

General sparring rules apply throughout this competition if not specifically called out in the team rules below.

If something happens during the team sparring competition that cannot be answered by the rules stated, the "Tournament arbitrator" will come into play with a final undisputable decision.

- I. In certain divisions, an official coach is allowed but not mandatory.
 - A. ALL individuals playing the role of a coach at ANY point during the competition MUST be Fully registered as a participant of the ITC. (No one allowed to coach with just a guest pass)
 - B. Teams may have a coach or coaches but only one designated coach at a time and must remain within coaching box at all times, unless otherwise authorized by the center judge.
 - C. Only the designated coach at the time of a protest and arbitration can speak on behalf of the player.
 - D. Coaches may be team members.
 - E. Coaches may be changed from one fight to another but if a change is made the Center Official must be notified of the change for it to be official.
 - F. A coach may move around before a match is started, between rounds, during timeouts and once the sparring match is over.
 - i. Coaching Penalty: If a coach leaves his/her designated coaching box, during a sparring match, a penalty point will be awarded to the opposing team for the first, second and third time it occurs throughout the round. Upon a fourth penalty, the coach will be ejected and will not be allowed to come back to competition.
 - ii. Just like a player, coaches can be penalized or disqualified for unsportsmanlike behavior. A disqualified coach can be replaced for further team rounds/matches.
 - iii. If the coach in turn is ejected and it was also a player: ***See Section II- If a player is disqualified during their match or round***
 - iv. Penalty points on coaches are issued on the coach's player of that round
 - v. A coach and a player are considered the same as far as penalties go during a match.
 - G. Any player, team member, or coach who enters the sparring area, in the event an altercation happens, and accelerate the altercation / does not attempt to control their player, will be disqualified.
- II. If a player is disqualified during their match or a round:
 - A. If the player has **not** competed in that round: he will not be able to compete in the round, and the other team will automatically be awarded 5 points in the place of his/her match
 - B. If the player is **currently** competing and gets disqualified:
 - i. All points scored by that player will be removed from the cumulative score.
 - ii. The opposing team wins the match and gets all points scored during the match
 - C. If the player is **done** competing:
 - i. The other team will be automatically awarded 5 points
 - D. The center official will have the discretion to disqualify a player from current or all subsequent rounds of competition.
 - i. If there are no alternates: The other team will get an automatic 5 point in place of the upcoming matches of the disqualified player
 - ii. If the team has an alternate, the alternate must take the place of a disqualified player for **ALL** subsequent rounds
 - E. No retroactive penalties will be applied for a disqualified player
- III. Use of alternates:
 - A. Alternates are **ONLY** allowed due to disqualification and/or injury and it is a **permanent** replacement
 - B. The medic will have the final determination if a player may not continue, with NO exceptions.

- i. If the medic deems a player able to continue, but the player refuses due to personal decision or preference, the match will be scored as is with the exception of the last match of the round, the team's alternate (if the team has one) or another team member must finish the match.
 - ii. For a division with no alternates the player may choose to come back to the next round of competition or the team may forfeit all matches for that player granting a 5 point advantage for the other team.
 - iii. For those divisions that are allowed alternates, the alternate must enter the match where it stands and will replace the injured player for the remainder of the competition.
- C. If a player is injured during a match:
 - i. Not as a result of a penalty
 - a) If a player is injured not due to a penalty they are allowed 4 minutes to determine if they can continue, starting immediately. The time may be extended two additional minutes, once the medic reaches the player.
 - ii. As a result of a penalty inflicted upon them:
 - a) A 5-minute recovery period will be granted starting immediately, The time may be extended two additional minutes, once the medic reaches the player. After this time has expired: the player may be declared unable to continue and will be forced to use an alternate (**See Section III – Use of alternates**), or a choose teammate to finish the match, choose to withdraw, use an alternate (if applicable), continue his/herself, or choose a team mate to finish the match.
 - 1. If the player uses the alternate: The alternate will finish the match and will be replacing the injured player for the remainder of the team competition (all penalty points apply)
 - 2. If the player choses a teammate to finish the match:
 - a. If the division is multiple ages and ranks: the player may choose any team member to replace him, the other team will have to match based on age restrictions, the match will restart and no penalty points will be awarded
 - b. If the division is for a particular age and rank: the injured player may use any teammate to finish the match for them (all penalty points apply)
 - 3. If the player withdraws: the match will be scored as is (all penalty points apply)
 - 4. If the player continues: the match will continue from where it was stopped (all penalty points apply)
 - b) It is the center official's responsibility to communicate with the medic and determine if additional time will be allowed. The center official must then inform the scorekeeper who is keeping up with the time of the delay. A medic can always request an extension time to properly determine if the player can continue. The maximum time that can be allocated to determine if a player can continue is 8 minutes.
 - c) The Referee and Judges will follow normal protocol to see if the injury was the results of an intentional/illegal technique. If so, the inflicting player will be disqualified. (**See Section II** - If a player is disqualified during their match or a round)
 - iii. Injury time –
 - a) Only one instance of self-requested injury time per match will be allowed

- b) On a second self-request for an injury timeout, the player will NOT be allowed to continue. However, the Referee and Judges will always follow normal protocol to see if the injury was the result of an intentional/illegal technique. **(See Section III.B & III.C)**
1. If the self-requested injury time is not the result of penalty technique, the ring's officials can determine the veracity of the request and act accordingly; however, if determined to be unjustified, player will be penalized for avoiding the fight/stalling.

Divisions:

		Division	Player Age	# of players ¹	Alternate	Win by	Mercy Rule	Fight order
Adult	Male	Adult Male Blackbelts	18 and Up Blackbelts	4	Yes ²	Total points ³	No	Coin Toss ⁴ /Strategy
		Adult Male Underbelts	18 and Up white to red	3	No	Total points ³	No	Coin Toss ⁴ /Strategy
	Female	Adult Female Blackbelts	18 and up Blackbelts	3	Yes ²	Total points ³	No	Coin Toss ⁴ /Strategy
		Adult Female Underbelts	18 and Up white to red	2	No	Total points ³	No	Coin Toss ⁴ /Strategy
	Mixed ¹⁰	Adult 40+ Mixed Blackbelts	40+ Blackbelts	4	Yes	Total points ³	No	Coin Toss ⁴ /Strategy
Under 18	Mixed	11 and Under Mixed ⁷	11 and under white to Red ⁵	3	No	Total points ³	yes (5 spread per player)	Age match youngest to oldest ⁶
		12-15 Mixed ⁷	12-15 White to red ⁵	3	No	Total points ³	yes (5 spread per player)	Age match youngest to oldest ⁶
	Male	16-17 Male Blackbelts	16-17 blackbelts	3	No	Total points ³	No	Coin Toss ⁴ /Strategy
	Female	16-17 Female Blackbelts	16-17 blackbelts	2	No	Total points ³	No	Coin Toss ⁴ /Strategy
	Mixed	16-17 Mixed ⁷	16-17 blackbelts	4	No	Total points ³	yes (5 spread per player)	Coin Toss ⁴ /Strategy
All Ages	Mixed	World Team ⁷	All Ages All ranks 1 x 7-9 player 1 x 10-13 Player 1 x 14-15 Player 1 x 16-17 Player 1 x 18+ Player	5	No	Matches won	yes (5 spread per player)	Coin Toss ⁴ /Age match ⁸ /Strategy ⁹

¹ Any player on a team can be used equally but can only fight once in a team round, Exception: Tie breakers, in the event of a team tie, a player that has already participated in the same round can fight a tie breaker. Alternates rule still applies

² Alternates must be registered during team registration. In the event a team has to call upon an alternate at any time during a match, the alternate will remain as a primary player for all remaining team's competition rounds. Should the same team sustain a second injury, the team can win the current round but will have to withdraw from the rest of the competition

³ The team with the most accumulated points throughout all matches in the round wins

⁴ A coin flip will determine the team that can make the decision as to which team will send an initial player and sending in a player will alternate thereafter

⁵ A younger age category player can compete up 1 age category older (EXAMPLE – A 13 & younger age category can compete up into the 14-15 age category and/or a 14-15 age category player can compete up into the 16-17 team age category).

⁶ Where ages are different, the appropriate ages must be matched together

⁷ At least 1 player must be female

⁸ The other team must send a matching age player

⁹ The order of fighters **must** vary from round to round. Only **ONE** of the fighters that fought in the first three fights of the previous round can be in the first three fights of the next one. This ensures all fighters get a go.

¹⁰ The division allows for mixed members but it is not a requirement.