



# PHILIPPINE NATIONAL GAMES 2023

## ARNIS EVENT

### I. SUBMISSION OF ENTRIES

1. Teams must submit a duly accomplished Team Entry Form and Individual Entry Form to the PNG Secretariat and Organizing Committee.
2. Team and Individual Entry Forms shall be provided by the PNG Organizing Committee or Secretariat.
3. All Entry Forms must be submitted on or before the designated deadline.

### II. QUALIFICATIONS

1. Open to all interested athletes
2. Athletes must meet the specified requirements for the events for the competition such as age and weight. Athletes turning 18 this year or by December 31, 2022 are eligible to join.
3. Each Athlete is allowed to enter a maximum of 2 individual events.
4. Each Team is allowed one (1) entry per category.
5. Teams and Athletes must submit and present all required supporting documents such as PSA Certificate, Medical Certificate, ID's, Vax Card and others (if required).

### III. EVENTS

#### FORMS/ANYO (INDIVIDUAL)

SENIORS (18-39 yrs)		
Men & Women	Single Weapon	Traditional
Men & Women	Double Weapon	Non- traditional



## SPARRING (PADDED POINT)

Elite (18-39 yrs)			
#	Weight Class	Men's	Women's
1	Bantam Weight	-55 kg	-48 kg
2	Feather Weight	-60 kg	-52 kg
3	Light Weight	-66 kg	-57 kg
4	Welter Weight	-73 kg	-63 kg
5	Middle Weight	-81 kg	-70 kg
6	Cruiser Weight	-90 kg	-78 kg
7	Heavy Weight	-100 kg	-87 kg
8	Super Heavy	100 kg & above	87kg & above

## SPARRING (LIVE STICK)

Elite (18-39 yrs)			
#	Weight Class	Men's	Women's
1	Bantam Weight	-55 kg	-48 kg
2	Feather Weight	-60 kg	-52 kg
3	Light Weight	-66 kg	-57 kg
4	Welter Weight	-73 kg	-63 kg
5	Middle Weight	-81 kg	-70 kg
6	Cruiser Weight	-90 kg	-78 kg
7	Heavy Weight	-100 kg	-87 kg
8	Super Heavy	100 kg & above	87kg & above

## IV. COMPETITION PROCEDURES/ RULES AND REGULATIONS

### 1. COMPETITION RULES

The 2023 Philippine National Games shall follow the Rules and Guidelines set forth by the Philippine Eskrima Kali Arnis Federation's Consolidated Rules for Arnis Competitions in compliance with and approval of World Eskrima Kali Arnis Federation, the International Federation (IF) for Arnis.

### 2. FORMAT OF COMPETITION

#### a. FULL CONTACT COMPETITIONS

Blind Matching and Pairing using Single Elimination shall be used in the Full Contact Competitions both for the Live Stick and Padded Stick events.

#### b. FORMS COMPETITIONS



The order of performance shall be decided through drawing of lots or using PEKAF & WEKAF approved Tournament randomizing program/ software.

### 3. DISQUALIFICATION RULES

The following violations if committed shall result in a player / team disqualification.

- a. Submission of fraudulent and / or falsified documents.
- b. Causing a dangerous intentional foul which inflicts injury on the opponent.
- c. Unsportsmanlike conduct / behavior which breaks the spirit of the sport.
- d. Other violations as stated in the Consolidated Rulebook. (Rule on Disqualification: Part 1 - Rule VI)

## V. ATTIRE AND UNIFORM

Shall mean all those that form the player's outfit worn in the competition / playing area during the competition.

1. FULL CONTACT COMPETITIONS- Competitors are required to use their official team uniform.
2. FORMS COMPETITIONS - Competitors are required to use their official team uniform.
3. COACHES - should be in their delegation uniform during the competitions.

## VI. PROTECTIVE EQUIPMENT

1. Protective Equipment shall ensure the safety of the participants in the Full Contact Competitions. The use of safety equipment is mandatory. All safety equipment including Forms Weapons should PASS WEKAF STANDARDS and ACCREDITATION.
2. Protective Equipment which includes Head Gear, Body Vest, Body Protector, Arm Guard, Leg Guard, Groin Guard/Cap, Hand Gloves, and weapons shall be color coded, one red and the other one blue.
3. All protective equipment including weapons for Full Contact Competition shall be provided by the Tournament Management.

## VII. WEAPONS

### 1. FORMS COMPETITIONS

All weapons used must be a legitimate part of established Filipino Martial Art systems. These include solo baston/olisi, doble baston/olisi, bangkaw or replicas of indigenous Filipino long and short blades (kris, kampilan, barong, bolo, pinuti, etc.)

2. FULL CONTACT COMPETITIONS – Live Stick Event  
The olisi or stick shall have the following specifications:
  - a. Length shall be no more than 70 centimeters
  - b. Weight shall be no more than 200 grams
  - c. Diameter shall be no more than 2.6 centimeters



### 3. FULL CONTACT COMPETITIONS – Padded Stick Event

The stick made of rattan wrapped with foam shall be the official weapon at the competition

## VIII. AWARDS

Winning competitors shall be awarded with the following medals:

### 1. FULL CONTACT COMPETITIONS

#### i. PADDED POINT EVENT

1st	Placer	-	Gold
2nd	Placer	-	Silver
3rd	Placer	-	Bronze (2 winners)

#### ii. LIVE STICK EVENT

1st	Placer	-	Gold
2nd	Placer	-	Silver
3rd	Placer	-	Bronze (2 winners)

### 2. FORMS COMPETITIONS

#### Individual

1st	Placer	-	Gold
2nd	Placer	-	Silver
3rd	Placer	-	Bronze

## IX. TECHNICAL OFFICIALS

Technical Officiating Officials for the competition must be accredited and approved by PEKAF Accreditation Committee.

## X. PROTEST AND COMPLAINTS

Protest shall be done immediately after the match and before the next competition begins. Protest after the match/bout shall be made in writing within thirty (30) minutes by the coach, duly signed by the athletic manager, coach or authorized representative of the delegation, and addressed to the Technical Committee.

## XI. OTHER MATTERS

All other matters not mentioned in the Arnis Technical Handbook and not covered by the Consolidated Rules for Kali Arnis Eskrima Competitions shall be decided by the Technical Committee.

The Technical Committee shall then provide a local ground rules for the competition.



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#### I. ARNIS FULL CONTACT COMPETITIONS

##### Game Characteristics

Arnis Full Contact is a combative sport played by two (2) individuals in a court measuring 8.0 x 8.0 meters, with a smooth and well-kept surface. Players are paired/matched by division of weight categories. Competitors shall use prescribed weapons in delivering artistic and legal blows, strikes, and disarms to gain scores in a competitive, safe, fair and sportsmanlike manner. There are two (2) concepts of game/play in the Full Contact Event, namely: 1. Live Stick Competitions, and 2. Padded Stick Competitions.

##### 1. LIVE STICK COMPETITIONS (FC – LS)

###### Continuous Sparring

The contest shall consist of three (3) rounds of one (1) minute each, with thirty (30) seconds of rest in between rounds. Target points shall be any part of the body above the knee except the groin and the neck. This includes the front and the sides of the thighs and body, both arms and hands, and the top, front, and sides of the helmet. Hitting the back of the body is only allowed when the competitors are facing each other (i.e. through the use of curving strikes). Hitting the back of the head is not allowed due to insufficient padding on the back of the helmet. Only two (2) consecutive strikes to the same target area are permitted.



A panel of three (3) Judges shall decide the winner of the match. A Referee shall supervise the match but has no decision in the scoring. The Referee will be provided with an olisi to facilitate managing the match. A timekeeper will manage the rounds and intermissions. An Arbitrator, who will have authority over the Referee, may be assigned a ring or group of rings. The Tournament Director will be the highest authority, and has the power to stop a contest at any time should he/she see fit. But this must be done at the end of the round.

## A. SCORING

Scoring shall be based on the following:

The competitor who scores more hits to the head, hands, and all other legitimate target areas.

The competitor who scores more powerful hits to the head, hands, and all other legitimate target areas.

When a competitor loses his stick (Disarm or Agaw) through any move other than foul means. In scoring, the elements of offense, defense, clean hitting, ring generalship, techniques, and sportsmanship shall be carefully considered. Aggressiveness also earns credit.

Scoring shall be done using the “10 Point Must” system. The winner of the round is always awarded ten (10) points (prior to deductions), while the loser receives anywhere from nine to seven (9-7) points, depending on how decisively the round was won. The “10 Point Must” system of scoring is applied as follows:

SCORING	
Slight Edge	10-9
Wide Edge	10-8
One Sided	10-7

Most reasonably competitive rounds are scored “10-9”. A “10-8” round is usually the result of one competitor dominating consistently for the entire round, or possibly a clean victory in addition to a Disarm. A “10-7” round is very rare, and should only be scored when a competitor has his arms at his sides, is being hit constantly, and is almost unable to defend him/herself.

## B. JUDGEMENT / DECLARING THE WINNER

Judgement for the winner of the match shall be made on the following conditions:

### a. Win by Points

On completion of the three (3) rounds of the match, each Judge will total the score on his card for each of the two competitors. The winner will be the competitor with the highest point total for three (3) rounds. If the point totals are equal, the judge will score the match



as a draw on his/her card. The winner of the match will be determined according to the cards of the three (3) Judges as follows:

	<b>WIN</b>	<b>LOSE</b>	<b>DRAW</b>
Unanimous Decision	3	0	0
Majority Decision	2	0	1
Split Decision	2	1	0
Majority Draw	1	0	2
Draw	0	0	3
Draw	1	1	1

### **b. Win by Technical Knockout (TKO)**

The contest is terminated and judged a Technical Knockout (TKO) for terms of:

- i. An overwhelming one-sided match. If in the opinion of the Referee, a competitor is totally outclassed or is receiving excessive punishment, the bout shall be stopped, and the opponent will be declared the winner.
- ii. Injury. If a fight in the opinion of the Referee is unfit to continue because of injury or other physical reasons, the bout shall be stopped, and the opponent will be declared the winner. The right to make the decision rests with the Referee, who may consult with the available qualified medical personnel. After consultation, the Referee must follow the medical advice. When the medical personnel are called into the ring / playing area, only the medical personnel and the Referee shall be present inside the ring. The medical personnel have the right to request that the bout be stopped, if for medical reasons a competitor appears to be unfit to continue.

### **c. Win by Disqualification**

If a competitor is disqualified, his opponent shall be declared the winner. If both competitors are disqualified, the decision shall be announced accordingly. A disqualified competitor shall not be entitled to any prize, medal, or honorable award relating to any stage of the competition in which he has been disqualified.

Any competitor who loses by disqualification may be subject to additional sanctions by PEKAF, including possible suspension from future PEKAF events or by expulsion.

## **C. DRAW / TIE BREAK**

A judgement of Draw ("Patás") shall be made when neither competitor has been able to win the match according to the rules of scoring. In the event of a draw, the winner of the contest will be determined by a single extension round of one (1) minute.



## **2. PADDED STICK COMPETITIONS (FC – PS)**

### **Point Sparring**

#### **Game Characteristics**

The contest shall consist of one (1) round with an allotted time of two (2) minute. The philosophy of padded point sparring is 'One Hit, One Score' with the first strike getting the point. Padded Point Sparring is played by two players who are color-coded, one is Red while the other one is Blue.

Points are awarded to the contestant who scores with strikes on the targeted areas of the opponent. One (1) point is awarded where there is a "hit" or "strike" to the body areas from the head, shoulders, torso, arms, legs, and down to the feet including armor and clothing.

#### **DRAW / TIE BREAK**

In case that the two (2) minute time allotment for a round has lapsed and the scores, disarms, fouls of both players are identical, the winner shall be based on the advantage point principle.

##### **The Advantage Point Principle**

The Advantage Point is the very first score gained by either one of the two players. If the red player is the first to score in the round, the red player gets the advantage point. If the blue player is the first to score in the round, then the blue player gets the advantage point.

In every round, the first score is immediately recorded as the advantage point corresponding to the player. The recorder notes and documents the player who gets the advantage point.

In the sword concept events, the player who gets the advantage point wins the round to break the tie or the draw score.

If at the end the two minute match, both players did not have any score, disarm and/or fouls that can be used as basis for winner proclamation, then both players will automatically be eliminated/knocked out.

## **II. ARNIS – FORMS Competition**

(ANYO) FORMS Event is a demonstration of artistic, choreographed, and prearranged sets of movements, offensive and defensive techniques using a stick, a wooden replica of a bladed weapon or a metallic un-bladed replica of a weapon. Performance should have a minimum time limit of one (1) minute and should not exceed two (2) minutes. The time begins when the first salutation has been completed and ends with the ending salutation. A salutation must be performed by the competitor prior to beginning the Anyo, and immediately after the Anyo movements are complete.

The order of performance shall be made through drawing of lots and it shall be judged based on the Consolidated Sports Rules for Arnis Competitions.





The competition is sub classified as 1. Traditional Forms Competitions; and 2. Nontraditional Forms Competitions.

All weapons used in the Forms competition must be of authentic and legitimate part of Filipino Martial Art in origin and descent. And are classified as 1. Single Weapon such as single Stick, Sword, Long Sword, Long Stick and a like; and 2. Double Weapon such as Double Stick, Espada y Daga, Double Sword and a like.

### **1. Traditional Forms (FO – TR)**

A Forms demonstration of strictly combative martial arts techniques without the use of “fancy” movements. There are no musical accompaniment for this division.

### **2. Nontraditional Anyo (FO – NT)**

A Forms demonstration which can incorporate weapon releases/throws, kicks,jumps, rolls, and other creative and acrobatic movements provided that the Forms must follow the movements and principles of Eskrima – Kali – Arnis and that at least 80 percent of the total performance shall emphasize stick/olisi, bladed weapon replicas, or other weapons being used. Music is allowed.

### **3. SCORING**

There shall be five (5) Anyo Judges seated in front of the competition area. Each competitor shall be given scores between five (5) to ten (10). Ten (10) shall be the highest score, and five (5) shall be the lowest score. Increments of 0.1 are allowed.

The highest and the lowest of the five (5) scores are dropped to prevent biases and the remaining three (3) scores are averaged to determine a contestant’s score.

The following actions will result in a deduction per violation to the participant’s score in order to come up with the final score.

- |  |                     |
|--|---------------------|
| a. Disarm  | 0.5 point deduction |
| b. Time Limit Violation  | 0.5 point deduction |
| c. Starting Over   | 0.5 point deduction |
| d. Finishing in a place<br>different from the starting point<br>(unless Judges have been notified in advance that this will occur) | 0.5 point deduction |

### **4. DRAW / TIE BREAK**

In case of a tie, the first option to settle the tie break is to review the scores and average the original five (5) scores by including the lowest and highest scores previously removed. The new scores will be used to break the tie only, and will not be used to determine results relative to the other competitors in the division. If there still exists a tie in points, the competitors will be required to perform again and be judged a second time. Likewise, the new scores will be used to break the tie only, and will not be used to determine results relative to the other competitors in the division.



# GROUND RULES

## PHILIPPINE NATIONAL GAMES 2023 ARNIS COMPETITION

### I. GENERAL PROVISIONS

1. Coaches are required to attend the Solidarity Meeting, failure to attend shall forfeit their right to protest.

### II. FORMS

1. There shall be no Preliminary Performances for the Anyo/Forms Competition, any introductory combative movements prior to the first Pugay/Salutation will not be allowed and will be considered as **TIME VIOLATION**.
2. Demeaning Acts which are deemed derogatory, disrespectful, and detrimental to the integrity of Sport and Martial Art will not be allowed and will be considered as a **FOUL/VIOLATION**. Examples of such acts are as follows:
  - a) Improper execution of Focus Shout during the performance (such as overly exaggerated, excessive, irritating, and offensive shouting/screaming).
  - b) Inappropriate display of blood thirsty/overly violent, sadistic and maniacal facial expression.
  - c) Portrayal of barbarous, savage, and exceedingly brutal acts (such as pugot-ulo, blood drinking, spitting, stomping on enemy carcasses and the like).
3. For Traditional Forms Performances, fancy movements (such as summersaults/acrobatics, rolls, kicks, release of weapon/s, and the like) are not allowed. This will result in a penalty of .5 deduction in the average score.
4. For Non-traditional Forms: performances without music accompaniment will be penalized with a .5 deduction in the average score.
5. For Traditional Forms: performances with musical accompaniment will be disqualified.

### III. LIVE STICK

1. Removal of Headgear in between rounds will result in deduction of one (1) point from the score.



2. There shall be no striking while the opponent's back is turned. Failure to conform will result to a foul deduction (safety). The deduction will be given to the athlete who caused the intentional foul.
3. Pushing the Mask/Headgear is not allowed. A warning shall be given in the first offense and a point deduction for the second offense thereafter.

#### IV. PADDED

1. Diving shall be deemed as a dangerous/hazardous move and will not be allowed during play. No point shall be awarded for the above-mentioned technique and will automatically be considered as a foul upon first engagement (no warning shall be given).
2. Improper use and abuse of Athlete's Personal Timeout / "Pagsa-ayos." A warning shall be given on the first offense and a Foul / "Maling Gawi" for the second offense thereafter.

Prepared by:

  
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