



SAYOKAN World Federation

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SAYOKAN Seminar Participation Form

Representative's		
Country		
Name, Surname	Photo	
National Identity No		
Birthdate		
Birthplace		
Address		
Martial Art Discipline		
For Bagatur Introduction Games		
1 st	Fighter's name, surname	Photo
	Date of Birth	
	Weight	
2 nd	Fighter's name, surname	Photo
	Date of Birth	
	Weight	

Representative's Name & Surname
Signature



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INTRODUCTION GAMES' CATEGORIES

Sayokan introduction games is organized according to Sayokan World Federation's Games Regulations. According to 13th Article these rules are as below;

Category-Kategori	Sex – Cinsiyet	Rank – Seviye	Age – Yaş	Weights – Sıklet
Head Stature/Category	Men	Black belt	+ 25 (1985 and above)	(+70,-80) (+80,-90) (+90 open)
	Women	Black belt	+ 18 years old and above	(+60 open)
Middle Stature/Category	Men – Erkekler	Black belt	Between 18 and 25 years old. Between the years of 1992 and 1985. 18 – 25 yaş arası.	(+65,-75) (+75,-85) (+85 open – açık)
	Women	Black belt	+ 18 years old and upon. The year of 1992 and upon. 18 yaş ve üzeri.	(+55,-60) (+60 open – açık)
Foot Stature/Category	Men	Between 4 *Bulung belt and Black belt	Between 16 and 18 years olds. Between 1994 and 1992 years.	(+65,-70) (+70,-75) (+75 open)
	Women	Between 4 *Bulung belt and Black belt	Between 16 and 18 years olds. Between 1994 and 1992 years.	(+55,-60) (+60 open)

*4 Bulung belt is before black belt

Important Note: Sayokan Bagatur Introduction Games will be organized in Middle Stature (Orta Boy). No games is in Head Category/Stature and Foot Category/Stature. If you think to participate this activity, please send to SWF and to "Aybar" Vasif Namazov (Sayokan Azerbaijan representative) all detailed informations. You can apply and register until November 01, 2011.



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GAMES RULES OF SAYOKAN WORLD FEDERATION

GAMES PROCEDURES

ARTICLE 10 – Full Contact Games are made with direct elimination system and Tola games are made with the Pool system procedures.

Direct Elimination System: In every category, half of the participants wear Eastern ABAs (uniform) and other half wears Western ABAs (two distinct coloured uniforms). Participants are called to the Alp Registration Place (area where category games will be done) by referee and asked for warm up. The warm up is done for two minutes by playing game of Souş. In this game, competitors are played with each other for warm up and get used to the atmosphere. By calling (Line Up) of Head Referee, participants are lined up on the sides of Alp Registration Place (ARP), one side Eastern, the other is Western and they face each other.

If in one category participants are not even numbered, the lightest weight competitor is chosen and moved to second round. This is done before the competitors called to the area.

Referees are lined up in the middle of ARP (splitting it into two). ARP is divided in 3 categories and calls done complied by all of them. When participants called to ARP, they face each other and greet in standing manner, pat each others backs.

In Turkiye Bravery Games, every club can join with maximum 2 Alps in each category. Firstly one Alp from each club is matched. After second Alps matched. Same club Alps can only be matched in finals. Semi finals and finals done by ballot box draw and this is done openly. If participants are not many, only one ARP is setup.

- A red band is used for effective foot technique to the head, or opponent can not continue due to a technique used, where as a yellow band is used for when an effective technique delivered to the opponents body or lower body region. Red band is used for clean techniques within the rules and/or opponent is unable to continue to match the natural form.
- Blue band is used for penalising.
- If "sarmala" and "reverse sarmala" techniques used in a clean manner, 1 yellow band is given.
- 3 blue band owner loses the match if other side haven't got any blue band or have no band at all.



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- 3 yellow bands = 1 red band. If one side has 1 red band and the other side has 3 yellow bands, the match is declared as draw.

- If one side has 2 yellow band, the other side has 1 red band, the red band owner has declared as winner. Having a blue band will not effect the result.

- Red band owner is always the party who wins. Even if blue bands are equal.

Red band owner is always the winning side. In any case, you must have the absolute effect of the techniques. Red band owner will finish the urus (match) even if match time is not finished.

DURATION OF GAMES

Article 19 - The following games times are made according to the categories;

Head Category (Baturalp): Game time is 3 minutes. Finals for 5 minutes.

Medium Category (Konuralp): Game time is 3 minutes. Finals for 5 minutes.

Foot Category (Gençalp): Game time is 3 minutes. Finals for 3 minutes.

Ladies: Game time is 3 minutes in all categories.

Çayen Bala (novice) Kategory: Game time is 2 minutes. Finals 3 minutes.

EXTENSIONS

Article 21 – Games extension rule is one time until the finals, 2 times in the finals.

1- Games are done by knockout system. If one party can not continue, banned by the doctor or pulled out of the game by his instructor, trainer etc. is considered losing side.

2- Extension is done one time only in Draws in all categories (except the final game). Overtime is 3 minutes. In extensions, first scoring party (the golden score) will win the game even if the time is not yet finished. Fines will only be taken in consideration and evaluated if there is no golden point scored. The party who has less penalty points or none is the winning side. If end of extension time, no sides have any fine points, weights are done and the party who weighs less is the winning side. If weights are equal, the area observer and middle referee will decide on techniques and activities of individuals and the active and superior technical side will be the winner.

3 – In the final game of a draw, after first extension if still there is draw, participants are called for second extension after 2 minutes of break. If there are any penalties, these are



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considered after second extension and participant who has less penalty points or none is declared the winning party. If there is no change after second extension, weights are used to determine the winning party. The less weighing side is the winning side.

4- In Tola (forms) Games, if the scores are equal, participants are competed once more with Tola Kaçut-Usnat (application of Tola to the partner) game. Point scoring is done with Kaçut-Usnat scoring game and technically superior party is the winning side.

Forbidden Techniques in the Games

Article 22 – The prohibited techniques are as follow.

- 1 – Application of fist, elbow, slap, head butt to the face and the back of the head, finger into the eye, (first warning is 2 blue bands, second warning is 1 more blue band added and 3 blue band owner is disqualified)
- 2 – Application of kick, knee, punch, elbow techniques to the back (ridge) (if 3 blue band issued, the competitor gets disqualified)
- 3 – Kick or knee techniques to the testicles (if 3 blue band issued, the competitor gets disqualified)
- 4 – Hair pulling or grabbing is prohibited (1 warning is 2 blue bands, if one more blue band issued the participant is disqualified)
- 5 – Meaningless grabbing, holding to prevent other side for applying techniques (first warning is 2 blue bands, second warning is 1 more blue band added and 3 blue band owner is disqualified)
- 6 – Falling when applying a technique or opponent causing to fall (if had 2 blue bands, in the 3rd blue band disqualified)

Default Loss of the Game

Article 24 - Individual and Tola Games; The following will result the default loss of a game;

- 1 - If participant is not competing, doesn't come to the area,
- 2 – If the participant starts the game but leaves the area without permission,
- 3 – If the participant applies prohibited techniques, by the decision of the referee,
- 4 - Undisciplined, irresponsible and rowdy behaviour and thus,
- 5 - Doctor report or ban,



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