 4) climbs over the fence;
- 5) climbs a vertical ladder to the second (curved) section of the destroyed bridge, runs along the beams, jumps over the gap and jumps to the ground from a standing position from the end of the last section of the beam;

6) overcomes three steps of a destroyed staircase, with the obligatory touch of the ground between the steps with both feet, and runs under the fourth step;

7) crawls into the wall break;

8) jumps into the trench, passes along the line of communication;

9) jumps out of the well;

10) jumps over the wall;

11) runs up the sloping stairs to the fourth step and runs down the steps of the destroyed stairs;

12) climbs a vertical ladder onto a beam of a destroyed bridge, runs along the beams, jumping over gaps, and runs down an inclined board;

13) jumps over a ditch 2 meters wide;

14) runs 20 meters to the knife throwing line;

15) throws two knives at a distance of 3m until the first hit (which must be recorded in the target). The target size is 25 cm. The distance from the ground to the center of the target is 1.7 meters. In case of a miss or hit in the target zone, the participant returns and re-overrides the ditch. The object of throwing can also be a training grenade;

16) reaches the turning flag and runs 100 meters along the track;

17) goes to the firing line and performs independently high-speed shooting from a pistol at a target with a black circle with a diameter of 30 centimeters, at a distance of 15 meters with the transfer of fire at three targets (three shots, one at each target, located along the front 3 meters from the center) . 1.5 meters high).

Upon arrival at the firing line, the participant takes out a pistol from the holster, attaches a magazine equipped with three cartridges (9 millimeters), removes it from the safety lock, sends the cartridge into the chamber and starts shooting independently (the direction of transfer of fire is arbitrary, performed from one or two hands). After the last shot and switching the weapon to the fuse, the stopwatch referee fixes the end of the exercise by turning off the stopwatch.

In case of delays during shooting due to the fault of the participant, by the decision of the chief referee, overcoming obstacles is repeated at the end of the

competition on the obstacle course (but not earlier than 30 minutes after the exercise). For each miss when shooting, the participant is charged 7 seconds of penalty time.

During the exercise and the end (finish), the participant must be in the established uniform, equipment and weapons.

No more than 3 attempts are made to overcome each obstacle on the strip. In case of non-fulfillment of this requirement, the participant is considered defeated in the match and the last place in the most complete weight category is determined and 2 penalty points are attached.

The results of overcoming the obstacle course are taken into account by the participants during the fights in the ring. For every 7 seconds of advantage over the opponent on the obstacle course, the participant is awarded 1 point in the second round of the match. If the advantage over the opponent is 1 minute 14 seconds or more, the participant is awarded 12 points and becomes the winner in the first and second rounds of the match with a score of 2:0.

2. Technique of Unifight (section for power structures and law enforcement agencies)

2.1. In a duel in the ring, it is allowed to carry out blows , throws, painful and choking techniques in certain positions of the participants.

3. Position of participants

3.1. "Standing" (standing) - the participant touches the ring only with the soles of his feet (stands on his feet).

3.2. "Lying" - the participant touches the ring with any part of the body, except for the feet.

3.3. "Fight (wrestling) standing" - both participants in the "standing" position.

3.4. "Fight (wrestling) lying" - both participants in the "lying" position.

3.5. The position "out of the ring" is considered if:

1) during the fight in the “standing” position, one of the participants turned out to be any part of the body between the ropes or, leaning on the ropes, the upper body behind the ropes;

2) during the fight in the "lying" position, one of the participants was any part of the body between the ropes, as well as if the shoulders of one of the participants or both of his knee-deep legs were under the ropes.

3.6. In the "lying" position, as well as when falling after attempts or when moving to the "lying" position, the participant may be in the position:

1) "on the back" - when the participant touches the surface of the ring with both shoulder blades or at a pace (without stopping) rolls over the back (from shoulder blade to shoulder blade, from buttocks to shoulder blades, along the diagonal of the back).

The "bridge" position - in which the participant is with his back to the ring and touches it only with his feet and head - is equated to the "on his back" position;

2) "on the side" - when the participant touches the surface of the ring with one shoulder blade, and his back at the level of the shoulder blades forms an angle of up to 90 degrees with respect to the ring.

The "half-bridge" position - in which the participant is with his back to the ring and touches it with his feet, head and shoulder - is equated to the "on his side" position;

3) "on the chest and stomach" - the participant touches the ring with his chest or stomach, and his back at the level of the shoulder blades forms an obtuse angle with respect to the ring;

4) "on the buttocks or on the lower back" - the participant touches the ring with one or two buttocks or lower back;

5) "on the shoulder" - the participant touches the ring with the shoulder joint or shoulder pressed to the body;

6) "on the knees (knees)" - the participant touches the ring with his knees (knee), while he can sit on his calf muscles without touching the surface of the ring with his buttocks;

7) "on the hands (hand)" - the participant touches the surface of the ring with the hands (hands).

4. Condition of the fighters

4.1. The state of the participants was achieved as a result of an attack with a blow, painful or suffocating technique:

1) "knockout" - a complete loss of the ability to defend; at the same time, the referee stops the fight and opens the score; by the count of "ten" the participant cannot fully recover and take the fighting bar;

2) "out" - a complete loss of the ability to defend as a result of the successful execution of a painful or suffocating hold, confirmed by the surrender of the participant, a controlled throw;

3) "knockdown" - a temporary loss of the ability to defend; at the same time, the referee stops the fight and opens the score; by the count of "eight" the participant fully comes to his senses and takes a fighting stance.

5. Beats

5.1. The blow is distinguished by:

- 1) permitted object of attack;
- 2) correct hitting technique;

5.2. Allowed objects of attack:

- 1) front and side parts of the head;
- 2) torso (except for the spine, kidney area, groin);
- 3) hands (except for the elbow joint with a straightened arm);
- 4) legs - the outer part of the thigh.

5.3. A punch and kick is considered correct if it is not among the prohibited ones.

5.4. Degree of Contact Permitted: Full contact strikes on a legal object of attack and in non-prohibited positions are permitted.

5.5. An effective blow is a strong, concentrated blow that has reached the target and delivered to the allowed zone.

6. Throws

6.1. Throw is an action of a participant in a stance and in delight, as a result of which the participant loses his balance and falls, touching the surface of the ring with any part of the body, except for the feet, that is, he is in one of the "lying" positions.

6.2. The beginning of the throw is the beginning of the unbalance and fall of the attacker.

6.3. Throw without falling - a throw during which (from its beginning to the moment of completion) the attacking participant maintains his position "standing".

6.4. Drop throw - a throw during which the attacking participant goes into one of the prone positions or leans on the prone participant in order to maintain balance.

6.5. Throw from the stand - throws are equated, in which the attacking participant in the course of the throw transfers the opponent from the "lying" position to the stand, or completely tears him off the surface of the ring, lifts him above the waist and, throwing, turns over around the horizontal axis.

6.6. Counter-throw - a throw in which the defending participant seizes the initiative, attacks the opponent and throws him himself, changing the nature or direction of the attacker's fall.

6.7. A controlled throw is an illegal throw by a participant, during which the attacking participant insures the opponent or allows the opponent to insure himself.

7. Painful techniques

7.1. A painful hold is a capture of the opponent's arm or leg, which allows you to perform an action: bending (lever), rotation in the joint (knot), infringement of tendons or muscles and forcing the opponent to admit defeat as a result of pain.

7.2. The beginning of a painful hold is the beginning of actions after capturing the opponent's limb in the attacked area and with the aim of causing him a painful sensation or overcoming his defensive grip.

7.3. The signal to surrender during a painful (suffocating) hold is given in a loud voice - "Yes!" (as well as any other exclamation) or a double clap (hit) with a hand (foot) on the surface of the ring (tatami) or the body of the attacker.

7.4. It is allowed to start painful holds only when the attacked participant is in the "lying" position. In this case, the attacker can be in the rack.

7.5. The painful reception should be stopped:

- 1) if the participants were outside the ring;
- 2) if the participant, attacked by a painful hold on the arm, goes into the "standing" position;

3) if the participant, attacked by a painful hold on the leg, goes into the “standing” position.

7.6. Controlled painful hold - during which the attacker, using permitted grips and actions, smoothly (not jerkily) builds up efforts, leaving the defending participant to surrender.

8. Chokes

8.1. Choking hold - a grip that allows squeezing the carotid arteries and throat of the participant with the lapels of the jacket, forearm and shoulder, lapel and shin, as a result of which the opponent surrenders or loses consciousness, or the referee decides to end the fight due to the inability to resist.

8.2. The beginning of the choke hold is the moment of taking the grip, which allows you to directly begin to carry out suffocating actions or overcome the defensive grip.

8.3. Choking techniques are allowed to start only when the attacked participant is in the “lying” position. The attacker can be in the "standing" position.

8.4. The choke hold must be stopped if the protected participant has risen to the “standing” position or the participants are out of the ring.

8.5. Controlled choke hold - during which the attacker, using permitted grips and actions, slowly (not jerkily) builds up efforts, leaving the defending participant the opportunity to surrender.

9. Prohibited techniques and technical actions

9.1. In a duel, the following techniques and actions are prohibited:

- 1) hazardous to health;
- 2) preventing active actions;
- 3) violating the ethical norms of a sport and discipline.

9.2. In a duel, strikes are prohibited:

- 1) in the “lying” position and on a recumbent opponent;
- 2) head, knee, elbow, forearm, base of the fist, palm (open and edgewise), fingers;

3) to inadmissible areas: the neck, the back of the head, the parietal part of the head, the spine, the kidneys, the groin and thigh from the inside, the joints of the arms and legs, the lower leg, the instep of the opponent's foot.

Leg movements such as sweeps and hooks with the foot, carried out with the appropriate throws (sole and foot instep) - are not considered strikes and are not prohibited techniques.

9.3. In a duel, throws are prohibited:

- 1) on the head;
- 2) with the enthusiasm of the opponent for a painful hold;
- 3) with a deliberate fall on the enemy with the whole body.

9.4. In a duel, painful holds are prohibited:

- 1) if the protected participant is in the "standing" position;
- 2) jerk;
- 3) on the ridge, as well as twisting the neck;
- 4) bending the arm behind the back, as well as painful holds on the hand;
- 5) the lever of the knee is not in the plane of its natural bend, twisting the leg by the heel, knots on the foot.

9.5. In a duel, choking techniques are prohibited:

- 1) if the protected participant is in the "standing" position;
- 2) jerk;
- 3) fingers;
- 4) pinching the opponent's mouth and nose;
- 5) crossing the legs on the neck;
- 6) straightening the crossed legs on the floating ribs of the opponent.

9.6. In a duel, taking into account the risk of injury, it is also prohibited:

- 1) attack and counterattack with disregard for defense and self-insurance ;
- 2) to turn one's back or back of the head to the opponent;
- 3) continue the fight after the gong and the referee's command "Stop!";
- 4) squeeze the opponent's head, press it against the ring, rest the palm on the opponent's face, scratch, bite;

5) step on the opponent's feet, press with his elbow or knee from above on any part of his body;

6) break the fingers on the hands or feet of the opponent;

7) move the mouthguard in the mouth or deliberately throw it away;

8) perform any other traumatic actions.

9.7. The following are considered an obstacle to active combat:

1) gripping the ropes; intentionally creating an “outside the ring” position;

2) transition to the “lying” position without a reception, in order to disrupt the enemy’s attack;

3) imitation of attacking actions with leaving to the “standing” position;

4) constant retreat at a distance without attempting to attack or counterattack;

5) delaying the time of breaks in the duel.

9.8. The following are considered violations of ethical standards:

1) an attempt to injure an opponent with prohibited techniques and actions;

2) simulation of injury or its severity;

3) loss of self-control: rude, unethical behavior towards an opponent, participants, referees or spectators.

9.9. The following are considered violations of discipline:

1) failure to appear for a duel;

2) late entering the ring;

3) entering the ring unprepared;

4) talking in the ring;

5) disobedience to the commands or instructions of the referee.

9.10. If the referees do not notice that one of the participants is holding a prohibited reception, the victim is allowed to give a signal with his voice or gesture. Giving a false signal is considered and penalized as an illegal hold.

CHAPTER 4. EVALUATION OF RECEPTIONS

1. Evaluation of the techniques of fighters in fights in the ring

1.1. The advantage is determined by the state of the opponent after the attack (counterattack) of the participant.

1.2. "Clear victory" is awarded to the participant for:

- 1) knockout;
- 2) pain hold;
- 3) suffocating reception;
- 4) knockdown (2 in a round);
- 5) knockdown (3 in a duel);
- 6) after the opponent receives a third warning;

1.3. "3 points" are awarded to the participant for:

- 1) knockdown;
- 2) throw on the back without falling.

1.4. "2 points" are awarded to the participant for:

- 1) throw on the back with a fall from the "standing" position;
- 2) throw to the side, stomach, buttocks, lower back, shoulder without falling;
- 3) a kick to the head;
- 4) second warning given to the opponent.

1.5. "1 point" is awarded to the participant for:

- 1) a punch to the body, to the head;
- 2) a kick to the body, to the thigh (outer part);
- 3) throw on the stomach, on the buttocks, on the side, on the lower back, on the shoulder with a fall;
- 4) hooking with the removal of balance based on the third point;
- 5) the first warning is given to the opponent.

1.6. In the case of simultaneously carried out equivalently evaluated technical actions, the participants do not receive marks (equal opportunities).

1.7. Only throws carried out by the participant are evaluated, being to the throw in the "standing" position.

1.8. Score "Activity by the decision of the referees" (Ar) - is awarded by the judging panel, if none of the participants has scores in the round. The most active participant is determined by the majority of votes, and he is awarded the victory in the round.

Table 6

Evaluation of technical actions
(section for power structures and law enforcement agencies)

Technical actions and their result	Grade				
	state of emergency	3	2	1	Ar
1. Knockout	X				
2. Submission	X				
3. Choke	X				
4. Knockdown (2 in a round or 3 in a duel)	X				
5. Knockdown		3			
6. Throw on the back without falling		3			
7. Throw on the back with a fall from the "standing" position			2		
8. Throw on the side, on the stomach, on the buttocks, lower back, shoulder, without falling			2		
9. Kick to the head			2		
10. Hand blow to the body, to the head				1	
11. Kick in the body, in the thigh (outer part)				1	
12. Throw on the stomach, on the buttocks, on the side, on the lower back, on the shoulder with a fall				1	

2. Evaluation of prohibited techniques and actions in fights in the ring

2.1. Evaluation of prohibited techniques and actions during the fight is carried out in the following order:

1) if the participant performs a prohibited hold or action for the first time, a warning is announced to him;

2) in case of repeated violation of the Rules, the first warning is announced to the participant, and 1 point is awarded to the opponent;

3) in the event of a subsequent violation of the Rules, the participant is given a second warning, and the opponent is awarded 2 points;

4) in the event of a third warning, the participant is declared defeated in this duel, and the opponent is awarded a clear victory.

2.2. During the course of a bout, a competitor may receive three official warnings.

2.3. Points received by a competitor for a warning given to his opponent are not considered technical points.

2.4. For the delay of the participant with access to the start of the obstacle course from 1 minute 00 seconds to 1 minute 30 seconds after the second call, he is given a reprimand; more than 1 minute 30 seconds - the first warning; more than 2 minutes 00 seconds - the second warning, more than 2 minutes 30 seconds - the participant is recorded as a failure to appear and by the decision of the chief referee is removed from the competition.

If a participant is late to enter the ring up to 20 seconds after the second call (after a one-minute break after the second participant finishes on a special obstacle course), a reprimand is announced to him; more than 20 seconds - the first warning; more than 40 seconds - second warning; more than 1 minute 00 seconds - the participant is recorded as a failure to appear, and by the decision of the chief referee is removed from the competition.

In the case of a constant retreat within 20 seconds, a remark is announced to the participant on evading the fight; 10 more seconds - the first warning; 10 more seconds - second warning; another 10 seconds - the third warning, and his opponent - a clear victory.

2.5. When carrying out prohibited techniques and actions, depending on the severity of the violation of the Rules, the first warning may be immediately announced to the participant.

2.6. If a participant performs an estimated technical action, and his opponent is currently violating the Rules, the participant's actions are evaluated, and his opponent is penalized depending on the degree of violation of the Rules.

2.7. Injuries during the fight:

1) the presence of an injury, its severity and the possibility of an injured participant to prolong the fight (competition) are determined by the doctor of the competition; the responsibility for causing injury is determined by the referee;

2) the participant, through whose fault the injury was inflicted and taking his opponent out of the fight, is removed from the fight by the decision of the judging panel, and in case of a clear violation of the Rules - from the competition (by the decision of the chief referee), while his opponent is awarded a clear victory;

3) a participant who is injured and takes him out of the fight, through no fault of his opponent, is credited with a defeat, and his opponent is declared a clear victory;

4) if both participants received injuries that take them out of the fight, and neither of them can be blamed for this, the victory is awarded according to the currently available estimates of the participants in this fight or the decision of the referees.

Table 7

Evaluation of prohibited methods and actions

Violation of the Rules	Disk.	2	1
1. Remarks to the enemy			
2. 1st warning to the enemy			*
3. 2nd warning to the enemy		*	
4. 3rd warning to the enemy	*		

CHAPTER 5. THE PANEL OF REFEREES

1. Composition of the panel of referees

1.1. The composition of the panel of referees is approved by the Federation International Amateur "Unifight" on the proposal of the national federations, no later than 20 calendar days before the start of the competition.

1.2. The panel of referees includes: the chief referee and his deputies, the heads of referee teams, the chief secretary and his deputy, referee teams on a special obstacle course and fights in the ring, an informant referee, a doctor. In some cases, a competition inspector may be appointed.

1.3. The panel of referees on a special obstacle course includes: a referee at the start and finish, two referees at the obstacle course (one referee in each direction), two referees at the shooting range and at the knife throwing line (1 referee in each direction), referee at the participants.

1.4. The judging team of fights in the ring includes: a referee, three side referees, a timekeeper referee, a technical secretary, a referee at the scoreboard.

1.5. The referee must have a referee's uniform, a referee's book of the appropriate category and know the rules of the competition.

1.6. The referee uniform consists of black trousers, a white shirt (T-shirt) with short sleeves reaching to the elbow joint and red and blue oversleeves (moreover, the corresponding color of the oversleeve on the arm should be closer to the corresponding corner of the ring), black sports shoes without heels and black socks. colors. On the chest - the logo of the Federation International Amateur "Unifight".

2. Inspector, Chief referee, Deputy Chief referee

2.1. The competition inspector makes a decision on the statements-protests of the team representatives, evaluates the quality of the organization and conduct of the competition by the panel of referees. The inspector is appointed to the competition by the Federation International Amateur "Unifight" as part of the panel of referees.

2.2. The chief referee directs the competitions and is responsible for their conduct in accordance with these Rules and the Competition Regulations before the organization conducting the competitions and the universal fighting federation.

2.3. The Deputy Chief referee is appointed by the Chief referee from among the leaders of the referee teams, reports to the Chief referee and carries out his instructions.

In the absence of the chief referee at the competition site, the deputy performs his functions.

2.4. The Chief referee must:

1) check the readiness for competitions of premises, equipment, inventory, their compliance with the requirements of these Rules, draw up an acceptance certificate for the venue for Unifight competitions (Appendix 8) , and also make sure that the necessary documentation and forms of protocols are available;

2) appoint teams of referees for weighing;

3) conduct a draw of participants, as well as the distribution in accordance with the requirements of the Regulations on the competition of the strongest participants in different subgroups;

4) distribute referees by teams;

5) approve the schedule of the competition;

6) take all measures to exclude and, if necessary, correct the mistakes made by the referees;

7) make a decision on the statements-protests of the team representatives (in the absence of an inspector at the competition);

8) hold meetings of the panel of referees with the participation of team representatives before the start of the competition (to announce the program and work of the panel of referees), and daily, after their completion (to discuss the course of the competition and approve the results of the day), as well as in cases where it is necessary during the competition;

9) to approve the composition of the pairs of the final matches and appoint teams of referees for them;

10) evaluate the refereeing of each member of the panel of referees (taking into account the opinion of his immediate supervisor) on a five-point system;

11) submit a report (Appendix 9) within three working days to the organization conducting these competitions.

2.5. The chief referee has the right:

1) to postpone the competition if before the start of the competition, the venue, equipment or inventory do not comply with the requirements of the Rules and Regulations on the competition ;

2) suspend the fight, appoint a break and even stop the competition if adverse conditions interfere with their quality conduct;

3) make changes to the program and schedule of the competition; change the order of meetings if objective circumstances arise;

4) change the duties of referees during the competition;

5) remove referees who have committed gross errors or who are not coping with the performance of their duties;

6) remove participants from a duel or competition on the grounds determined by the Rules;

7) to make comments, warnings, to remove from their duties representatives (coaches) and seconds of teams who have committed rudeness, who have entered into a dispute with the referees, and also filed unreasonable protests;

8) to delay the announcement of the evaluation of passing the obstacle course, technical action or the result of the duel, if the opinions of the referees differ, and also if he does not agree with their decision for additional discussion and making a final decision.

2.6. Compliance with the instructions of the Chief Referee is mandatory for participants, referees, seconds, representatives and coaches of teams.

Note.

The chief referee has no right to change the Regulations on the competition, remove or replace referees while the participants are passing the obstacle course or during the fight.

3. Chief Secretary, Deputy Chief Secretary

3.1. The Chief Secretary manages the work of the secretariat, which ensures the preparation and execution of all competition documentation. On his behalf or in his absence, the functions of the chief secretary are performed by his deputy.

3.2. The duties of the chief secretary are to:

1) is a member of the commission for the admission of participants to competitions and the team of referees at the weigh-in;

2) participates in the draw of participants;

3) draws up a schedule for the course of the competition;

4) establishes the order of meetings of participants in circles;

5) keeps the protocols of the course of the competition (Appendix 10);

6) controls the execution of competition protocols;

7) draws up the order and decision of the chief referee;

8) draws up the results of the competition and submits them to the chief referee for approval;

9) with the permission of the chief referee, gives information to representatives, referees-informers and the press;

10) testifies the results of the competition in the passports of the participants, and also makes notes on the knockouts they received;

11) evaluates the work of the referees of the Secretariat on a five-point system;

12) provides the chief referee with the necessary data for the final report.

4. Head of the ring

4.1. The head of the ring acts as the chief referee in his ring if the fights are held in two or more rings.

4.2. The head of the ring during the fight is at the referee's table and directs the work of the judging team of the ring.

4.3. The ring leader's responsibilities are to:

1) completes referee teams for fights, striving to fulfill the requirements of the neutrality of referees (a referee cannot be from the same team with the participants of the match and there cannot be two referees from the same team);

2) calls to the ring and introduces the participants (in the absence of an informing referee);

3) taking into account the opinion of the majority of the judging panel, announces the decision on the assessment of the actions of the participants and situations, accompanied by the established deadlines and gestures;

4) if necessary or if there are significant disagreements in the opinions of the refereeing team, stop the fight and make a final decision after additional discussion with the refereeing team of the disputable situation;

5) in the absence of scores at the end of the round, the referee team votes to determine the more active participant;

6) in the event of a knockdown (knockout) of one of the participants, at the request of the referee, calls a doctor to the ring;

7) announces the result of the fight (in the absence of an informing referee);

8) registers the appearance of referees and keeps records of their work on the days of the competition;

9) gives an assessment of the work of each of the referees assigned to his ring (tatami), according to a five-point system.

In the absence of the leader of the ring, these functions are performed by the chief referee of the competition.

5. Referee

5.1. In ring bouts, before the start of the bout, the referee is in the ring at the ropes on the side of the ring, which is opposite to the one where the referee's table is located.

The referee, being in the ring, manages the course of the fight and makes sure that the fight takes place in strict accordance with the Rules. In this case, the referee uses the established terms and gestures (Appendix 11).

5.2. The duties of the referee are to:

1) gives a command to start the fight (round) and resume the fight in the “standing” position in the middle of the ring after breaks in the fight;

2) participates in the announcement of the result of the duel.

5.3. The referee suspends the fight with the command “Stop!” if:

- 1) the participants were in the “out of the ring” position;
- 2) 5 seconds after the grip in the standing position, the participant does not perform any technical actions;
- 3) in the "lying" position, if within 5 seconds there was no capture for a painful or suffocating hold;
- 4) after 20 seconds after the grip, a painful or suffocating hold, if these technical actions did not end with the surrender of the opponent or the straightening of the arm on which the hold is performed;
- 5) one of the participants, after the blow of the opponent, misses the opportunity to defend himself and continue the fight (knockdown or possible knockout), accompanying this with the opening of the count of seconds necessary for him to restore the combat state (the count is kept aloud from one to eight);
- 6) one of the participants needs medical assistance or discovered a disorder in the equipment of the participants, accompanying this with the gesture “notice the time”; in case of injury, he must call a doctor to the ring and be nearby when providing medical assistance;
- 7) the participant violated the Rules or performs an illegal hold and he needs to announce a remark or warning;
- 8) upon a signal about the expiration of the round time;
- 9) at the request of the leader of the ring;
- 10) at the request of the side referee, if he considers it possible at the moment;
- 11) at the request of the participant, if he considers it possible at the moment;
- 12) if he needs advice in cases not provided for by the Rules.

5.4. The referee stops the match:

- 1) in accordance with the gong about the expiration of the duel;
- 2) when signaling the surrender of a participant taken for a painful or suffocating hold;
- 3) fixing a knockout, if the participant, after a controlled blow of the opponent, missed the opportunity to defend himself and continue the fight, and could not fully recover and take a fighting stance by the count of “ten”;

4) fixing a "technical knockout" (two knockdowns per round or three knockdowns per fight);

5) if he believes that in the fights of participants below the first category, one of the participants is defeated by a painful or suffocating hold (i.e. the hold is performed correctly, it is impossible to avoid the hold and further holding of the hold will lead to injury).

5.5. As soon as one of the participants began to do a painful (suffocating) hold, the referee must loudly announce: "Painful (suffocating)!", Accompanying this with a response gesture (Appendix 11).

When conducting a painful (suffocating) hold, for which 20 seconds are allotted, the referee duplicates with his voice for the participants the announcement of the referee-timekeeper. If the attacker does not achieve the appropriate result, then after this time the referee must interrupt the fight, announcing: "Painful (suffocating) do not count!" and restore it to a standing position in the middle of the ring. He must do the same in the event that the defending participant is placed in a position in which it is ineffective for the attacker to hold the hold.

5.6. If in the "lying" position the defending participant makes a prohibited hold, the referee, without stopping the fight, requires him to stop holding the prohibited hold and gives him the following warning. In case of disobedience, the procedure is repeated. If it is necessary to announce a third warning, the referee interrupts the fight and, by decision of the chief referee, removes him from the fight.

6. Side referee

6.1. Before the start of the fight, the side referees in the ring are placed behind the ropes at the corners of the ring in the middle on each side. During the fight, together with the referee, they completely control the situation in the ring.

6.2. The side referee independently evaluates the actions of the participants, signaling their assessments with the established gestures (Appendix 11). He participates in determining the more active participant, at the request of the leaders of the ring, at the end of the round.

6.3. If, in the opinion of the side referee, it is necessary to stop the fight, he attracts the attention of the referee and points out to him certain moments of the fight.

7. Referee-timekeeper

7.1. In the competition on the obstacle course, the referee-timekeeper records the time for the participants to pass the special lane and the time spent on providing them with medical care. After the finish of the participant who overcame the special obstacle course second, the timekeeper fixes one minute to call the participants to the ring. 15 seconds before its end, he informs the referee-informer or the head of the ring about this in order to call the participants to the ring. After this minute, he fixes the delay in entering the ring of the participant.

7.2. During the fight in the ring, the referee-timekeeper is at the referee's table and keeps count of the rounds.

At the referee's command "Fight!" he turns on the stopwatch; after another minute, informs the referees and participants about the time of the fight, and after half the time allotted for the round, informs the head of the ring about it; by striking the gong, it signals the end of the round.

7.3. The referee-timekeeper with the help of a stopwatch fixes:

1) late entry of a participant to the start of a special interference lane or to the ring after a second (after 1 minute 00 seconds) call and announces the time of delay: 20 seconds, 40 seconds, 1 minute 00 seconds;

2) the net time of the fight (between the referee's commands "Fight!" and "Stop!");

3) the time allotted for performing painful and suffocating techniques in a duel in the "lying" position (up to 20 seconds);

4) the time spent by the participant during the fight on medical care and elimination of deficiencies in his equipment;

5) time for a break between rounds. 5 seconds before the end of the break, he presents the command "Seconds - out of the ring!".

7.4. If the fight is interrupted due to an injury to the participant, the timekeeper, on the signal of the referee to "notice the time", turns on another stopwatch and announces the use of time by the participant after each minute has elapsed.

7.5. As soon as the referee announces: "Painful (suffocating)!" - the referee-timekeeper turns on the second stopwatch and starts keeping track of time, announcing the time of the reception every 5 seconds. After 20 seconds, the referee-timekeeper announces: "Time for painful (suffocating)!".

7.6. Resetting the stopwatches after the end of the fight is carried out by the referee-timekeeper only at the direction of the leader of the ring.

8. Technical Secretary

8.1. The technical secretary at the fight is at the referee's table next to the head of the ring and writes down all the information regarding the fight between the participants in the minutes of the personal meeting. In the corresponding columns of the "Interference band" section, the results of the participants passing the stages of a special interference band according to the data of the referees at the stages are entered. In the corresponding columns of the "Fight in the ring" section, scores of technical actions, comments (warnings) and points for warnings are recorded, which are announced by the head of the ring during the fight.

8.2. Evaluation of techniques in the order of their execution by the participants, as well as comments and points for a warning announced to the opponent for violating the Rules, are entered in the protocol with symbols:

PE - a clear victory;

3 - three points;

2 - two points;

1 - one point;

Ar - activity by the decision of the referees;

h - comments;

P1 - one point for the 1st warning to the enemy;

P2 - two points for the 2nd warning to the opponent;

PX - removal of the opponent from the fight for violating the Rules;

PS - removal of the opponent from the competition for violating the Rules.

The first marks for technical actions are preceded by a + sign or the first mark is circled. A clear victory is recorded with the sign "PE" with an explanation: painful (suffocating) hold, knockout, technical knockout, unprepared equipment. About the participant's absence from the fight, either "n / ya" (failure to appear) or "sn . doctor." (removed by a doctor).

8.4. In case of early termination of the duel, its result and net time are recorded in the protocol. To the left of the names of the participants, the time spent by them on medical care and eliminating the disorder in the equipment is recorded.

8.5. After the end of the round, the technical secretary:

- 1) summarizes the points scored by each participant in the round for technical actions and warnings and writes them down in the protocol;
- 2) passes the minutes to the head of the ring to determine and announce the winner of the round;
- 3) write down this result in the protocol.

8.6. After the end of the fight, the technical secretary puts down in the protocol the sum of points scored by each participant for the rounds won, and passes the protocol to the head of the ring to determine and announce the result of the fight in the ring.

8.6. Then the technical secretary sums up the points scored by each participant of the meeting on the obstacle course and in the duel in the ring, writes it down in the minutes and passes it to the head of the ring to determine and announce the overall result of the meeting.

The name of the winner will be seen . It is prohibited to make other entries in the protocol.

9. Referee near the scoreboard, referee-informant

9.1. The referee at the scoreboard fixes on the scoreboard all the scores of the technical actions of the participants and violations of the Rules, which were announced during the fight by the head of the ring.

If the referee near the scoreboard doubts whether he understood the announced score, he is obliged to clarify this with the leader of the ring.

At the end of the fight, he removes the scores on the scoreboard only at the direction of the head of the ring.

9.2. The informing referee is responsible for organizing radio information for participants, representatives and spectators; on the conditions, course and preliminary results of the competition. He is obliged to know the Regulations on competitions, sports achievements of teams and participants.

Informant referee:

1) promptly announces the program and procedure for holding competitions, orders and instructions of the panel of referees during the competition;

2) introduces the participants of the next fight, their sporting achievements, announces the results of the fights and explains certain provisions of the Rules, reporting the best results during the competition;

3) announces, with the consent of the chief referee, the final (official) results of the competition.

9.3. Depending on the nature of the information equipment, it is allowed to combine the work of a scoreboard referee with the work of a timekeeper or technical secretary.

9.4. In the absence of an informant referee, the head of the ring introduces the referee team of the ring, calls to the ring (tatami) and introduces the next pair of participants, during the fight announces the scores of technical actions, and at the end of it - the result.

10. Referee at the participants

10.1. The referee in the presence of the participants organizes the exit of the participants to the places of the competition and for awarding, builds the participants for the parade, warns in a timely manner about the order of their exit to the place of the competition, checks the names of the participants according to the protocol and the compliance of their equipment with the requirements of these Rules, informs the chief secretary about non-attendance, refusals and withdrawals . participants in the competition.

11. Competition Doctor

11.1. The doctor of the competition, as the deputy chief referee for the medical part, is a member of the panel of referees and participates in its work.

11.2. The responsibilities of the Competition Doctor are to:

- 1) checks the correctness of registration of applications, the presence of a doctor's visa on the admission of participants to the competition;
- 2) conducts an external examination of the participants at the weigh-in;
- 3) monitors compliance with sanitary and hygienic requirements at the competition venues;
- 4) carry out a medical examination and observation of the participants during the competition;
- 5) directly in the ring provides medical assistance to the participants, makes a conclusion about the possibility of them continuing the fight (competition), immediately informs the chief referee of the competition about this and provides him with a relevant certificate, which is then transferred to the Secretariat;
- 6) after the end of the competition, submit a report on the medical care of the competition, indicating cases of illness and injury to the organization that holds the competition.

11.3. Medical workers and their location must have clearly visible distinctive signs.

12. Referee-starter on a special obstacle course

12.1. The starter referee is located at the start (finish) line of a special obstacle course and performs the following duties:

- 1) participants should be equipped in accordance with the requirements of the Rules. In this connection, he has the right to check the completeness of the equipment and, in case of its incompleteness, notify the chief referee of the competition;
- 2) controls that the participants start on the command "March!" (while not blocking the start line).

13. Referee on a special obstacle course

13.1. The referee on the special obstacle course controls the order and fixes the quality of the passage by the participants of the special obstacle course.

13.2. The referee on the special obstacle course has the right to return the participant to the previous element of the special obstacle course to overcome it again if the participant did not overcome it in accordance with these Rules, to remove the participant for not overcoming any of the elements from three attempts in accordance with the established requirements or for failure to comply with the requirements of the referee.

13.3. The referee on the special obstacle course is obliged before each overcoming of the special obstacle course by the participants to check its readiness and serviceability (compliance) of both individual and all its elements in accordance with the requirements of these Rules. In case of unavailability and / or malfunction (compliance) of its individual (all) elements, the referee on the special obstacle course gives a sign to the chief referee of the competition about this. When the special obstacle course is fully ready for its participants to pass, the referee on the special obstacle course raises one hand up.

13.4. The referee on the special obstacle course controls the referees on the shooting and knife-throwing lines.

14. Referee at the shooting and shooting ranges

14.1. The referee at the firing line and the referee at the throwing line ensure compliance with safety requirements, control the quality of shooting from military or traumatic weapons and throwing at the target (record the number of hits and misses), check before each passage of a special obstacle course the serviceability, condition of weapons, targets, knives (training grenades).

14.2. The referee at the line of throwing at the target, in case of a miss by the participant on the target, directs him to re-cross the ditch.

14.3. The referee at the shooting range, in the event of a participant's miss on the targets, records the number of misses and gives this information to the chief referee for calculating the penalty time.

14.4. Referees on the shooting and knife-throwing lines are obliged to provide information about the readiness (unreadiness) of their elements to the referees on a special obstacle course.

CHAPTER 6. REFEREEING RULES

1. Refereeing competitions on a special obstacle course

1.1. The work of the referee team on a special obstacle course:

referee with participants - 1;

referee at the start and finish - 1;

referee on the interference band (controls the correct passage of the interference band) - 2 (1 for each direction);

referee at the firing line (provides safety measures during shooting) - 2 (1 in each direction);

referee for throwing at the target (provides precautions when throwing at the target) - 2 (1 in each direction).

1.2. Participants start at the signal of the starter referee, each go through all the stages in their own lane and finish at the ring.

1.3. Gross violations of the Rules, for which a participant can be removed from the competition, are actions that present an obstacle to the opponent or a threat to his health.

1.4. 3 attempts are given to overcome each obstacle, after which the participant is counted as a defeat in the meeting. Missing the target when throwing at the target and when shooting is penalized in accordance with the Rules.

2. The result of the competition of fighters on a special obstacle course

2.1. In an obstacle course competition, the competitor who finishes first wins. He wins the first round by 1 point.

2.2. If a participant has left the race or did not have time to appear after passing the interference strip for a duel in the ring, it is considered that he lost a special interference strip, the match ends ahead of time and his opponent is awarded a clear victory in this meeting with the appropriate time.

2.3. If the advantage over the opponent is 1 minute 14 seconds or more, the participant is awarded 12 points and becomes the winner in the first and second rounds of the match with a score of 2:0.

3. Refereeing the fight in the ring

3.1. The duel in the ring is refereeing by a team of referees consisting of: the head of the ring, the referee, three side referees, the referee-timekeeper, the technical secretary, the referee at the scoreboard and the referee with the participants.

3.2. The fight in the ring is led by a referee. He is responsible for the health of the participants and for ensuring that the fight takes place in full accordance with the Rules.

The actions of the participants in the duel are evaluated by three side referees.

The timekeeper, technical secretary, scoreboard referee and the referee with the participants provide technical support for the competition.

The head of the ring coordinates the work of the team of referees and analyzes controversial situations in the fight.

3.3. The initial position of the referee is facing the referee's table. The initial position of the side referees is behind the ropes of the ring on its sides. The remaining members of the brigade of referees of the ring take their places at the referee's table.

3.4. Start and end of the match:

- 1) before the start of the fight, the referees take their places;
- 2) on the call of the head of the ring (tatami), the participants take the corners in the ring, in accordance with the color of their belt;
- 3) the round starts at the referee's command "Fight!" and end with a gong (beep) signal, which the referee duplicates with the "Stop!" command.

3.5. The fight is interrupted if:

- 1) the participants were in the "out of the ring" position;
- 2) a traumatic situation has arisen;
- 3) the struggle in the current situation is ineffective;
- 4) there is an injury or disorder in the equipment of the participant;
- 5) one of the participants was knocked out or knocked down;
- 6) it is necessary to announce the next punishment to one of the participants;
- 7) this is required by the leader of the ring;
- 8) one of the participants requests it;
- 9) if the referees need consultation in a disputable situation.

The referee independently, taking into account all the circumstances, determines the moment of interruption of the fight, trying to do it without prejudice to the attacking participant, and after eliminating the causes of the break, restores the fight in the center of the ring.

In case of knockout and knockdown, the referee sends the participant who attacked to the neutral corner and opens the score, and the head of the ring calls the doctor to the ring.

After the count of "eight", the referee checks the participant's readiness to continue the fight, assessing his condition by the reaction of the eyes, the fighting stance and the reaction to the active contact of the referee with his gloves. According to the result, the referee gives the participants the command "Fight!" or counts to ten and declares the participant a "knockout".

If necessary, the doctor can stop the fight due to the inability of the participant to continue the fight and immediately begin to provide medical assistance.

3.6. The time limit for providing medical assistance to a participant or putting his tracksuit and equipment in order is determined by these Rules. The participant who did not meet at this time is counted as a defeat (due to the inability to continue the fight), and the opponent is awarded a clear victory in the fight in the ring and in the meeting.

3.7. Three side referees during the fight in the ring evaluate each action, taking into account the condition of the participants after the attack and all the technical actions taken by the participants, using the established timing and gestures, and each of them does it independently. Violations of the Rules, except for going out of the ring, are also evaluated after the command "Stop!".

If the technical action is performed before the end of the round and has led to a knockdown, the referee opens the score and the technical action is evaluated depending on the condition of the participant.

3.8. In case of a significant divergence of opinions or the possibility of an error affecting the course or outcome of the battle, the head of the ring is obliged to stop the fight and make a final decision after an additional discussion of the controversial situation with the side referees and the referee.

3.9. If at the end of the round none of the participants has scores, the head of the ring determines the more active participant by a majority vote of the side referees (activity of the referee's decision - Ap).

This decision of the judging panel is not reviewed and protests in this regard are not accepted by the chief referee.

3.10. When punishing participants for violating the Rules:

1) the referee has the right to make a remark to the participant without the consent of the side referees;

2) when announcing warnings, the referee is obliged to name the actions for which the participant is punished;

3) the referee has the right to announce remarks to the seconds, even to remove them from seconding, if they interfere with the normal course of the fight with their behavior, and to announce a warning to their participant.

3.11. The match is stopped if:

1) the time of the duel has expired;

2) one of the participants is awarded a clear victory as a result of the fact that the opponent, captured by a painful or suffocating hold, surrendered; there is a knockout, "technical knockout" of one of the participants; a painful or suffocating hold in fights of participants below the 1st category counts the referee, even if there was no surrender; one of the participants does not have the opportunity to continue the fight; one of the participants is removed from the fight or competition.

3.12. The timekeeper fixes the net time of the fight, the use by the participants of the time limit for medical assistance and the elimination of disorder in the equipment, as well as for painful and suffocating techniques, guided by the commands and gestures of the referee.

3.13. The duel ends ahead of schedule if one of the participants is awarded a clear victory.

4. The result of the round, fight and meeting

4.1. The victory in the round is awarded to the participant:

1) has more points;

- 2) if white is equal to the one who performed the evaluated technical action first;
- 3) has activity in this round by the decision of the referees.

For each round won, the participant receives 1 point. The points scored by each participant for the rounds won are summed up and are the score in this match.

4.2. A duel in the ring can end in a clear victory, a victory by points, a draw, or the defeat of both participants.

4.3. A clear victory is awarded to the participant:

- 1) performed technical actions, evaluated as a clear victory;
- 2) for "technical knockout";
- 3) due to the inability of the opponent to continue the fight;
- 4) when an opponent is withdrawn from a duel (competition) or disqualified for violation of the Rules or technical unpreparedness;
- 5) when the challenged opponent does not appear on the obstacle course, ring.

4.4. Victory by points is awarded, after the duel time has elapsed, therefore, from the participants who have won the greater number of rounds.

4.5. The fight can end in a draw if both participants won an equal number of rounds and were simultaneously removed by the doctor due to a mutual injury not provoked by either of the participants.

4.6. The fight ends with the defeat of both participants, if both are simultaneously withdrawn from the fight or competition for violating the Rules or are injured due to the fault of both participants, not allowing the fight to continue.

5. Application - protest

5.1. A written statement of protest may be filed in connection with a gross violation of the Rules or the presence of an extraordinary situation.

5.2. Protest procedure:

1) the application is submitted by the representative (coach) of the team to the chief referee (in the absence of the competition inspector);

2) an application on the results of passing an obstacle course, a fight in a ring (tatami) and a meeting is submitted no later than 10 minutes after their announcement,

and the representative must immediately notify the inspector or the chief referee of his intention to submit a written application;

3) an application in case of an extraordinary situation (violation of the Regulations on the competition, the procedure for weighing and drawing lots of participants, pairing, misinformation coming from officials, etc.) is submitted no later than 10 minutes after its occurrence so that the chief referee (inspector)) had the opportunity to quickly make a decision with minimal damage to the course and results of the competition;

4) the application formulates the reason for its submission with a mandatory reference to the paragraph of the Rules that was violated.

5.3. Consideration of the application:

1) the application is considered by the chief referee (inspector) with the involvement of referees and persons who committed the violation of the Rules stated in the application; at the same time, representatives of interested parties are present, but without the right to a decisive vote;

2) a decision on the application is made on the day of its submission:

3) according to the results of the meeting of participants - before the start of the next round of competitions;

4) on other issues - within the timeframes that ensure the possibility of correcting the mistakes made with minimal damage to the course and results of the competition.

5.4. If the chief referee (competition inspector) considers it necessary when considering the application, it is possible for the referees to review the video recording of the situation described in the application.

5.5. The chief referee (competition inspector) makes the final decision and states it in writing and notifies the interested parties about it.

CHAPTER 7. COMPETITION FACILITIES

1. Ring

1.1. The place of the competition is a platform with dimensions of at least 8x8 meters, which has a flat surface and excludes injuries during the competition.

1.2. A standard ring is installed on the site, each side of which is at least 6 meters. The area of the ring is limited to three or four ropes 3-5 centimeters thick, tightly stretched between four corner posts and connected on each side by two jumpers made of dense fabric 3-4 centimeters wide. Jumpers should not slide on the ropes. The distance between the corner posts and the ropes of the ring must be at least 50 centimeters. All metal extensions are covered with soft lining. The ropes are wrapped in a soft white cloth and in each corner of the ring are connected with pillows 20 centimeters wide and 5-7 centimeters thick. Pillows and ropes (for a length of 0.5-1 m) in two opposite corners of the ring must be red and blue. The red corner is the near corner, to the right of the referee's table. The first rope from the bottom is stretched at a height of 40 cm from the floor, the second at a height of 80 centimeters and the top one at a height of 130 centimeters. With four ropes, the lower one is stretched at a height of 40 centimeters from the floor, the second - 70 centimeters, the third - 100 centimeters and the upper one at a height of 132 centimeters.

The floor of the ring must be level and well fortified. An elastic coating with a thickness of at least 5 centimeters is laid on it (the mother of a wrestling mat, tatami, etc.), which is covered with a well-stretched plastic (or from another suitable material) roof. In this case, the surface of the floor of the ring must be one with the surface of the blind area adjacent to it, the width of which must be at least 0.5 meters. The limits of the working part of the surface of the ring must be marked with a white stripe 10 centimeters wide, which is a horizontal projection of its side ropes.

1.3. If the ring is placed on a podium, then the dimensions of the podium must be such that the distance from the ropes to the edge of the podium is at least one meter. On opposite sides of the podium there must be steps for the competitors and their seconds, and in the neutral corner for the referee and the doctor.

1.4. There must be at least one stool, water containers, mugs and urns in the red

and blue corners of the ring. In neutral corners, plastic bags for tampons used by the doctor and the referee are attached to the ring posts from the outside.

Next to the site, but no closer than 2 meters from the ring, a referee's table is set up. The table should have a gong or horn and two stopwatches.

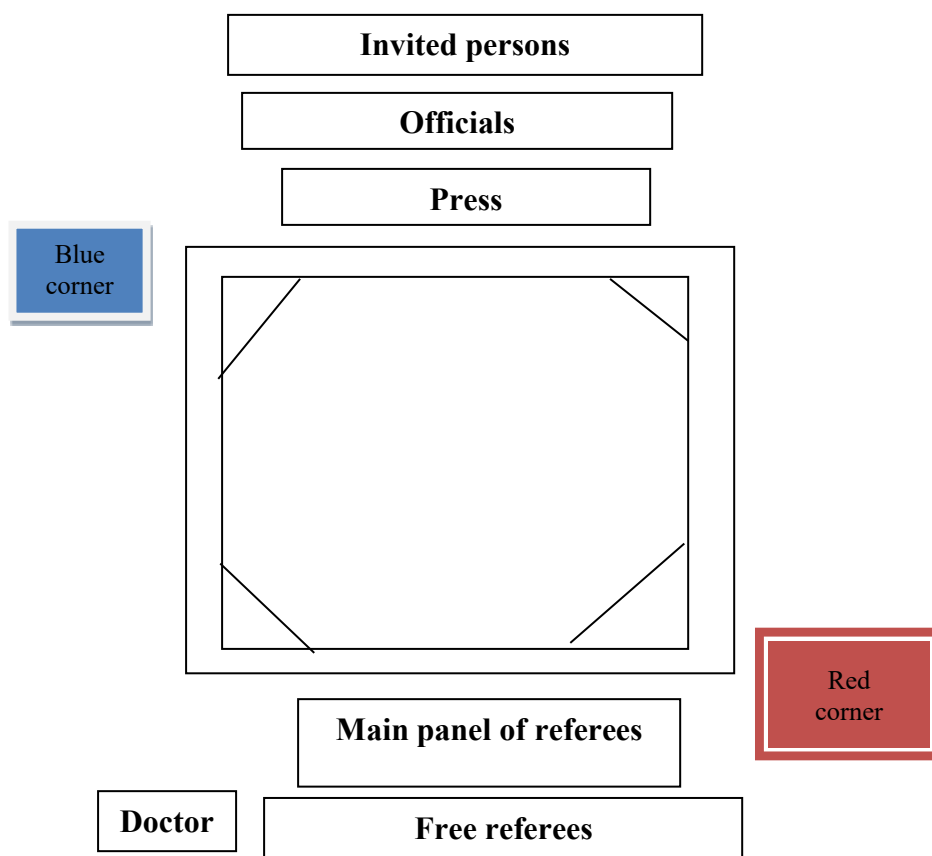
1.5. When holding competitions indoors, the distance from the ropes to walls or other objects must be at least 2 meters.

1.6. The degree of illumination of the ring should be 1000 lux. The ring is illuminated from above, side lighting is not allowed.

1.7. Seats for spectators are located no closer than 3 meters from the ropes of the ring.

1.8. The suitability of the ring for the competition is determined by the Chief referee.

The scheme of the competition venue is shown in Rice 3.



Rice. 3. Scheme of the venue for the competition

2. Requirements for competition venues

2.1. The coefficient of natural lighting of the hall should be 1:5, 1:6, artificial lighting - at least 600 lux. The ring must be illuminated from above by lamps of reflected or diffused light with a protective grid.

2.2. When holding competitions indoors, the temperature should be from +15 to +25 degrees Celsius, air humidity - not lower than 60 percent.

Ventilation should provide three air changes per hour.

2.3. When holding competitions in the open air, the temperature should be from +15 to +25 degrees Celsius. The site must be protected from direct sunlight.

2.4. The distance from the ropes to walls or other objects must be at least 2 meters.

2.5. Spectators must be no closer than 3 meters from the site.

2.6. The suitability of the ring for competitions is determined by the chief referee, the representative of the sports facility and the chief doctor and is recorded in a special act.

3. Sound signal, scales, stopwatches

3.1. The sound signal (gong) cannot be any system, but with a good sounding timbre.

3.2. Scales for weighing participants must be in good working order and accurately calibrated. The number of scales for weighing participants is determined by the panel of referees.

3.3. Stopwatches or electronic stopwatches must have a device for stopping and switching on without resetting the minute (second) readings until the end of the fight.

3.4. Before the competition, the scales for weighing the participants in the competition and all stopwatches that will be used during the competition must be checked by the commission (chief referee, chief secretary, one or two referees) for serviceability, about which the relevant acts are drawn up.

4. Demonstration board (board)

4.1. In order to inform the spectators and participants about the course of the fight, in the place most convenient for the work of the panel of referees and for observation by the audience, a demonstration board (scoreboard or electric board) is installed, on which the scores received by the participants during the fight are shown.

4.2. The surface of the shield must have a white background, on which pink and blue circles are clearly visible with numbers and letters printed on them in dark red and dark blue, respectively.

4.3. Numbers and letters are put on the circles in font, corresponding to the marks for the technical actions of the participants and the warnings reported by them:

"3", "2", "1" - estimates of technical actions;

"Ar" - activity by the decision of the referees;

"P1", "P2" - scores for the first and second warning to the enemy.

4.4. Mugs with a diameter of 9 centimeters are made of cardboard, plywood, plastic. They are hung on the shield in lines of 5 circles with an interval of 12 centimeters, and on the top line there are circles marked "3" and "2", the next two are occupied by circles marked "1" and "Ar". The distance between these rows is 12 centimeters. The bottom row is used for posting marks for a warning and is located at a distance of 15 centimeters from the top ones.

4.5. A blue stripe 1.5 centimeters wide is applied along the contour of the shield and vertically in the middle. Pink circles with red font are hung on the left half of the shield, blue circles with blue font - on the right half.

4.6. The shield has dimensions of 150x100 centimeters. It is installed vertically so that the lower edge is from the floor at a height of 1 meter.

APPS

Annex 1 to the Rules of International Sports universal fight competition

Regulations on competitions

1. Regulations on competitions, approved by the Federation International Amateur "Universal Fight", together with the Rules, are the main document that guides the panel of referees and participants in the competition. It must not conflict with these Rules. Otherwise, the panel of referees must be guided by the Rules.

2. The provisions of the Regulations must be precise and exclude their different interpretations.

3. Regulations on competitions contain the following sections:

- 1) goals and objectives of these competitions;
- 2) the place and time of the competition;
- 3) the organization responsible for holding the competition;
- 4) chief referee and chief secretary (by name);
- 5) participants and teams of competitions (conditions for admission of teams and participants, their weight and age categories, classification, team membership, uniform, restrictions on the admission of participants);
- 6) the procedure and deadlines for filing applications, a list of documents submitted to the credentials committee;
- 7) the procedure for medical control and medical and sanitary support;
- 8) competition program indicating the days and times of weigh-in and competitions in each weight;
- 9) the procedure and method of drawing lots (on the scales or after weighing in with a scattering of the strongest and participants of the same team or without scattering);
- 10) the nature and method of holding the competition; the duration of the fights;
- 11) conditions for participation and offset (definition of individual and team championship); results evaluation system;

- 12) the procedure for awarding the winners of individual and team competitions;
- 13) the procedure for submitting re-applications and their consideration;
- 14) conditions for accepting participants and teams

4. The Federation International Amateur "Unifight" has the right to make changes and additions to the Competition Regulations, but no later than before the start of the draw and with the obligatory notification of representatives of all participating teams or all participants.

Annex 2 to the Rules of International Sports

universal fight competition

PROTOCOLteam match _ _ _ (**competition name**) in universal fight (section _ _ _)

Date _ _ _ _ _ City _ _ _ _ _

A-Team					Team B								
weight	First Name Last Name Points per round and			Sum points	Result, Time	Sum points	First Name Last Name Points per round and						
section name													
<i>Age group</i>													
				P-							P -		
	1	2	3	WITH -						1	2	3	Z-
				P-							P -		
	1	2	3	WITH -						1	2	3	Z-
				P-							P -		
	1	2	3	WITH -						1	2	3	Z-
Team meeting result													
Number of wins -					Number of wins -								
Of them clean and win - , wins by points The best time of a clean victory -					Of them clean and win - , wins by points The best time of a clean victory -								

Chief Referee _ _ _ _ _ First Name Last Name
 Chief Secretary _ _ _ _ _ Name, surname

Annex 3 to the Rules of International Sports
universal fight competition

Protocol
team championship results
on Unifight (section _____)

" _ " _ 20 _____

Place	Team	Sum of points	Points by weight category							Notes
1										
2										
3										
.....										

Chief referee _____ Name, surname
Chief Secretary _____ Name, surname

Annex 4 to the Rules of International Sports

universal fight competition

Protocol

weigh-in and draw of participants

on Unifight (section _____)

" _ " _____ 20 y. _____

Weight, kg

No. p / p	no . _	No. uch .	First Name Last Name	A country	Year of birth	Participant weight	Notes
1							
2							
...
...							

Chief referee _____ Name, surname

Chief Secretary _____ Name, surname

Doctor _____ Name, surname

Referee _____ Name, surname

Annex 5 to the Rules of International Sports
universal fight competition

Athlete's passport

1 . I have an athlete's passport main document confirming belonging athlete to sports organizations, sports classification, results participation in competition and passage medical control.

2 . Passport athlete includes the following sections :

1) the name of the issuing sports organizations , photography athlete , certified seal , surname , first name and patronymic date birth and start date practicing Unifight, appropriation sports discharges , signature head of the issuing organization , surname coach (s) of the athlete, signature executive secretary national federation And print ;

2) marks about passing medical examinations , in-depth medical reviews By doctor's conclusion tolerance To competitions ;

3) participation in competitions with date , by weight ka those mountains and results;

4) dates transferred knockouts and marks medical board about timing and results restorative treatment;

5) marks O transition With one sports organization to another.

Annex 6 to the Rules of International Sports

universal fight competition

APPROVE

(Name, surname of the President of the National Federation)

" ____ " ____ 20 ____

Application

from the national team _____ for
participation in international competitions in Unifight (section _____)
name of the competition _____

from " ____ " 20 to " ____ " ____ 20

in _____

N o.	First Name Last Name	Year of birth	Discharge	Weight category	FULL NAME. trainer	Doctor's visa, stamp
1						
2						

.....
Total number of athletes allowed to participate in competitions

____ Doctor _____

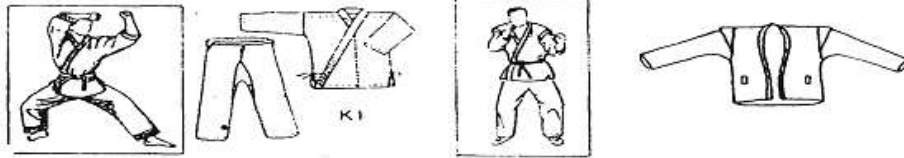
Head of delegation _____ Name, surname

Team coach _____ Name, surname

Annex 7 to the Rules of International Sports universal fight competition

Equipment

к у р т к а (кімоно або куртка самбо) та ш т а н и



Рукавички відкриті:

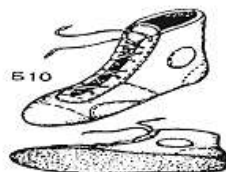


шолом

закисний



кзуutti

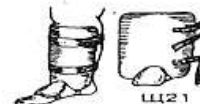
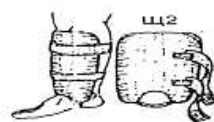


борцовки традиційні

борцовка-щиток

борцовка-фута

щитки на голяні



раковини

закисні



Annex 8 to the Rules of International Sports
universal fight competition

Act

acceptance of the competition venue
on Unifight (section _____)
" ____ " _____ 20 y. _____

This Act folded main referee , representative sports facility and doctor in that _
site equipment competitions answers (not corresponds) Rules of international sports
competitions in Unifight (section _____) .

Explanation

Competition venue address:

Chief referee _____ Name, surname

sports representative

structures _____ Name, surname

Physician _____ Name, surname

Scheme of the report of the chief referee of the competition

1. Organization of competitions:

- 1) the name of the competition;
- 2) the date of the competition;
- 3) the venue of the competition;
- 4) the order of the competition, which was scheduled as sustained, the reasons for the changes;
- 5) assessment of the organization of competitions (reception of participants, competition venues, meals, etc.);
- 6) conclusions and proposals for the organization of competitions for the future

2. Competition promotion:

- 1) the content and evaluation of the propaganda and mass work carried out in connection with the competition (posters, coverage of the competition in local newspapers and on the radio, reports, information for spectators at the competition site, etc.);
- 2) the number of spectators present at the competition.
- 3) participants of the competitions (data of the credentials committee), according to the protocol of weighing and drawing of lots of participants:
- 4) how many participants are admitted;
- 5) how many actually performed, including in weight categories;
- 6) removed from the competition by the panel of referees, including due to non-attendance (personally) and at the conclusion of a doctor (personally);
- 7) characteristics of the documents submitted to the credentials committee, including applications, determined and the presence of an athlete's passport without fail.

3. Refereeing:

- 1) the personal composition of the panel of referees (indicating the judicial category of each referee and the duties they perform);
- 2) evaluation of refereeing in general and of each referee personally, indicate the best referees;
- 3) the number and evaluation of submitted applications-protests, of which were satisfied and rejected;
- 4) specific proposals for changing and clarifying the Rules, the system and method of holding competitions, etc.

The following must be added to the report:

- 1) Regulations on competitions;
- 2) applications of teams for participation;
- 3) materials of the credentials committee;
- 4) protocols of weighing and draw;
- 5) protocols of the course of competitions;
- 6) protocols of personal and team meetings;
- 7) applications-protests and decisions on them;
- 8) act of acceptance of the place of competition;
- 9) report of the competition doctor.

Annex 10 to the Rules of International Sports
universal fight competition

P O T O C O L











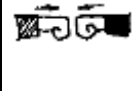

course of the competition ____ **(name)** ____
in Unifight (section ____ **) among** ____
Date ____ city, country ____
Weight category: up to __ **kg**







Chief Referee ____ **Signature** ____ **Name, surname** **Chief Secretary** ____ **Signature** ____ **Name, surname**

Timing and gestures of referees on ring (tatami)

(sections classic, light, for law enforcement agencies and law enforcement agencies)

	Term	Gesture referees	Gesture Description
1	"Clear victory"		Stretch your arm up, palm forward
2	"3 points"		Raise a hand bent at the elbow, showing three fingers - b, c, c
3	"2 points"		Raise up curved V elbows hand , showing two fingers - b , c
4	1 point		Raise up curved V elbows hand , showing one finger - b
5	"Activity by the decision of the referees"		Raise up curved V elbows hand , fingers compressed into fist
6	"Forbidden Reception"		on levels chest seize one brush hands wrists another
7	"Remarks"		index finger curved V elbows hands show in side up
8	"First Warning"		index finger elongated from behind the head hands show in side up
9	"Second Warning"		index finger elongated from behind the head hands show in side up
10	"Withdrawal from the fight"		index finger elongated from opposite shoulder hands show horizontally in side
elev en	"Equal opportunity"		Hands raise on level chest And erect fists towards
12	"Ineffective"		Dilute hands V sides down , palms deployed down

Continuation
Annex 11 to the Rules of International
Sports
universal fight competition

13	"Below the Belt"		Lower hand palm down horizontally below belts
14	"Notice the Time"		One hand - palm horizontally down on levels face , second - vertically bailiff Lena from below edge forward
15	"I consider pain" (for suffocation)		hand stretched out forward on levels shoulder , squeezing fist And holding his palm down
16	"Result of the fight"		from chest pull out hand up V side of the winner , deploying palm up

Gestures 1, 2 , 3, 4 , 5, 15 , 16 performed hand With oversleeve , color whom matches the color belts participant who performed rated hit or reception , or won duel on ringa (mattami wrestling) .

Gestures 6 , 7 , 8 , 9 , 10, 15 performed hand With oversleeve , color whom matches the color belts participant who violated the Rules or gets one of the listed punishments .

Gestures 11 , 12 , 14 behind their content is not allocate any With participants.
b , V, With - large , index , medium finger respectively .

Annex 12 to the Rules of International Sports

universal fight competition

Protocol

personal meeting on Unifight (sections easy, classic, for power structures and law enforcement agencies)

" ____ " _____ 20 _____

Weight, kg. Ring (tatami) _____ circle

Belt	First Name Last Name	A country	obstacle course	Round				The result of the meeting
				2	3	4	5	
Red								
Blue								

1st kind: Obstacle course

Belt color	First Name Last Name	Marks for the passage of stages										Time	Result
		1	2	3	4	5	6	7	8	9	10		
Red													
Blue													

2nd type: Fight in the ring (wrestling on the tatami)

Belt color	First Name Last Name	Fight round	Technical ratings and warnings	Sum of points	Round time	Round result
Red		2				
Blue						
Red		3				
Blue						
Red		4				
Blue						
Red		5				
Blue						

Chief referee _____ Name, surname

Chief Secretary _____ Name, surname

Annex 13 to the Rules of International Sports
universal fight competition

Report
about the medical care of the competition

1. Type of sport - universal fight
2. Name of the competition _____ 3.
- Number of days _____ from _____ to _____ 20____ 4. Venue
_____ 5. First name, surname,
category of the chief referee _____
6. Number of participants _____ of them:
- 7 Meteorological and sanitary-hygienic conditions for the competitions
_____ 8. The results of the
verification of medical records _____ 9. Brief description of the
places of competition, accommodation and meals for participants
_____ 10.
- Organization of medical. services at the venues of competitions and accommodation
of participants (availability of medical centers, vehicles) ____ 11. Diseases and
injuries (reasons, nature, assistance provided) _____ 12. Number of participants
withdrawn from the competition and reasons _____ 13. Shortcomings in
holding competitions _____ 14. The proposals made
by the doctor, their implementation by the panel of referees, representatives of the
teams _____
15. Name, surname, specialty, place of work of the medical personnel serving the
competitions _____

Signature of the chief doctor of the competition _____
" ____ " _____ 20 ____

Technical characteristics of a sports knife for throwing

Specifications of the throwing knife:

weight - 300-330 grams;

total length - 300 millimeters;

blade length - 170 millimeters;
















handle length - 130 millimeters;

butt thickness - 7 millimeters;

blade width - 60 millimeters.

Annex 15 to the Rules of International Sports
universal fight competition

Timing and gestures of referees on the snow court
in competitions in universal fight (winter section)

	Term	Referee gesture	Gesture content
1	"Clear victory"		Stretch your arm up, palm forward
2	"3 points"		Raise up the sign with the number "3"
3	"2 points"		Raise up the sign with the number "2"
4	1 point		Raise up the sign with the number "1"
5	"Activity by the decision of the referees"		Raise a hand bent at the elbow, fingers clenched into a fist.
6	"Forbidden Reception"		At chest level, grab the wrist of one hand with the wrists of the other
7	"Remarks"		With the index finger of the arm bent at the elbow, point to the side up
8	"First Warning"		With the index finger of the hand extended from behind the head, point upwards
9	"Second Warning"		With the index and middle fingers of the hand extended from behind the head, point upwards
10	"Withdrawal from the fight"		With the index finger of the hand extended from the opposite shoulder, show horizontally to the side
11	"Equal opportunity"		Raise your hands to chest level and bring your fists together
12	"Not effective"		Spread your arms to the sides down, palms turned down
13	"Below the Belt"		Place your hand palm down horizontally below your waist
14	"Notice the Time"		One hand - horizontally with the palm down at face level, the second - vertically placing the palm from below with the edge forward
15	"Result of the fight"		From the chest, stretch the arm up towards the winner, turning the palm up

Gestures 1, 2, 3, 4, 5, 15, 16 are performed with a hand with an armlet; the color of which corresponds to the color of the belt of the participant who performed the evaluated throw or reception, or won the duel on the court.

Gestures 6, 7, 8, 9, 10, 15 are performed with a hand with an armlet, the color of which corresponds to the color of the belt of the participant who violated the Rules or received one of the listed penalties.

Gestures 11, 12, 14 in their meaning do not single out any of the participants.

Annex 16 to the Rules of International Sports

universal fight competition

Protocol
personal meeting in Unifight (winter section)

" ____ " _____ 20__ m. _____

Weight _____ kg circle _____

Snow playground _____

Belt	First Name Last Name	A country	R A U N D 1 2 3			The result of the meeting
Red						
Blue						

1st type: Ski distance with shooting

suit color	First Name Last Name	Shooting marks			Time	Conclusion
		Lying	From the	standing		
Red						
Blue						

2nd type: Duel on the snowy ground

suit color	First Name	Round	Technical ratings and warnings	Sum of points	Round time	Conclusion
Red		2				
Blue						
Red		3				
Blue						
Additional round (in case of a draw)						
Red		-				
Blue						

Chief Referee _____

Name, Surname

Chief Secretary _____

Name, Surname

Annex 17 to the Rules of International Sports
universal fight competition

Regulations on competitions (section for power structures and law enforcement agencies)

1. Regulations on the competition are approved by the Federation International Amateur "Universal Fight", and together with the Rules are the main document that guides the panel of referees and participants in the competition. It must not conflict with these Rules. Otherwise, the panel of referees must be guided by the Rules.

2. The provisions of the Regulations must be precise and exclude their different interpretations.

3. Regulations on competitions contain the following sections:

- 1) goals and objectives of these competitions;
- 2) the place and time of the competition;
- 3) the organization responsible for holding the competition;
- 4) chief referee and chief secretary (by name);
- 5) participants and teams of competitions (conditions for admission of teams and participants, their weight and age categories, classification, belonging to a team and organization, uniform, restrictions on the admission of participants);
- 6) the procedure and deadlines for filing applications, a list of documents submitted to the credentials committee;
- 7) the procedure for medical control and medical and sanitary support;
- 8) competition program indicating the days and times of weigh-in and competitions in each weight;
- 9) the procedure and method of drawing lots (on the scales or after weighing in with a scattering of the strongest and participants of the same team or without scattering);
- 10) the nature and method of holding the competition; the duration of the fights;
- 11) conditions for participation and offset (definition of individual and team championship);
- 12) a system for evaluating results;

13) the procedure for awarding the winners of the individual and team championships;

14) the procedure for submitting re-applications and their consideration;

15) conditions for the admission of participants and teams.

Only the Federation International Amateur “Unifight” has the right to make changes and additions to the Competition Regulations, but no later than before the start of the draw, and with the obligatory notification of representatives of all participating teams or all participants.

Special interference band
on Unifight (section for power structures and law enforcement agencies)

