

TEAM SPARRING

*Note: All penalties and rules not contained herein will be the same as POINT SPARRING competition.

I. PLAYING AREA AND EQUIPMENT: (same as point sparring)

II. OFFICIALS: (same as point sparring)

III. PLAYER UNIFORM AND EQUIPMENT:

(same as point sparring)

IV. RATINGS: (same as point sparring)

V. PLAYER DIVISIONAL CRITERIA:

A. REGISTRATION (same as forms with the following addition)

() 1. **REGISTRATION** - All players must be registered for the division and have the required ticketing. A player cannot fight on two separately registered teams at a tournament.

() **PENALTY** - (same as forms)

SG ONLY

() **TEAM MEMBER CRITERIA** - A three (3) man team with a seed that is competing in the Super Grands team division must contain at least two (2) members that have sparred in each individual NBL conference competition and earned points toward that team's conference rating. (NOTE: Large, group teams which field more than one, three man team in NBL conference competition must have kept two (2) of the same members on each individual team to have earned their individual team seeds to compete at the Super Grands).

B. AGE - (same as point sparring)

C. RANK - (same as point sparring)

D. GENDER - (same as point sparring)

E. DIVISIONS / EVENTS - (same as point sparring)

F. PLAYER'S HEALTH - (same as point sparring)

G. WEIGHT CLASSES - (same as point sparring)

H. WEIGH - IN - (same as point sparring)

I. TEAM MEMBERS

() 1. **AMOUNT OF MEMBERS** - A team must have the required amount of members that the division specifies.

() **PENALTY** - A team not having the correct amount of players when the division officially closes will be given five (5) minutes to field a new player who qualifies. If the team does not get a substitute in time, then the team will be declared disqualified.

() 2. **ORIGINAL MEMBERS** - Each team must continue to field 50% or more of the same members in each competition throughout the league's season in order to retain its rating points. In any league's final competition, a player cannot represent more than one team.

VI. SEQUENCE OF PLAY:

A. ORDER OF PERFORMANCE

() 1. **TEAM / COACH AVAILABILITY** - (same as forms excepting that availability applies to all three (3) team members)

() **PENALTY** - (same as forms excepting that it applies to all team members)

() 2. **CHOOSING THE ORDER** - (same as sparring with the following additions)

- In junior team sparring the age group order of performance will have the youngest pair of players compete first and continue progressively by age to the oldest pair of players. In adult team sparring the two lightest members of each team will compete first, second lightest will compete next and the two heaviest members of each team will compete last. Sequence order of players will remain the same for each team match-up.

() 3. **ONLY ONE PLAYER** - (same as point sparring)

() 4. **SPLITTING OF DIVISION** - (same as point sparring)

() 5. **SCHEDULED TWICE** - (same as point sparring)

B. LATE PLAYERS / DESIGNATES AND CHANGING ORDER/ BYES - (same as point sparring).

VII. RULES OF PLAY:

A. PERFORMANCE - (same as point sparring with the following exception)

() 4. **BOWING OUT** - The bowing out of an individual team member or team for any reason is allowed. The players team, however, will be recorded as the loser of the match. (See also INJURY)

B. BOUNDARIES - (same as point sparring)

C. SCORING AREAS - (same as point sparring)

D. TECHNIQUES - (same as point sparring)

E. CONTACT - (same option as chosen for point sparring)

F. SCORING BY POINTS AND PENALTIES (same as point sparring except nos. 5 and 6)

() 5. **AMOUNT OF POINTS TO WIN** - Each player can accumulate as many points as possible during playing time. The team with the most accumulated points from all matches is the winner.

() 6. **DISQUALIFICATION** - A team will not be disqualified for the disqualification of one of its players after play has begun. A team will be entirely disqualified if any of its members do not meet the PLAYER DIVISIONAL CRITERIA, or if a team member is disqualified for unsportsmanlike conduct. If a team member is disqualified for a RULES OF PLAY violation after play has started, the match is ended and the victim will be awarded two (2) points or a score of two (2) points above that of his opponent's score (whichever is greater) that he earned in that match. The disqualification is for that match only and does not affect the next round the team may be in. In the last match, if a majority of the Judges feel that a disqualification was purposely done by either player (including self-inflicted injuries) to end the match and give their team a victory, then the Judges may permanently disqualify that player and his team, thus giving the opposing team the victory. If both players are disqualified simultaneously then the match ends and the points stay as they are.

SG ONLY

() 9. **DOUBLE ELIMINATIONS** - Team sparring does not have double eliminations.

G. AWARDING POINTS AND PENALTIES - (same as point sparring)

H. DOWNED OPPONENTS - (same as point sparring)

I. TIES / RUN OFFS - A team tie will be broken by "Sudden death" overtime by the players of the last match. Meaning the first player of the last match to score after the playing time has elapsed. If the last match ended in a tie with a player being disqualified, then the two players of the prior match shall be brought back up for the sudden death overtime match to determine the team winner.

J. INJURY - (same as sparring with the following exceptions and additions)

() 2. **PLAYER NOT ALLOWED TO CONTINUE** - (same as sparring).

() **PENALTY** - If a player is not allowed to continue due to injury inflicted by his opponent, the opponent will be disqualified (see DISQUALIFICATION F-6 above).

() 3. **BOW OUT DUE TO INJURY** - A player not wanting to continue because of injury but who is still allowed to continue by the medical person and Center Referee, may disqualify him/herself, but the player's team will be declared the loser of the team match.

() 6. **SELF INFLICTED INJURY** - (same as point sparring)

() **PENALTY** - If a player's injury is unintentionally self-inflicted (not the fault of the opponent) and the player is not allowed to continue by decision of the Medical Personnel or Center Referee, then the team with the injured player must field a replacement player within fifteen (15) minutes that was not used on another team and that qualifies for the position to finish the match. If no qualified replacement is fielded then the opposing team will be declared the winner of the match.

() 7. **TEAM MEMBER INJURED** - If the team had a member who was not allowed (by the Medical Personnel or Center Referee) to continue in a previous match because of medical reasons, then the team may field a new player who was not already registered for any team competition to replace the injured player. This is only for continuation team matches after the one that the player was not allowed to continue in (because of medical purposes) has ended. This also applies to a player that gets injured in another division before completing his team division, so long as the Medical Personnel verifies the validity of the injury as to having happened in other divisional play. These are the only times that a substitution can be made. The team must field the new player within five (5) minutes after the injured player is called "up" to compete.

() **PENALTY** - A team with a injured player that cannot be replaced within five (5) minutes after being called "up" to compete, will be disqualified.

VIII. FINALS: (same as point sparring)

IX. PROTESTS: (same as forms)