



WOF Amateur Competition Rules

**Precision Sports (Slingshot/ Knife Throwing), Artistic Sports (Istatis, Shuffle)
Obstacle Sports (ChaseTag), Mind Sports (Morabaraba, Dooz),
Combat Sports (Axaya , Oxian)**

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WOF Precision Sports (Slingshot/ Knife Throwing)

The competition field of Slingshot / Knife Throwing:

Slingshot is the traditional model of shooting with a V-shape slingshot, which is confirmed of shooting the plastic bullets to the Seibel on two models of the fixed shooter and movable shooter.

Mono-Star Slingshot:

In Mono-star Slingshot, every athlete is allowed to shoot five bullets in the shortest possible time. Hitting any bullet to the Seibel rings has its special points.

Bi-star Slingshot:

In bi-star Slingshot, the running athlete who has slingshot shots from a distance of 7 meters. In this case, each athlete has five bullets.

Required equipment for holding the competition:

The competitions of Slingshot can be held in indoor or outdoor sports salons according to the following conditions:

- The round compressed spongy Seibel with a diameter of one meter, which has four rings (circles), and one point at the center of that according to the following criteria:
- The diameter of the first ring is 6 cm.
- The diameter of the second ring is 12.5 cm.
- The diameter of the third ring is 50 cm.
- The diameter of the fourth ring is 100 cm.
- The compressed plastic slingshot with a weight of 400 gr.
- 5 plastic bullets with a weight of 10 gr

The clothing of Athletes:

- Shorts and blouse (Blue or red according to the determined color of the competition table).
- Standard shoes

Ages:

- Youth (14 to 17 years).
- Seniors (18 to 42 years).

Specialized rules of Judgment in mono-star Slingshot:

- The participators are not limited to the first round of competitions but in the last round, just eight top persons will participate.
- All shooters are allowed to use personal tools (Slingshot, wristband).
- All shooters must present at least 30 minutes before the start of the competition.
- Hitting shots in the first, second, third, and fourth rings have 10, 9, 8, and 7 points respectively.
- If the points of the athlete are equal, then the person who has shot his bullets in less time will win.
- The distance of the shooter from Seibel is 10 meters.

Faults in mono-star Slingshot:

- Hitting the bullets out of the ring has one negative point.
- Crossing the line of fire during shooting has one negative point.

- Dropping the slingshot after shooting has one negative point.
- Three penalty points mean removing from the competition

Specialized rules of bi-star Slingshot / Knife Throwing:

- The participators are not limited to the first round of competitions but in the last round, just eight top persons will participate.
- All shooters are allowed to use personal tools (Slingshot, wristband).
- All shooters must present at least 30 minutes before the start of the competition.
- Hitting shots in the first, second, third, and fourth rings have 10, 9, 8, and 7 points respectively.
- The distance of the Slingshot shooter from Seibel is 12 meters before running.
- The distance of the Knife Throwing from Seibel is 12 meters before running.
- The distance of the Slingshot shooter from Seibel is 10 meters before running, 7 meters in the line of fire, and 20 meters at the finish line.
- Pass the time the finish line is inserted.
- If the Points of athletes are equal, then the person who has crossed the finish line in less time will win

Faults in the bi-star Slingshot:

- Hitting the bullets out of four rings has one negative point.
- Crossing the line of fire during shooting has one negative point.
- Dropping the slingshot after shooting has one negative point.
- Three penalty points mean removing from the competition.
- Falling down during running or shooting has one negative point

IX INTERNATIONAL MARTIAL ARTS GAMES

GAMES HUMANITARIAN **CHASE TAG WORLD** **MMA (IMMAC)** **WORLD SPORT FEDERATION (WOF)** **INTERNATIONAL MARTIAL ARTS GAMES COMMITTEE**

WORLD U-SPORT
15 AMATEUR CHAMPIONSHIPS
NOVEMBER 3 - 7
TASHKENT, UZBEKISTAN

Olympic Dreams
 Combat Sports(Axaya, Oxian)
 Artistic Sports(Shuffle)
 Obstacle Sports(ChaseTag)
 Mind Sports(Dooz, Morabaraba)
 Precision Sports(Slingshot)

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WOF Artistic Sports (Isatis, Shuffle)

Required equipment for holding the competition:

The competitions of Isatis can be held in indoor or outdoor salons according to the following criteria:

- The flat ground in the size of 7 by 7 meters
- Five chairs that have tall bases (1 meter)
- Stopwatch
- Audio installations
- One whistle
- Monitor and Arbitration software

The clothing of athletes:

- Based on individual creativity and local culture
- Standard shoes

Ages:

All athletes must be able to prepare an official document in order to prove their age and identity. Each athlete (male or female) who is younger than the specified class of Federation and participated in the referred class must be disqualified from the qualification tournament.

- Youth (14 to 17 years).
- Seniors (18 to 42 years).

Specialized Rules of Judgement in mono-star Isatis:

Points in individual Isatis: Points are according to the implementation of correct techniques, transposition, and observance of the timeframe, which include 7, 8, 9, and 10.

- Implementation of a 2-minute routine with the 5-second negligible using suitable 2-minute music with BPM (Over 160 beats).
- Concentration on the implementation of techniques.
- Balance in the implementation of techniques.
- Movement difficulty: Implementation of combined advanced techniques.
- Innovation: the implementation of innovative techniques in the framework of Isatis standards.
- Coordination with music

Faults in Mono-star Isatis:

Incorrect implementation of techniques includes any touch of the knee, elbow, head, back, and buttocks and drop tools. The movements which cause incidence or fatality are also included to deduct the points.

- The lack of coordination at the start.
- The lack of coordination in the end.
- Incorrect implementation of techniques.
- Implementation of repetitive techniques

Points in bi-star Isatis:

Points are according to the implementation of correct techniques, transposition, and observance of the timeframe, which include 7, 8, 9, and 10.

- Implementation of a 2-minute routine with the 5-second negligible using suitable 2-minute music with BPM (Over 160 beats).
- Concentration on the implementation of techniques and links.
- Balance in the implementation of techniques and links.
- Movement difficulty: Implementation of combined advanced techniques.
- Innovation: the implementation of innovative techniques in the framework of Isatis standards.
- Coordination with music

Faults in bi-star Isatis:

Incorrect implementation of techniques includes any touch of the knee, elbow, head, back, and buttocks and drop tools. The movements, which cause incidence or fatality, are also included to deduct the points.

- The lack of coordination at the start.
- The lack of coordination in the end.
- The lack of coordination among the members of the team.
- Incorrect implementation of techniques and links.
- Implementation of repetitive techniques and links



WOF Obstacle Sports (ChaseTag)

Article 58- Wearing and Equipment of Athletes / the Competitor:

Each athlete shall wear the standard uniform of O-Sport according to his/her corner (Red or Blue), also, this standard uniform moreover name and flag of the country shall carry the sponsorship's name, too, and its maximum size shall be 10 cm. The competitors are responsible for bringing their own personal equipment to all WOF competitions and tournaments.

Article 59-Chase Tag Competition Rules:

Two teams of up to four athletes play a team format. Each match is the best of 16 Chases. Each Chase is 20 seconds long with one Chaser and one Evader. There is a 25-second Rest Period between Chases. The winning athlete in each Chase stays on as the Evader for the next Chase. A team is awarded one point for each Evasion they make (I.e. when the Evader lasts 20 seconds without being caught). Tags must be made with the hand (I.e. NOT the foot). If an athlete steps out of bounds, they lose that Chase. If a match ends in a draw, it goes to a Sudden Death Chase-Off.

Article 60- Sudden Death Chase Off

A Sudden Death Chase-Off consists of two 20-second Chases where each team gets to Evade. The team that gets the longest Evasion Time wins. The 25-second rest period between Chases does not apply during Sudden Death and teams have up to 3 minutes to decide which athlete to send out. The Evading team must send out their athlete first. If a winner is not decided after one round of Sudden Death (for example, if both Chases end in an Evasion), the process is repeated.

INTERNATIONAL MARTIAL ARTS GAMES COMMITTEE

WORLD O-SPORT FEDERATION WOF

CHASE TAG WORLD

GAMES HUMANITARIAN

15 WOF Chase Tag / Ultimate Tag Championships

**NOV 3-7, 2024
Tashkent, UZB**

WOF Mind Sports (Morabaraba or Dooz)

Article 77- The competition field of Morabaraba and its variants:

Individual Morabaraba is the combination of mental skills with geometric equations in order to link 3 stones in intersecting lines on a 24-dot screen in three types 6 stones, 9 stones, and 12 stones.

Article 78-Required equipment for holding the competition:

The competitions of Morabaraba can be held in indoor or outdoor sports venues according to the following conditions:

- One table and three chairs for every set of individual competitions.
- One table and a suitable number of chairs for every set of group competitions.
- Stopwatch.
- Judgment papers for the record.
- Individual papers for record of each side.
- A Morabaraba set with floorboard and stones. It is possible to play Morabaraba with a simple paperboard and plastic tokens. More popular midrange equipment includes cardstock, laminated particleboard, or wood boards with stones of plastic or glass. More expensive traditional materials are still used by many players. The most expensive Morabaraba sets have black stones carved from slate and white stones carved from translucent white shells, played on boards carved in a single piece from the trunk of a tree. The Morabaraba board typically measures between 40 and 45 cm in length and 40 to 45 cm in width.
- A full set of Morabaraba stones usually contains 12 black stones and 12 white ones; a grid has 24 points, so there are enough stones to cover the board.
- Modern and low-cost alternatives: In clubs and at tournaments, where large numbers of sets must be purchased and maintained by one organization, expensive traditional sets are not usually used. For these situations, table boards are usually used instead of floorboards, and are either made of a lower-cost wood such as spruce or bamboo. In such cases, the stones are usually made of glass, plastic, or resin (such as melamine or Bakelite) rather than slate and shell.

Article 79- Wearing and Equipment for Athletes:

Free and appropriate with the local culture.

Ages and weights:

All athletes must be able to prepare an official document in order to prove their age and identity. Each athlete (male or female) who is younger than the specified class of Federation and participated in the referred class must be disqualified from the qualification tournament.

- Youth (14 to 17 years).
- Seniors (18 to 42 years).

Article 80-Specialized Rules of Judgment in Morabaraba:

Points in Morabaraba, The points are recorded according to the implementation of stones.

- Every full link has a point, which is appeared by eliminating one of the opponent's stones.
- Surrounding the opponent is considered the full point of competition.
- If the number of stones on one of the sides became less than three, the competition will end

Faults in Morabaraba:

- Incorrect implementation of movement has the negative point.
- Lack of movement of stones within the 5 seconds has a negative point.
- Talking during the game has a negative point.
- Lack of recording of the movement of sides has negative points.
- Implementation of the repetitive Link has a negative point.
- Three penalty points that are confirmed by the referee will cause removing one of the opponent's stones.



WOF Combat Sports (Axaya)

Article 41-Required equipment for holding the competition:

The competitions of Axaya can be held in indoor or outdoor sports venues according to the following conditions.

A) Required equipment for Shooting by slingshot/ Knife Throwing:

- The round compressed spongy Seibel with a diameter of one meter, which has four rings (circles), and one point at the center of that according to the following criteria:
- The diameter of the first ring is 6 cm.
- The diameter of the second ring is 12.5 cm.
- The diameter of the third ring is 50 cm.
- The diameter of the fourth ring is 100 cm.
- The compressed plastic slingshot with a weight of 400 gr.
- Five plastic bullets with a weight of 10 gr.
- Audio installations.
- Monitor and judgment software.
- One microphone and sound system as well as one video camera and LCD.
- Stopwatch

B) Required equipment to cross the obstacles:

- For the blue line of competition (blue competitor), a ground with the size of 30 by 5 meters is needed.
- For the red line of competition (red competitor), a ground with the size of 30 by 5 meters is needed.
- The material of the floor covering must be from a mat (Platform or Ring) with 5 cm thickness.
- There is no obstacle until the height of 5 meters in the racetrack.
- There are five boxes (in blue line) with the size of 100 cm by 100 cm, which are placed at a distance of 4 meters from each other.
- There are five boxes (in red line) with the size of 100 cm by 100 cm, which are placed at a distance of 4 meters from each other.
- There is one wallboard with dimensions of 200 cm by 100 cm and a thickness of 50 cm at the end of the blue line.
- There is one wallboard with dimensions of 200 cm by 100 cm and a thickness of 50 cm at the end of the red line.
- Monitor and arbitration software.
- Judgement papers

C) Required equipment for pitched battle (Fighting):

- For each line of competition, we need a ground with a size of 30 by 5 meters.
- One Platform with a height of 50 cm, which is equipped with the tatami at the center of the competition salon. The dimensions of the tatami must in the size of 7 by 7 meters.
- Tables and chairs for the Jury

Article 42 Wearing and Equipment of Athletes / the Competitor:

Each athlete shall wear the standard uniform of O-Sport according to his/her corner (Red or Blue), also, this standard uniform moreover name and flag of the country shall carry the sponsorship's name, too, and its maximum size shall be 10 cm. The competitors are responsible for bringing their own personal equipment to all WOF competitions and tournaments. All competitors must be equipped in all divisions with approved safety equipment in the form of padded protectors:

- Dropping the slingshot after shooting has one negative point.
- Three penalty points mean removal from the competition.

B) Crossing the obstacles:

Incorrect implementation of techniques includes any touch of the knee, elbow, head, back, and buttocks. The movements, which cause incidence or fatality, are also included to deduct the points.

- Lack of proper landing.
- Implementation of repetitive techniques.
- Implementation of vertical double techniques

C) Pitched battle or Fighting:

- Kick or punch to unallowable points (back of the body, back of the head, and joints).
- Kick or punch after the order of stop by the main referee.
- Elbow strikes
- Back slam throws
- Foot throwing in unallowable form,
- Punching with the flat and backhand,
- Head butting
- Locking of an opponent or using forbidden submission techniques
- Shooting and catching opponent's feet for performance techniques
- kicking to a grounded opponent
- pushing and putting instep
- Refuse to fight, constant dropping of the mouthpiece, or faking an injury
- All of the techniques against joint
- Talking or shouting during the fighting
- Disobeying the referee's order
- Throwing saliva in the platform or ring
- Retreating which causes exiting from the platform
- Doing bad actions or making hubbub
- Biting
- Holding ring rope for kicking or punching an opponent.
- Locking the neck, suffocating, and breaking.
- Attacking the opponent with the head
- Pushing the opponent in order to throw him/her out of the platform

Style	Round	Athletes' Equipment						Stand Fighting / Techniques										Throwing and grappling		Ground Fighting / Techniques					
		Gloves	Shin/foot protectors	hand bandage	helmet	gum shield	Groin Protection	Punch		Spinning Back fist	kick			Knee		A	B	Strik e	Immobilization						
								H	B		Low	Middle	High	Middle	High				High	body	C	D	E	F	
								a	o																
Axaya	2x2	S	√	√	√	√	1	1	1	1	1	2	1	2	2	1	-	1							1

Ages and weights:

All athletes must be able to prepare an official document in order to prove their age and identity. Each athlete (male or female) who is younger than the specified class of Federation and participated in the referred class, must be disqualified from the qualification tournament.

A. Male:

Age category for youth (14-17 years old)

- 1st weight 48 until 51 kg
- 2nd weight 51 until -53 kg
- 3rd weight -53 until -56 kg
- 4th weight -56 until -60 kg

Age category for seniors (18-42 years old)

- 1st weight -51 until -53 kg
- 2nd weight -53 until -56 kg
- 3rd weight -56 until -60 kg
- 4th weight -60 until -64 kg
- 5th weight -64 until -68 kg
- 6th weight -68 until -73 kg
- 7th weight -73 until -79 kg
- 8th weight -79 until -86kg
- 9th weight -86 until -95 kg
- 10th weight +95 kg

B. Female groups:

Age category for youth (14-17 years old)

- 1st weight 45 until 48 kg
- 2nd weight 48 until 51 kg
- 3rd weight 51 until -53 kg

Age category for Seniors (18-42 years old)

- 1st weight 48 until 51 kg
- 2nd weight 51 until -53 kg
- 3rd weight -53 until -56 kg
- 4th weight -56 until -60 kg
- 5th weight -60 until -64 kg

