

ICAPF TOURNAMENT RULES

Tournament

The Divisions will be established according to the competitors weight and years of experience.

Championship Brackets

The competitors' divisions will be drawn into brackets serving as a simply system of elimination. The loser of each game will be eliminated and the winner will advance to the next level in the bracket. *Exception:* In a bracket with only 3 competitors, one competitor will receive a buy (by random drawing). The other two competitors will play the first game and the winner of this game will advance to the final. The loser will play the competitor who received the buy. The winner of this game will play the winner of the first game in the final.

Scoring: Points & Advantages

2 Points:

- Take-downs (Rasteira, Vingativa, Banda, Tesoura, etc.):
 - 2 points will be awarded only if the take-down is applied and the opponent falls completely (example: his/her buttocks touches the ground or he/she is unable to support their body weight)
 - *Spinning Kicks (Meia Lua de Compasso, Armada, Chapa Giratoria, etc.)*
 - 2 points will be awarded only if the kick 1) connects cleanly without the intention to harm 2) does not connect but the competitor who attempted the kick "marks" it and "catches" the opponent (example: the opponent does not Esquiva or is caught off-guard).
 - In the event that a competitor lands or correctly "marks" a spinning kick but is then taken down completely, the competitor who attempted the kick would be given an advantage but no points, while the competitor who applied the take-down would receive 2 points.

1 Point:

- Frontal Kicks (Martelo, Chapa, Benção, Gancho, Queixada, Meia Lua de Frente, etc.)
 - 1 Point will be awarded only if the kick 1) connects cleanly without the intention to harm 2) does not connect but the competitor who attempted the kick "marks" it and "catches" the opponent (example: the opponent does not Esquiva or is caught off-guard).
 - In the event that a competitor lands or correctly "marks" a frontal kick but is then taken down completely, the competitor who attempted the kick would be given 1 point, while the competitor who applied the take-down would receive 2 points.

Advantages/Vantagens

- Advantages are given to a competitor when he/she attempts to perform a take down but only makes the opponent lose the balance with accomplishing the take down.
- Advantages are ONLY used when a game ends in a tie. In this situation, the competitor with the most Advantages will be deemed the winner. Example: Blue ends with 2 Points and 4 Advantages. Red ends with 2 Points and 1 Advantage. Blue wins.
- Advantages are NOT equal to Points
- 1 Point is worth more than any amount of Advantages

Game Flow & Synchronization

The Competitors will also be evaluated on the fluidity of their game and synchronization with their opponent. Acrobatic movements applied with the appropriate timing and in the context of the game will be valued. The competitor must continue to play the game efficiently when attempting acrobatic movements. The referee will decide who played this aspect of the game better.

Illegal Strikes

The following movements and behaviors are prohibited and will cause the disqualification of the attempting competitor.

- Ponteira
- Cabeçada to the face (cabeçada towards the body is OKAY -1 Point)
- Punches, Elbows, or Open Hand Strikes of any kind
- Intentional kicks to the opponents legs or buttocks
- Strikes to the Genital Area
- Eye Gouging
- Kicking the opponent while he/she is on the floor
- Biting
- Pulling of the hair or ears
- Use of vulgar language
- Any kick with the intention to harm the opponent

All Capoeiristas should have control of their kicks. If the ref interprets one of the kicks was made with the intention to cause physical damage or harm the opponent, the ref has the right to end the game, disqualify the competitor who intended to cause harm, and award the opponent the win.

Penalties

The following movements and behaviors will result in a penalty.

- Stalling
- Grappling
- Exiting the roda
- Verbally offending the opponent or any person working at the event

2nd Penalty will award 1 advantage to the other competitor.

3rd Penalty will award 2 Points to the other competitor.

4th Penalty will lead to immediate disqualification.

Authority of the Referee

The Referee is the only deciding authority of the game and their decision is indisputable. The final result can only be modified if 1) the Referee's point signals are wrongly interpreted by the table, 2) if the competitor who won committed an illegal kick that went unnoticed by the Referee but was noticed by the TABLE. If a competitor is wrongly disqualified, the game will be restarted and that competitor will start the game with 2 points. If a rule declared in the rule book is not respected, the Referee has the right to consult with the Director of Arbitration for the event. Even in this situation, the final decision is the responsibility of the Referee.

Job of the Referee

- Call the competitors to start the game
- Signal all Points, Advantages, Penalties, and Disqualifications
- Intervene, stop the time, and restart the game if necessary
- Make sure the competitors stay with the boundary of the roda
- Make the final evaluation of the competitors in terms of uniform, hygiene, etc. If a competitor does not meet the requirements, it is the responsibility of the Referee to determine a time by which the competitor must meet the requirements or be disqualified.
- Make sure the game ends when the time ends
- Announce the final result of the game and raise the hand of the winner
- Call the paramedic available if necessary

Tallying Points

BLUE Competitor:

- The competitor who starts on the RIGHT side of the Referee will receive a blue bracelet. The Referee will wear a matching bracelet on their right arm to signal points for this competitor. Points should be registered on the blue section of the point board.

RED Competitor:

- The competitor who starts on the LEFT side of the Referee will have no bracelet. The Referee will signal points for this competitor with their left arm. Points should be registered on the blank section of the point board.

Divisions

- **1-Kids (under 12 years old)**
- **Under 1 year Experience**
 - Light weight – under 145lbs
 - Middle weight – 146lbs – 170lbs
 - Heavy weight -171-up

- **1-3 years Experience**
 - Light weight – under 145lbs
 - Middle weight – 146lbs – 170lbs
 - Heavy weight -171-up
- **3-5 years Experience**
 - Light weight – under 145lbs
 - Middle weight – 146lbs – 170lbs
 - Heavy weight -171-up
- **5-7 years Experience**
 - Light weight – under 145lbs
 - Middle weight – 146lbs – 170lbs
 - Heavy weight -171-up
- **7-9 years Experience**
 - Light weight – under 145lbs
 - Middle weight – 146lbs – 170lbs
 - Heavy weight -171-up
- **9 or more years Experience**
 - Light weight – under 145lbs
 - Middle weight – 146lbs – 170lbs
 - Heavy weight -171-up

Rules for Solos

Acrobatic tournament, the competitor must do all acrobatic movements inside the roda. Must be ground and aerial movements.

If competitor steps out of the roda, it will cause him/her to lose points

The competitor must incorporate capoeira kicks in the solo, must go back to the ginga between movements performed.

The acrobatic movements must have at least 30% of ground movements.

The competitor will be judged in ability, creativity and flow inside the capoeira context, they will be given 0-7 points within each of the three criteria

Minimum of 30 seconds, Maxima of 1 minute.

Rules for Partner's Game Tournament

Competitors must have the same time experience of capoeira, or compete under the division of the partner with highest level.

Develop the game inside the roda, without stepping outside of it.

It's not permitted for competitors to communicate during the competition

Must use ginga, low and high movements of capoeira

Capoeirista will be judged on Creativity, Fluency and ability.

Both players must be registers to compete under the Partners Game divisions.

Fastest and highest Kicks

The Competitor will be given 10 seconds to kick as many times as possible, doing meia lua de compasso over a Cone. The referee will push the start button on the timer at the moment the first meia lua is over the cone.

The highest kick will be measured with parafuso. The starting point of the measuring tape will be considered at the tip of the head of each competitor.

Music Rubric:

Melody: Contestant stays on pitch; melody is clearly defined and falls within the correct harmonic scale.

Rhythm: Contestant maintains the tempo set forth by the bateria;

Enunciation: Contestant is clearly understood; sings in coherent phrases with each word clear and clearly differentiated from the next.

Projection: Contestant's voice is clearly heard; stands out from the accompaniment; is loud but not screaming.