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**WORLD ORGANIZATION „LATAR DO “**

**Universal Martial Art**

**Judging**

**A judge**

**1.1. Team of judges:**

1 referee and 2 or 4 side judges.

**1.2. Uniform of the judges**

Dark pants and a light shirt with the "Latar Do" logo and sport slippers

**2. The form of clothing and protective equipment for fighters**

Bright kimono, gloves ( fingerless gloves for adults), closed helmet, groin and knee protection.

**3. Place of the fight**

Fight conducted on the mat (tatami) or Ring

The size of the mat: 10x10 (m), battle area: 8x8 (m)

**4. Fight. Duration and commands:**

**4.1 Duration**

- Competitions on fights "Latar Do" are held by the full or semi contact rules.

-There are up to 3 round and up to 3 minutes each.

-the Organizer can reduce the count of rounds and the time depend on the level of Competition.

**4.2. Commands-Referee**

**-By Start**; ”Right on the front” – “Left on the front” – “Greeting” – “Fight position” –“Lat!”(fight)

**-By break during the Fight**: “Sac!” (stop) . To continue: “Fight position”- “Lat!”

**-Decision at the end of fight**: “Right” (left) Winner” – “Greeting” – “Handshake” – (the fighters leave back side)

**5. Assessment in decisions of the judges.**

**(Full contact)**

**"Full Winn":**

- Upon receipt of the impact that resulted in a knockout or knockdown condition, the athlete is unable to continue the fight for more than 3 seconds.

- Submission, except banned, which led to the surrender (by slapping palm of the hand or foot on the opponent or the floor, as well as the spoken word «sac», a signal of surrender)

- The coach stop the fight.

- Athlete not wanting to continue the fight (the athlete shall raise the hand).

- In the case when the opponent gets a rating of "Fault 4-out".

**6. Warnings**

"Fault". "Fault 1". "Fault 2". "Fault 3". "Fault 4-out".

**7. Violations**

- Outside (leaving the floor area)

- Running away from combat

- Illegal techniques

- Unethical behaviour

- Talking on the mat

**8. Illegal techniques**

- Guillotine

- Submissions to the knee in the stretching direction.

- Blows to the groin, neck and in the back, knee and neck regions.

- Kicks and knees to an opponent who is on the ground or touching the surface area with ​​3 or more body parts (Except when doing a wrestling move)

- Grabbing the helmet

- Deliberate throwing on the head or a fall on an opponent.

**9. Permitted actions.**

**9.1 Permissible technique in stand up fighting.**

- All striking techniques, kicks, knees, elbows and head to all parts of the body except prohibited.

- Strikes allowed applying while on the ground (except for grabs for the helmet) to 5 seconds.

**9.2 Throws**

- All kinds of throwing techniques, except prohibited.

**9.3 Technique for fighting on the ground**. (5 to 30 seconds)

-All kinds of chocks and submissions, striking techniques except prohibited.

**10. Full contact -Point system**

**10.1 Scoring**

According to the semi contact rules:

"Half Winn", "Full Winn".

Awarded as in full contact

For semi contact there are also additional points: from 1 to 12.

-6 Points are "Half Winn"

-12 Points are "Full Winn".

Punch in the head: up to 1 point.

A series of strikes (2 or more) punches to the head: Up to 2 points.

A series of strikes (2 or more) punches to the body: Up to 1 point

Kick in the head, up to 2 points

Kick to the body or hip, 1 point.

Combination: kicks and punches to the head: up to 3 points.

Throw (sweeps) with light finishing moves: up to 3 points.

**10.2 On the ground**

- Allowed all strikes using hands

- Allowed submissions and choking techniques, except the illegal ones.

**11. Priority techniques to consider for judges before declaring their decision.**

If there is no difference in the points of both athletes, accounted he following:

 stand up techniques

 throwing techniques

 wrestling and activity on the ground.

 activity in general.

 condition of the fighters

 Spirit

**12. Deciding the winner**

**Before the time elapse**

- If awarded "Full Winn"

- If awarded 2x "Half Winn"

- Difference of more than 8 points

- In case an injury and doctor stops the fights

**When the time elapses**

- If at the end of first round of the first round, and awarded one "Half Winn"

- (Semi contact in the presence of points)

- By the opinion of the judges

Note: Further changes and additions to the rules aren’t excluded.