

FLYING KICK SPORTS 'MARTIAL ART'
RULES & REGULATION
25TH DECEMBER 2017 - ENGLISH

PREFACE

International Flying Kick Sports Competitions are performed in principles of brotherhood and knightly soul by using elements of self-defense, arts and indigenous Flying Kick 'Martial Art Sports' and an indigenous Indian game of Flying Kick Sports.

The championship is taken in accordance with the weight category rules regulated in the championship regulations and conducted by verified legal and Technical Official of Championship. Flying Kick 'Martial Art Sports' is played by Feet / Kick.

Article 1
Classification of Championship and Regulation
of Age, Gender and Weight

1. The classifications of Flying Kick Sports Championship according consist:
 - 1.1. Championship of **PRE-TEEN** for **Male** and **Female** aged over 10 to 12 years.
 - 1.2. Championship of **PRE-JUNIOR** for **Male** and **Female** aged over 12 to 14 years.
 - 1.3. Championship of **SUB-JUNIOR** for **Male** and **Female** aged over 14 to 16 years.
 - 1.4. Championship of **JUNIOR** for **Male** and **Female** aged over 17 to 19 years.
 - 1.5. Championship of **CADET** for **Male** and **Female** aged over 20 to 22 years.
 - 1.6. Championship of **SENIOR-I** for **Male** and **Female** aged over 23 to 35 years
 - 1.7. Championship of **MASTER** for **Male** and **Female** aged over 35 to 45 years.
2. Confirmation of the age and citizenship participating in championship is proved by a birth certificate, education degree, original passport or certified true copy documents.
3. The age of player & weight category must confirm with the classification of age of the participants on the first day of the competition.
4. The weigh-in officials are appointed by the Organizing Committee. It is mandatory for the weigh-in officials sign the weigh-in form.
5. Certification of Medical Checkup
 - 5.1 Every Player should produce a certified medical certificate, Player prove good health issued by authorized doctor or hospital/clinic.
 - 5.2 A Player who failed to show the medical certification before weighing- in will be disqualified from the competition.
6. Note- Organizing committee may recommend certain doctor/hospital in the hosting country/city where cost is borne by the team of Player of Flying Kick.

Article 2

Weight Categories and Classes for Championship

Categories:-

S.No	Name	Gender	Age
1	PRE-TEEN	M /F	10 – 12 YEARS
2	PRE- JUNIOR	M /F	12 – 14 YEARS
3	SUB-JUNIOR	M /F	14 – 16 YEARS
4	JUNIOR	M /F	17 – 19 YEARS
5	CADET JUNIOR	M /F	20 – 22 YEARS
6	SENIOR	M /F	23 – 35 YEARS
7	MASTER	M /F	35 – 45 YEARS

Article 3

Arena and Competition Equipment

1. Flying Kick Competition Arena

The arena standard of mattress with 10m x 10m to a maximum of 12m x 12m. The Organizing Committee shall provide this requirement.

2. The Arena Equipment:

The arena equipment's which must be provided by Organizing Committee consists of:

2.1 Competition Tables and Chairs

2.2 Referee-Jury's Tables and Chairs

2.3 Competition Forms and Stationeries

- 2.4 Competition Stop Watch, Ball
- 2.5 Digital Scoring Screen & Board Display of Time
- 2.6 Technical Official Dress
- 2.7 Scoring Board
- 2.8 Weighing Scales
- 2.9 Sound System
- 2.10 Doctor Clinic
- 2.11 Wireless Microphone

RULES OF THE GAME

Article 4 Match System Category

1. Player Equipment's System.

1. Flying Kick Player wears a White T-Shirt and Blue / Red Lower (Pants)
2. It is allowed to have the badge of the contestant's main Association / Federation on the left chest and Flying Kick badge on the right chest, the National Flag on right arm and Sponsor Logo.

The name of the country may be printed at the back of the costume. All costume must be provided by the individual Flying Kick Player.

1.1 Body Protector with the following regulations:

1.1.1.FLYING KICK quality standard

1.1.2.Red and Blue Color

1.1.3.One arena should provide at least 5 (five) sets of body protectors of every size that is provided by the Organizing Committee. Mandatory for all Players to put on the body protectors provided by the Organizing Committee.

1.2 Mandatory for all Male/Female fighters to wear a plastic groin guard.

1.3 A joint guard (wrist, ankle, knee, shoulder and elbow), shin and arm guards are allowed to be used 1 layer with 1cm maximum thickness and made from non-hard materials.

1.4 Mouth guard is allowed.

2. Championship Rounds System

2.1 Championship uses Fighting Rounds and Score and also knockout.

2.2 The Championship stages are divided into elimination round, quarter final round, semifinal round and final round, depending on the number of participants. This championship stages shall apply to all classes.

2.3 Each competing class should be participated by at least 2 (two) players.

3. Match Rounds and Time System

- 3.2.1. A match is carried out in 2 (two) rounds.
- 3.2.2. Each round takes exactly 3 (three) minutes net.
- 3.2.3. Between rounds there is a 1 (one-minute) net rest.
- 3.2.4. Moments when the Referee stops the match are not included in the match time.
(The counting towards a Player who is knock-downed due to a valid attack is not included in the match time)

4. The Team Coach System

- 4.1 Each Player, particularly in Fighting (Match) category, is assisted by 2 (two) coaches maximum and understand the Rules and Regulations of Competition of FLYING KICK MARTIAL ART SPORT.
- 4.2 The coach's Custom is a FLYING KICK standard Navi Blue Pant and White Shirt and National Association / Federation Official Coat.
- 4.3 The coach is allowed to give advices only during rest between rounds.
- 4.4 One of the coaches must be of the same gender with the Player (Flying Kick).

5. Competition Procedure System

- 5.1 The competition is commenced by the Referee and Jury entering the arena from the right side of the Competition Chairman. Before entering the arena Referee and Jury respect and report to the Competition Chairman that they are ready to carry out their duties.
- 5.2 Referee shall check the athlete at their individual corner before commencing the match. At Referee's signal, each Flying Kick Player enters the arena from his/her corner, respecting to the Coaches, Referee and the Competition Chairman.
- 5.3 The match will commence by the Referee calling both Flying Kick Player. The player will then shakes hands, reminding on the rules and be ready for the match.
- 5.4 After the Referee has checked the corner of all officials by means of right hand signal, he commands both Flying Kick Player to begin the match.
- 5.5 During break time, both players must return to their respective corners.
- 5.6 Beside the Referee and the two fighters, no one else may enter the arena unless otherwise, upon the Referee's request.

- 5.7** At the end of the final round, both Flying Kick Player return to their respective corners to wait for the decision of the winner. By the time to announce the winner, Referee calls both Players to the center of arena. Upon announcement of winner, Referee will lift the winner's hand. After that both Players respect the Competition Chairman.
- 5.8** After paying respect, both Flying Kick Player shake hands and leave the arena. The Referee and Jury shall come forward in front of the Chairman and give respect, and report to the Competition Chairman about the completion of their duties. The Referee and Jury leave the area via the left side of Competition Chairman's table.

6. The Rules of the Game System

6.1 The Rules of the Game

- 6.1.1.** The game is played with feet and the game is designed for self defense and the Players follow the Rules and Regulations.
- 6.1.2.** Any player who plays can attack on chest kick and face kick.
- 6.1.3.** A series of attacks should be delivered in row, a combination of various techniques towards the target, with not more than 6 (six) techniques of attacks, per exponent. A Flying Kick Player who performs more than 6 (six) techniques of attacks in a row will be stopped by the Referee.
- 6.1.4.** An attack that scores points is by hitting the target by applying the principles, stable and powerful.

7. Injuries and Accident in Competition System

- 7.1.1** For facture is the decision given when a contestant or contestants refuse to continue abrading the bout. As are with down on the order of the referee the grounds for abandonment may include injury not a bribable to the opponents actions.
- 7.1.2** If two contestants causes injuries to each other at the same time as are suffering from the effects of previously occurred injury and are declared by the tournament doctor to be unable to continue the bout is awarded to the contestant who had amassed the most points at that time if the points are equal then the decision will be given by the Chief Jury and two Referees jointly.
- 7.1.3** An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
- 7.1.4** An injured contestant who wins a bout through disqualification of the opponent cannot fight again in the competition without permission from the doctor. If he /she is injured he / she may win a second bout by disqualification. In this case the player is immediately withdrawn from further competition in the tournament.

7.1.5 When a contestant is injured, the referee shall at once stop the bout and help the injured contestant, at the same time calling the doctor is authorized to diagnose and treat injury only. He may also make recommendations for the safety of the injured contestant.

7.1.6 If a contestant refuses to continue or requests permission to quit after a minor injury shall loose the bout.

7.1 Competition Commands System

7.1.1. The command '**SAJJA BHAVA** (Get Ready)' is used to alert both Flying Kick Player and all competition officials to be ready as the match is about to begin. The command shall be used throughout the match.

7.1.2. The command '**ARAMBHA**' (Start) is used each time a match is started or continued. This command is used together with the hand signal.

7.1.3. The command '**VIRAMA**' (Stop) is used to stop the match.

7.1.4. The command '**ASAYA**' (Point) is used to take the point.

7.1.5. The command '**MALINA**' (Foul) is used for wrong technic.

7.1.6. The command '**YODHA**' (Fighter) is used to call players.

7.1.7. The command '**MANITA**' (Ray) is used to respect.

7.1.8. The command '**NIRYOGYA**' (Disqualified) is used to wrong technic.

7.2 Prohibitions System

Prohibitions which are declared as violations:

7.2.1. Serious violations

- a. Attack illegal parts of body ie. Neck, head and navel downwards to groin, direct attack to the whole spinal cord, thigh and lower limbs shin area.
- b. Direct attempts to break the joints.
- c. Deliberately throw the opponent out of the arena Attack with head (Head Butt)
- d. Wrestle, bite, scratch, grip, and pull the opponent's hair.
- e. A Flying Kick Player challenges, humiliates, hits, uttering vulgarities, spits, shouting to provoke opponent or Competition Officials (Technical Delegate, Competition Chairman, Council of Referee-Jury, Referee-Jury and all other officials on duty), and to all spectators.

- f. Slamming down the opponent in or out of arena within the match period.
- g. Gripping, grabbing or embrace while attacking.
- h. Shouting during competing.
- i. Wrong direction of attack.
- j. Athlete that turns his/her back against the opponent to waste time or prevent an attack.
- k. Communicate with outside or coaches either by certain gesture/signals or by spoken words.

7.3 Improper Defensive Technique System

- 7.3.1. A valid attack with accurate direction but may cause injury to the opponent due to improper defensive technique (i.e. dodging towards the incoming attack direction is not a violation).
- 7.3.2. If the attacked Flying Kick Player is injured, the Referee will call for the doctor immediately. If the doctor decides that the injured Flying Kick Player is unfit to continue fighting, the Flying Kick Player will be declared defeated by 'Technical Knock-out' (TKO).
- 6.5.3 If the doctor declare that the injured Flying Kick Player is fit to continue, but he/she fail to stand up at once, the Referee will immediately start the technical counting.

7.4 Penalties System

Level and Types of Penalties:

7.4.1. Reprimand System

- a. Given when a Flying Kick Player commits light violation after 1 (one) time verbal warning of the same violation within the same round.
- b. Reprimand can directly be given when a Flying Kick Player commits severe violation without causing injury to the opponent.

7.4.2. Warning System which shall be valid for all rounds, only for severe violation. For light violation, it ends at every round, consist of:

6.6.1.1 Warning I given when a Flying Kick Player:

- a. Commits severe violation causing injury to opponent
- b. Given third reprimand as the result of light violation

After Warning I am given, another reprimand will be given for another type of violation within the same round.

6.6.2.1. Warning II

Warning II is given when a Flying Kick Player commits another severe violation after Warning I.

Warning II is given; another reprimand will be given for another type of light violation within the same round.

6.6.2.2. Warning III

Warning III is given when a Flying Kick Player commits another severe violation after Warning II and will be immediately disqualified.

Warning III should be shown by the Referee.

6.6.2.3. Disqualification is given when a Flying Kick Player:

- a. A Flying Kick Player commits another severe violation after Warning II.
- b. A Flying Kick Player commits serious violation deliberately and contradicts against the sportsmanship.
- c. A Flying Kick Player commits serious violation which receives Warning I or Reprimand I, and the injured opponent is unfit to continue the match as per officiating Doctor's decision.
- d. Failing to meet the weight requirement during the weigh-in conducted 15 minutes before the match.

- e. Flying Kick Player fails on the doping-test. A Flying Kick Player that fails the Doping test will be disqualified. All medals, certificates and all other awards shall be returned to the Organizing Committee.
- f. Flying Kick Player is unable to show the letter of medical checkup before starting the first match (regardless of category) of the competition.

7.5 Scoring System

7.5.1. Scoring Rules:

Technical Performance Score:

S.NO	NAME OF KICK	PONITS
1	KICK ON CHEST	1
2	KICK ON FACE	2
3	KICK ON BACK	2
4	CONTINUES KICK ATTACK	2
5	ANY JUMP KICK	3

6.7.3 Victory Decision System

a. Win by Points Score

1. When the number of Juries that decides for the winning of a Flying Kick Player is more than the opponent. (The number of Juries that awarded the winning)
2. In the event where there is a tie, the winner will be determined based on the followings:
 - i. With the least penalty score
 - ii. With the most technical score obtain as follow: 1+3, 3, 1+2, 2, 1+1, 1
 - iii. An additional round
 - iv. The Flying Kick Player who is lighter (body mass) referring to the weight taken at the re-weighing process, 15 minutes before the game.
 - v. Toss coins process that to be carried out by the Chairman of Competition and witnessed by Technical Delegate and both team managers

The Jury's scores shall be displayed on the scoring board, at the end of the final round, after the winners decision was announced, except if digital scoring system us used (where the scores will be shown in the screen automatically).

3. Win by Technical Knock Out (TKO) Opponent's is declared winning by Technical Knock Out:

- a. Opponent's request not to continue the fight.
- b. Competition Doctor's decision. Competition Doctor is given 120 (One hundred and twenty) seconds to decide whether Flying Kick Player is declared 'Fit' or 'Unfit' to continue the fight and to give medical help.
- c. Coach's request (throw in towel).
- d. Referee's decision. (Upon counting of Player to the count of 10).

4. Win by Absolute Victory System

The decision of absolute victory is made when the opponent is knocked down due to valid attack and he/she is unable to get up immediately and or feels dizzy or unable to stand upright with after Referee's counting up to 10.

5. Win by RSC (Referee Stop Contest).

Winning as the referee valued the bout is unbalanced.

6. Win by WO (Walkover)

The opponent did not show up in the arena after the third call, with the interval of 30 seconds at each call. Unless the Team Manager had informed the withdrawal of the Flying Kick Player.

7. Win by Disqualification System

- a. The opponent gets Warning III after Warning II
 - b. The opponent commits serious violation and is directly punished with disqualification
 - c. The opponent commits severe violation injuring the opponent hence not able to continue, and to be decided by the competition's doctor. A Player who won by disqualification by this rule, will only be allowed to compete in the next match, with the permission and recommendation from competition's doctor before the next match.
 - d. During re-weighing, the Players weight does not meet the weight requirement.
- e. Fighter / Player failed to show the medical certification before competition started.

ARTICLE 5 FIGHTING EQUIPMENT SYSTEM

1. Competition Equipment:

1.1. Player & Official Costume:

A standard Flying Kick Fighter costume of color and plain White T- Shir & Blue & Red Lower (Pant). It is allowed to have the badge of the contestant's main association on the left chest and Flying Kick badge on the right chest. The National Flag on the left arm and the name of the country at the upper back of the Costume.

2. Competition Stages

- 2.1. When a competition is participated by more than 7 (seven) contestants, a pool system will be implemented.
- 2.2. The number of pool is decided in a meeting attended by International Technical Delegates, Competition Chairman and Council of Jury. The decision will be announced to the participants at the Technical Meeting.
- 2.3. The pool division for contestants is determined by drawing of lots during the Technical Meeting. Voting method, i.e either manually or digitally will be decided through voting at the Technical Meeting.

3. Duration of Competition

The performance duration is 3 (three) minutes.

4. Competition Procedure

4.1 The beginning of competition:

- a. Juries reporting for duty to the Competition Chairman from the right side of the Competition Chairman
- b. Show respect and readiness to perform duty
- c. Taking the allocated seats

4.2 The weapons that were certified by the Competition Chairman will be placed at the weapon quarantine station as prepared by the organizing committee.

Fighter/Coach will be allowed to collect the Equipment's just before he/she enter the arena (immediately after his/her name was announced).

4.3 Flying Kick Fighter / Player

- a. Entering the arena from the left side of the Competition Chairman
- b. Walk towards the center of arena
- c. Show respect to the Competition Chairman and turning back to show respect to the Juries
- d. Competition Chairman will signal the Juries, time keeper and other Competition official to alert them that duty is about to begin.

5.1 Other Decisions

- 5.1.1 The Referee Jury Council has the right to request for amendments of the penalties (impose penalty or withdraw penalty) following 3 or more Jury views and decision. Penalty imposed will be denied if it is only be given by 2 or 1 Jury.
- 5.1.2 When competition is unable to continue due to:
 - i. Juries failed to function (fall sick / injured / unconscious)
 - ii. Non-Technical factors (Electrical breakdown / disturbance / etc)
- 5.1.3 Competition could not proceed due to any accident caused by the contestant (collision with Juries / Jury was hurt due to weapon flung to them, etc) Contestant will be disqualified. Competition Chairman will replace the injured Jury (after consultation with Technical Delegate) and competition will resume with the next contestant.

5.2 Referees & Official System

1. **CENTRE REFEREE:** The center referee will start the bout and indicate the point by signaling, indicating by his hand control the bout during play.
2. **ASST. REFEREE:** The Asst. Referee will also be in the center of the Arena and will assist the Centre Referee by indicating the points.
3. **CHIEF JURY / CHIEF JUDGE:** The Chief Jury / Chief Judge is the head of Referee panel and if there is any dispute between Centre Referee and Asst. Referee the decision of Chief Jury will be the final. Call the competitor to the Arena and decide the timing of the bout.
4. **FOUR SCORERS:** The scorer has to fill up the points in the score sheet for record of the match.
5. **ASST. SCORER:** The Asst. Scorer will write the score on the score board.
6. **RECORD KEEPER** The record keeper has to keep all the records of the bouts and also to verify the eligibility certificates of the participants.
7. **SUDDEN DEATH:** In sudden Death Method one who scores the first point is the winner of the match.
8. **MEASUREMENT OF ARENA:** The arena for the match should be clean and soft. The fight system can be conducted on the mats. Arena 8x8 mat.

COMPETITION COMMITTEE

Article 6 Structure and Appointment of Competition Committee

1. Competition Committee consists of:

- 1.1. International Technical Delegate (ITD)**
- 1.2. Assistant Technical Delegate (ATD)**
- 1.3. Competition Chairman**

To perform his duty, a Competition Chairman may be assisted by:

- 1.3.1 Referee Jury Council
 - 1.3.2 Competition Secretary
 - 1.3.3 Time Keeper who also acts as Gong striker and Signal giver.
 - 1.3.4 Arena Assistants as required.
 - 1.3.5 Weighing in Official
- 1.4. **Council of Referee-Jury** consisting of a Chairman and 2 members.
To perform the duty is assisted by a number of Referee-Jury. (A total of **12 Referee-Jury** is required per arena.)
- 1.5. IT Team (if digital scoring system is used). Maximum 2 people per arena.
- 1.6. Competition's Doctor and Medical Team.

Article 7

Criteria, Duties and Responsibilities of Competition Committee

1. **The International Technical Delegate (ITD)**

- 1.1. The International Technical Delegate (ITD) for International Championship is appointed by IFKSF.

An ITD must have mastered all FLYING KICK SPORTS General Rules and Regulations, particularly the Rules and Regulations of International Flying Kick Sports Championship.

- 1.2. The Organizing Committee of the competition is fully responsible to ensure the presence of the International Technical Delegate ITD at the competition by facilitating return air tickets, appropriate lodging, local transportation, pocket money etc.
- 1.3. Duties and responsibilities:

1.3.1. To assist and to provide advice to the Organizing Committee, and particularly to the Competition Committee, from preparation stage i.e. supervising any preparation made by the Organizing Committee such as equipment and facilities, etc, during the course of competition, and until the end of the championship.

1.3.2. To resolve any problems concerning general issues as well as technical matters, of which decision of the ITD has binding force

The right including to stop, postpone, cancel championship and or replace the Competition Committee if deemed necessary.

Those actions should be taken to secure the championships, technical execution of championships, and the shake of good image of Flying Kick Sports.

1.3.3. To fill in and to sign the Record Book of Referee and Jury.

1.3.4. To submit duty report to the Board of IFKSF within 1 (one) month after the championship ends.

2. Assistant Technical Delegate (ATD)

2.1. The duty of Assistant Technical Delegate is to assist the ITD.

2.2. The ATD who comes from the Organizing Committee of the competition is appointed by IFKSF based on the criteria of mastering and comprehending IFKSF general rules and regulations and particularly regulations of International Flying Kick Competitions.

2.3. If from the Organizer's side such person is not available, IFKSF will appoint ATD.

2.4. In performing his duty, the ATD is responsible to the ITD.

3. Competition Chairman

- 3.1. The Competition Chairman should be International Referee-Jury of Senior Level (Grade 1 or Grade 2).
- 3.2. Duties and responsibilities:
 - 3.2.1. To manage and to be responsible for the smooth running of the competition.
 - 3.2.2. To chair a technical meeting with all team managers before the start of competition accompanied by the ITD (International Technical Delegate) and/or ATD, Chairman of the Council of Referee-Jury, and Chairman of the Organizing Committee.
 - 3.2.3. To warn and if necessary, to replace any technical official after consulting the ITD, if the pertinent person does not properly carry out his duty and responsibility.
 - 3.2.4. To stop the course of a contest, if necessary.
 - 3.2.5. To expel the coach of Flying Kick if he/she disturb the competition.
 - 3.2.6. To resolve any competition problem at first level after consulting the Council of Referee-Jury.
 - 3.2.7. To forward competition problems to the ITD.
 - 3.2.8. The Chairman of Competition is responsible to the ITD.
 - 3.2.9. Competition Chairman is responsible to the performance time of Fighting System categories.

4. Competition Secretary

41. The Competition Secretary is someone with experience and knowledgeable in administration of competition and is appointed by the Organizing Committee.
42. His task is to assist the Competition Chairman in managing any competition administrative matters. In carrying out his duties, he may also be assisted by a Secretary Assistant.
43. The Competition Secretary is responsible to the Competition Chairman whereas the Secretary Assistant is responsible to the Competition Secretary.

5. Council of Referee-Jury

- 5.1. The Council of Referee-Jury is the leader of Referee, appointed and assigned by IFKSF. The Council consists of a Chairman and 2 (two) Members.
- 5.2. The authoritative and responsibility of Council of Referee-Jury is:
 - 5.2.1. To assist the Competition Chairman in arranging the assignment of Referee-Jury.
 - 5.2.2. To review the Jury's scoring results and when needed, has the right to call the Jury via the Competition Chairman.
 - 5.2.3. After the review, to approve the Jury's scoring results, sign and submit the results to the Competition Chairman.
 - 5.2.4. To give consideration when a contestant protests the competition result.
- 5.3. The Council of Referee-Jury is technically responsible to the ITD (International Technical Delegate), and administratively responsible to Organizing Committee.

6. The Referee and Jury

- 6.1. The assignment of Referee and Jury:
 - 6.1.1. Referee and Jury who will be in charge of a FLYING KICK Competition of International Level are appointed and assigned by IFKSF.
 - 6.1.2. The Referee and Jury who will be in charge of a competition should have attended the course for International Referee-Jury, obtained IFKSF Certificates for the International Referee-Jury and eligible for the tasks.
 - 6.1.3. The assignment of Referee and Jury is made by IFKSF based on their performance record and License Book.

6.1.4. Each Referee and Jury must be competent to judge in all categories of Flying Kick Competition.

6.1.5 At an International Competition, the maximum number of Referees and Jury is 12 (Twelve) persons for one arena and 2 Competition Chairman and 2 Council Referee-Jury.

6.1.6 Competition of category is conducted by 4 (Four) Referee and scored by 5 (five) Jurors.

7 Time Keeper

7.1 The Time Keeper is appointed and assigned by the Organizing Committee to those who are able to do the task preferably from Referee-Jury.

7.2 Tasks of the Time Keeper:

7.2.5 To start and stop the competition clock according to the designated time or based on the Referee's signal in the Flying Kick.

7.2.6 To give signal to the Referee during the counting towards a Flying Kick category.

8 Competition's Doctor

8.1 Every competition must be attended, witnessed and supervised by a doctor and a medical team appointed by the Organizing Committee.

8.2 The Competition Doctor should be a Sport Doctor who has an expertise in sports health. The medical team must be facilitated with ambulance and oxygen tanks.

8.3 Competition Doctor must witness the contest from the beginning of first contest until completion of the last contest.

8.4 At the request of the Referee, the Doctor examines an injured Flying Kick Player in the arena.

8.5 The result of Doctor's examination shall determine whether or not the Flying Kick Player can continue the contest. Its include to decide whether or not the Flying Kick Player could continue to participate in the coming round (for cases where Flying Kick Player won a disqualification over his/her opponent). The decision of Doctor is final and unchanged.

8.6 In the event that objection towards a result of contest occurs, the Competition Doctor's opinion may be asked, if needed.

8.7 On duty, the Competition's Doctor is technically responsible to the Competition Chairman; generally responsible to the Chairman of the Organizing Committee; and professionally responsible to the Medical Authorities.

Article 8

Costume of the Competition Committee

1. Competition Chairman

Competition Chairman shall wear standard black Flying Kick costume, with At the left side of the chest is the badge of International Referee-Jury of IFKSF according to its class.

2. The Council of Referee-Jury

The Council of Referee-Jury shall wear standard Flying Kick costume, with At the left side of the chest is the badge of International Referee-Jury of IFKSF according to its class.

3. Referee and Jury

Shall wear IFKSF standard Flying Kick costume, color, with a At the left side of the chest is the badge of International Referee-Jury of IFKSF saccording to its class.

4. The Secretary, Assistant Secretary, Time Keeper and Arena Assistants.

Shall wear custom recommended by the Organizing Committee.

Article 9

Level of Flying Kick Sports Championship

1. The level of FLYING KICK SPORTS Championship consists of:

- 1.1. World Cup
- 1.2. International Championship
- 1.3. International Junior Championship
- 1.4. International Masters Championship
- 1.5. Regional Championship
- 1.6. International Cadet Championship
- 1.7. Other championship arranged by IFKSF organization such as Invitation Championship, Open Competition, Exhibition, etc.

