

## 2024 UFAF KRAV MAGA DEMO TEAM COMPETITION RULES

1. All UFAF KM teams should portray the martial arts in a positive way, and in a manner respectful to Mr. Norris.
  2. A UFAF KM demo team must consist of a minimum of -2 -UFAF members, -8- maximum. UFAF KM Demo team members may be any age and rank (level 1 through level 8). A UFAF KM demo team can consist of members from their own school, or other schools, regions, countries, or any other member group within UFAF. Demo team participants will be allowed to compete with only one UFAF Krav Maga demo team at the ITC. However, may also compete in the CNS demo team competition. **\*Every demo team member must be a registered participant of the ITC.**
  3. Team Captain/Coach is encouraged to pre-register your UFAF KM team online through the ITC/WC shopping cart ahead of the event. Registration at the event will be accepted at the ITC registration desk by Saturday of the event. Registration after the closing of the registration desk on Saturday will not be accepted. The cost is \$100.00 per team.
  4. Demo teams may wear any combination of the following:
    - a. UFAF KM or School Krav Maga Shirt, pants or uniform & cannot have other Krav Maga organization logos or marketing text.
    - b. UFAF KM demo uniform (can be any color, pattern, & include school logos and/or appropriate text.)
    - c. other costuming that is child and family friendly in both appearance and message. If in doubt, seek Tournament Rules Committee approval BEFORE performance, and have a backup plan. Costuming that pushes limits may be denied. Teams, please know this in advance.
  5. Music, weapons, and props are optional, and must be supplied by the team.  
**\*Only SAFETY training guns, blades, weapons of any kind can be used, Period!**
- (UFAF will provide a sound system on which your electronic devices containing music may be connected. Team must provide electronic devices (phone, mp3 player, computer, tablet, etc.), cords, adapters, and an operator. Note that a team may be disqualified for offensive music or unreasonable volume level. Props should highlight and enhance the technical and artistic elements of the martial arts being displayed, and should not be the primary focus of the performance. ALL props must be pre-approved by the Tournament Rules Committee.
6. Demos shall be limited to five (5) minutes. Start time is indicated by a designated performer or coach raising their hand. The end of the performance is when the team returns to ready, and applause starts. Time overage will result in scoring penalties of one point per second, beginning at five minutes and one second.
  7. Area available will be 40' x 40' (12.2m x 12.2m) or larger for the large demo team division if needed.

8. Only UFAF Krav Maga Level -7- and above will act as judges. The demo will be scored in five areas, using a 1 - 10-point system, with 10 being the highest. The total of the four equally weighted scores will be used to determine the placing. High and low totals will be thrown out; in the event of a tie, they will be added back in.

9. Areas of scoring:

- a. execution & comprehension of the skills demonstrated.
- b. scenarios /choreography
- c. realism / creativity / action
- d. UFAF Krav Maga reality-based self-defense principles
- e. overall performance

10. The first three teams will perform, and then be called up individually for scoring. The remaining teams will then compete and be scored one at a time.