



WORLD CAPOEIRA FEDERATION

COMPETITION RULES FOR SPORT CAPOEIRA



EFFECTIVE AS OF MARCH 23TH, 2018.

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Rule 1. GOVERNING RULES

These rules have been prepared to specify the norms and procedures of the competitions for Sport Capoeira.

Competition Rules for Sport Capoeira (hereafter Competition Rules) shall govern all competitions organized under the auspicious of the World Capoeira Federation (hereafter WCF).

The Competition Rules is the fundamental and universal document upon which the administration of the competition of Capoeira is based. They provide standardized boundaries for competition and, in turn, clarity and understanding about the decisions.

The Competition Rules are mandatory for all members of WCF conducting competitions among the capoeiristas. Any athlete, official or team member who does not comply with the current Rules, may be subject to sanctions.

Consideration of the rules for Male and Female

If there is no otherwise, these rules are the same for both male and female.

References to the male gender in these Rules in respect of athletes, referees and officials are for simplification and apply to both male and female.

Official languages

Due to official languages of the WCF these Rules published in English and Portuguese. If there is any divergence in the wording, the English text is authoritative.

Modifications

Provided the principles of these Rules are maintained, the Competition Rules may be modified with approval of Management Board of WCF.

Rule 2. INTERNATIONAL COMPETITIONS

1. The international competitions shall be held based on individual, team and individual-team specifications.

2. The results in the individual competitions shall be determined by the individual result gained over the weight, category and place taken.

3. In the team competitions, the teams come face to face with each other, and the places to be taken by the teams are determined by the victories of team members. If the two teams have the same number of victories, then a deciding match will be held. Each team may nominate any one competitor of their team.

4. In the individual-team competitions, the individual results are determined, while the place to be taken by the team is identified according to the regulations of the competition by taking the results competitors and Olympic medal table as a basis.

5. WCF shall stage, promote and patronize the following international competitions:

- a) World Capoeira Games;
- b) World Capoeira Championships;
- c) Continental Capoeira Championships;
- d) Various international competitions.

6. World Championships shall be sanctioned and held under the auspices of WCF and organized by the Host Organization selected at the meeting of the Executive Board of WCF.

7. Continental Championships shall be held with the approval and supervision of WCF and shall be organized by the Host Organization selected at the General Assembly of each continental federation.
8. Other international championships, such as area, invitational or goodwill, may be held with the approval of WCF by any of the National Federation, provided that these championships do not include the term "World" or the names of the continents.
9. The results of the championships shall be reported to WCF within one (1) week of the conclusion of the championships, along with all related documents and media materials.
10. In accordance with the undertaking and agreement signed between WCF and the Host Organization and appropriate Government bodies, the host country shall be responsible for providing adequate custom, immigration, medical, security, media, finance, marketing, transport etc. services and for taking appropriate measures during international Competitions.
11. The required services may vary according to factors of the size and nature of the competition, the category and number of athletes participating, the number of support staff and spectators, the health standards of the country where the competition takes place and the prevailing environmental conditions (e.g. climate, altitude).
12. All international competitions approved by WCF shall observe the Competition Rules.

Rule 3. REQUIREMENTS TO PARTICIPATE IN INTERNATIONAL COMPETITION

1. National Federations determine the best athletes by holding their intercountry competitions, to ensure that those athletes may represent their own countries in the international competitions.
2. An athlete will be eligible to compete if he agrees to abide by these Competition Rules and has not been declared ineligible.
3. Any athlete, athlete support personnel or other person whose National Federation is currently suspended by the WCF shall be ineligible for competitions.
4. All participants of international competitions shall register online before the deadline. Subsequently when participants arrive at the host city they shall pass the Accreditation procedure, which is mandatory for all participants and typically arranged one day in advance the competition. In the Accreditation procedure their identity is confirmed, weights are measured, T-shirts and competitor numbers are given, and all the necessary paperwork is carried out.
5. The Accreditation Committee consists of the representatives of WCF and the organizing committee.
6. Each national federation shall make sure that its competitors have taken medical examinations in advance, and only healthy athletes shall get involved in the competition.
7. The national federations shall be sure about the following issues regarding its athletes and staff, and they bear responsibility for these:
 - a) All athletes under their jurisdiction competing in the international competition are in a state of physical health and mental equilibrium;
 - b) Appropriate and continuous medical monitoring of its athletes is undertaken either internally or through an approved external body;
 - c) The staff have Citizenship Passport and if required, visa to enter the country, and no immigration issues;
 - d) Female athletes are not pregnant;
 - e) Athletes, who are under 18 years old during the competition, have official permission of their parents to participate in the competition;

- f) The athletes and other team members have life and health insurance, effective in the relevant country where the competition is held.
8. No athlete may take part in an international competition unless he has WCF international passport.
9. Competitor shall represent the country in which he is a citizen or has permanent residency.

Rule 4. MEDICAL RULES

1. By entering into the international competition, a competitor accepts full responsibility for any injury and releases the WCF from any liability to the extent permitted by law for any loss, injury or damage that he may suffer in relation to or as a result of his participation in the international Competition.
2. Athletes are responsible for their own physical health and for their own medical supervision.
3. National Federations (teams) shall use best efforts to ensure that all athletes under their jurisdiction competing in the international competition are in a state of physical health and mental equilibrium.
4. It is recommended that National Federations (teams) organize for a Pre-Participation Medical examination on each athlete that it enters for an international competition.
5. Every National Federation (team) shall appoint at least one team doctor to provide its athletes with the necessary medical care in the lead up to and, wherever possible, during international Competitions.
6. At international competitions WCF shall ensure that adequate facilities for medical examination and emergency care at the site of the competition are provided by the host country.
7. In case any competitor is injured in the competition, the host organization shall undertake the responsibility to ensure that the injured competitor is promptly given first aid, and if necessary, he is taken to the medical center.
8. All medical expenses after taken to the medical center, including costs over emergency medical care, medical treatment, staying at the health care facility, as well as outpatient and inpatient medical expenses shall bear at the expense of the injured competitor or at the expense of the National Capoeira Organization, by the agreement between them.

Rule 5. ACCIDENTS AND INJURIES IN COMPETITION

1. The Referee should stop the Jogo and call the doctor when a competitor(s) is injured and needs medical treatment by raising his hand and verbally call out "doctor". The doctor is authorized to diagnose and treat injury only.
2. Medical aid is provided in the corner of the competition area.
3. When the provision of medical care to any competitor lasts more than 3 minutes within the course of one match, the Chief Judge, by consulting with the relevant physician, shall decide to either extend the length of the treatment period considered for the competitor or suspend his participation in the competition. The extent of unfitness must be made clear to other members of Judges Panel.
4. The Referee must be informed in time if a competitor has been treated for injury or was declared ineligible to continue competition due his injury.
5. Heeding the doctor and Chief Judge's opinion, the Referee will decide whether the competition should be continued.
6. Competitors, who will pretend to feigning injury will be taken from the competition area and convey directly to the Medical Commission, who will carry out

an immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Judges Panel. Competitors who feign injury will be subject to the strongest penalty and sanctions, up to and including suspension for life for repeated offences.

7. If two competitors injure each other, or are suffering from the effects of previously incurred injury, and are declared by the competition Doctor to be unable to continue, the game is awarded to the competitor who has amassed the most points.

8. An injured competitor who wins a round through disqualification due to injury is not allowed to compete again in the competition without permission from the doctor.

9. When the competitor is not able to continue the competition, he or his coach shall inform the Judges Panel of this.

10. When the match ended prematurely, its net time is indicated on the protocol. Additionally, the length of the period of the medical aid provision shall be indicated next to the surname of the relevant competitor.

11. Any injury caused to the competitor, his treatment and other medical procedures shall be recorded in the monitoring card of the competitor.

Rule 6. DIVISIONING

1. All competitors will be divided in groups by the following criteria:

- a) Gender;
- b) Age;
- c) Weight class;
- d) Grade (only in specific events).

2. The division of the competitors per gender, age and weight categories, the number of the competitors from each country and other details shall be clearly and comprehensively set out in the regulations of the competition.

Rule 7. ELIMINATION METHOD

1. The international competitions organized and sanctioned by WCF are held based on the Olympic system tournament (single-elimination tournament).

2. In an elimination stages, a stage eliminates fifty percent of competitors within it and the elimination system is applied leading to the eventual identification of finalists. Since one of the competitors wins, while another is defeated at the end of each round, an excess number of the competitors are reduced twice after each match and thus, the 1st, 2nd and 3rd places are determined.

3. The competitors will go through the draw to know who will be their first opponent, then their opponents will automatically be known after the first stage.

4. In individual competition no competitor may be replaced by another after the drawing has taken place.

5. The number of the competitors and ongoing matches per each "roda" is determined by the regulations of the competition.

6. Regardless of the number of competitors, matches of the first tournament are organized in such a way that the number of competitors in the relevant group is subject to the figures divided into two parts (4, 8, 16, 32, 64, 128, etc.) from the second round to the final. Therefore, the competitors who are without opponents as a result of the drawing in the first round are automatically passed to the next round, and the competition lasts by using division method until the winner is defined after the second round.

7. It is not allowed for any competitor to automatically pass twice at the same competition. In such a case, the drawing is reconducted.

Rule 8. RODA (competition area)

1. The competition area called roda where competitors will do jogo and compete must be round marked with line. The diameter of roda must be 4,5 meter.
2. The competition area must be padded with tough mats with minimum 200 kg/m³ density. There must be no gaps between mats. The competition area must be fully flat.
3. The all competition area must be of sufficient size to permit the roda, safety standing of competitors and orchestra area.
4. The padded mats may be covered and designed with non-slip material. The cover of the mats shall be stretched and firmed, and it should be disinfected and dried pre-usage, after each roda, as well as when required within the period between rounds.
5. Advertisement pillars, hoardings and other materials must be at least 1 meter away from judges, Bateria and competitors.
6. The Bateria is arranged at the central top of the Roda. There must be at least a 2 meter safety zone between roda line and Bateria.
7. The designated opponent competitors line up face-to-face on the right and left sides of the Bateria before a Jogo.
8. Panel of Judges will be seated at least 4 meter away in front of roda.
9. The Referee will be standing centered between two competitors facing the Judges. The Referee may move around the roda.
10. Time keeper stands on a space available to him outside the roda circle.
11. Team leaders and coaches will be seated outside the competition area, on their respective place.



Rule 9. BATERIA (orchestra)

1. All competitions are accompanied by the Bateria under the sounds of music.
2. Bateria shall have at least 3 berimbau, 1 atabaque, 2 pandeira and 1 agogo players and 4 singers.
3. The songs to be performed in the competition shall be at the quick pace of "São Bento Grande".
4. The Leader of the Bateria is appointed in advance and he is responsible for the organizing and arrangement of the Bateria in a timely manner as well as the proper performance of the Bateria.

Rule 10. JOGO (the game)

1. Capoeira is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must display friendship game, sport spirit, technique, concentration, power, grace, rhythm, and balance.
2. In each round the competitors shall perform the allowable Capoeira movements nonstop within the specified time, and demonstrate the best movements and techniques they could. At the same time, techniques of the movements shall be attacking, dodging, transitioning and defending, as relevant to the movements of the opponent competitor.
3. Competitors must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.
4. Non-injurious, light, controlled touch contact to the body and head is allowed (but neither to the face nor the throat). A correctly performed technique to the body or head will be considered a score at a distance up to 30 cm.
5. A competitor who attempts a throwing (knock-down) technique must comply with the rules of correct implementation of the movement. If a competitor throws his opponent in full compliance with the requirements and an injury results due to the opponent failing to make a proper break-fall, then the injured party is responsible and the thrower should not be penalized. Self-caused injury can result when a competitor is being thrown, instead of making a break-fall land on an extended arm or elbow, or holds onto the thrower and pulls them down on top of themselves.
6. International competitions are organized based on the "Regional" style.
7. In all stages adults compete twice in 90 seconds (two rounds 45+45) in order to define winner for the next stage.
8. Other groups up to adults compete for 60 seconds (two rounds per 30+30 seconds).
9. If results of the 1st and 2nd round are equal competitors compete 3rd round in 30 seconds.
10. Only movements from the official movements list may be performed in a competition (**Attachment No1**). The performance of the movements that have not been listed will not be considered.
11. The competitor shall wait ready before the competition to be called and rapidly occupy the place designated for him by Referee in the roda. Individual competitors or teams that do not present themselves without good reason when called will be disqualified from that competition.
12. All competitors, with the gesture of the Referee, greet each other, judges and Bateria after taking their places (see Referee gestures **Attachment No3**)
13. Competitors will get position of "Pe do Berimbau". The competitors shall greet each other with hands and begin the jogo after the signal of Referee.
14. The Referee must start the Jogo with the minimum of delay.

15. Competitors shall move nonstop while competing within the specified time for the match, and they shall use the "ginga" as a transition to their movements.
16. During the match, competitors may not get out of the roda without Referee's permission.
17. No movement if technically correct will be scored if it is done outside of the roda line. However, if one of the competitors delivers an effective technique to his opponent while still inside the competition area the technique will be scored.
18. When the competitor leaves the competition area with Referee's permission for special needs to change dress, receive medical aid or for any other emergency cases, he must be accompanied.
19. In case of any emergency, the relevant competitor may request the Referee to stop the match. If the Referee considers it reasonable to suspend the match he may stop it;
20. After finish signal of the referee the competitors greet with hand again and take their appropriate places after the last competitor in "roda". Losers accompanied by other defeated competitors, stand in the "roda" and support the other competitors to continue the competition by applauding them and singing for them. On the other hand, the winners stand in the roda following the other winners and wait for the next rounds.
21. Only 1 minute is given for declaring a winner and pausing between the rounds. After declaring the round winner, with the gesture of the Referee competitors take a break by walking along the roda lines (volta ao mundo) and on the verge of ending the break time, again with the gesture of the Referee, they approach to the start point of the match. While declaring the round result, Referee stands at the center of the roda, holds the hands of both competitors and raises the winner's hand according to the result.
22. Joyful acts of the winners after each round (such as jumping up and down, etc.) shall be stopped before the next match started. A winner celebrating his victory in a disrespectful manner will be penalized.
23. When the competitor does not want to continue the match, he informs the Referee of this by raising his hand and leaves the match with the Referee's consent.

Rule 11. ASSESSMENT OF PERFORMANCES

1. The competitor is technically evaluated from commencing Jogo to shaking the opponent's hand at the end of the Jogo. In addition, each competitor shall pay attention to his behavior and the code of ethics throughout the competition when he is called to the roda, upon the completion of its Jogo, and in relation to other competitors and team members.
2. The match may result in the victory of one competitor over another or otherwise defeat of both athletes in case of disqualification. No result of individual matches can be declared a tie.
3. In case of disqualification of both competitors, as the next round opponent is without the opponent he is automatically regarded as a winner. If disqualification occurs at the final, the competitions for 3rd places and final matches are reorganized. The competitors defeated at the semi-final compete at the final, while the matches for 3rd places are held among the competitors defeated at the 1/4 final (two matches to be organized to determine 2 of 4 competitors for 3rd places).
4. Performances of the competitors are evaluated by 5 judges. For the correct figuring out, a relevant person could be appointed as an assistant of the judge.
5. The Judges will score the competitors as below:

1st JUDGE and 2nd JUDGE

GIVE FROM zero to 3 POINTS MAXIMUM TO EACH COMPETITOR AT THE END OF THE ROUND FOR FOLLOWINGS:

Jogo and Rythm, means:

- 1. Dialogue in the game** (*Explanation: Movements performed by the competitor are relevant to the movements of the opponent competitor.*)
- 2. Creativity and sequence** (*Explanation: Competitor sequently performs various movements, and his transition from one movement to another is relevant.*)
- 3. Rhythmical correspondence** (*Explanation: Competitor's movements in the roda are in accordance with the pace and rhythm of the music performed by Bateria.*)
- 4. Harmony of movements with Ginga** (*Explanation: Other movements performed by the competitor harmonize with movement of "ginga".*)

Techniques, means:

- 1. Correct movement** (*Explanation: Performing a movement in a correct and complete manner. Movement is performed on the designated trajectory and till the end.*)
- 2. Diversity of movements** (*Explanation: Competitor performs more various and difficult movements from the "LIST OF PERMITTED MOVEMENTS".*)
- 3. Correct distance** (*Explanation: a competitor is performing movements at the precise distance due to these Rules.*)
- 4. Safety and dodging** (*Explanation: Competitor acts safely and masterly dodges attacks by using specific movements: "Esquiva", "Querta baixa" "Negativa", "Queda de quatro" etc.*)

The physique and ethics of competitor, means:

- 1. Activity, strength, stamina and spirit** (*Explanation: Competitor is more active, and strength, durability and determination are mostly observed in his movements. Competitor has initiated the majority of the actions.*)
- 2. Elasticity** (*Explanation: Elasticity is mostly observed in competitor's movements.*)
- 3. Speed** (*Explanation: Speed is mostly observed in the movements performed by the competitor accurately and completely.*)
- 4. Balance** (*Explanation: Competitor maintains equilibrium and balance properly while performing the movements.*)
- 5. Ethics** (*Explanation: Competitor complies with all behavioral and ethical codes throughout the competition, while entering the roda and during his stay at the roda before and after Jogo.*)

3rd JUDGE***Gives points to both Competitors for the following:*****1 (ONE) POINT - FOR EACH LINE KICK LISTED BELOW AND FOR EACH ACROBATIC MOVEMENT WHICH BECAME A KICK SUBSEQUENTLY:****GOLPES DE LINHA** with different entrance or variations

- | | | | |
|------------------|-------------------|--------------------|-------------------------|
| • Martelo | • Cabeçada | • Gancho | • Pisào |
| • Bênção | • Chapa | • Escorpião | • Vôo-do-Morcego |

CRITERIAS:

- Only non-injurious, light, controlled touch contact to the body and head is allowed (but neither to the face nor the throat);
- Only correctly performed technique to the body or head will be scored (at a distance up to 30 cm);
- If both competitors kicking each other at the same time, the point will receive the competitor who delivered a kick first. If the both kicks were delivered at the exact same time both competitors may however receive points for their respective scores.

4th JUDGE***Gives points to both Competitors for the followings:*****1 (ONE) POINT - FOR EACH ACROBATIC MOVEMENT**

- | | | |
|----------------------|-------------------------|------------------------|
| • Aú | • Piãõ de Cabeca | • Saltos |
| • Bananeira | • Relógio | • Queda de Rins |
| • Beija Flor | • Macaco | |
| • Piãõ de Mão | • S-dobrado | |

CRITERIAS:

- Each acrobatic movement shall be scored only once in the round;
- all types of Acrobatic Movements above are allowed with different entrance and variations;
- only correct performed Acrobatic movements will be scored (for explanation of the correct movement see above Judge 1)

5th JUDGE***Gives point to both Competitors for the followings:*****4 (FOUR) POINTS - FOR EACH TAKE DOWN:**

- rasteira (with all variations)
- vingativa (with all variations)
- tesoura (with all variations)
- banda (with all variations)
- arrastao (with all variations)
- cruz (with all variations)
- boca de calça (with all variations)

2 (TWO) POINTS - for each uncompleted take down (Explanation: a competitor seizes his opponent but cannot put him down)**2 (TWO) POINTS - for each successful escape or dodging from seize hold.****2 (TWO) POINTS - for each jumping or passages over opponent.****2 (TWO) POINTS - to the opponent of the Competitor after each third warning.**

6. The competitor, who receives the majority of points of Judges, will be declared the winner. If the scores of competitors are equal (for example 16:16), a vote of the 5th Judge counting "Take down", after a vote of the 3rd Judge counting "Line kicks" is deemed to be decisive.
7. If both competitors kicking each other at the same time, the point will receive the competitor who delivered a kick first. If the both kicks were delivered at the exact same time both competitors may however receive points for their respective scores.
8. When the competitor performs any prohibited movement or acts in such a way, he receives warning for the extent of the rule infraction, is shown yellow or red card, or he is directly disqualified (list of prohibited movements, see **Attachment No2**). The severity of the infraction is measured based on the physical injury to the opponent, probability of missing the opportunity towards winning, and the act of the competitor violated the rule.
9. Referee will issue a warning to the competitor (or both of them) who avoids the Jogo, who doesn't maintain correct distance of his opponent and in case of technical inactivity within ten seconds.
10. The opponent of the Competitor will receive 2 points after each third warning.
11. Three yellow cards or 1 red card means automatically disqualification.
12. In case any person received "yellow" card two times commits an infraction again within a course of the same competition, Referee stops the match and by issuing him the third "yellow" card disqualifies that person from the current competition.
13. The opponent of the disqualified competitor in the current match is automatically considered as the winner;
14. Repeats of same category of infraction must be accompanied by an increase in severity of penalties imposed.
15. A competitor may win through disqualification of the opponent for accumulated infractions.
16. The winner is declared at the end of each round after Judge's voting.

Rule 12. RESPONSIBILITIES AND RIGHTS OF COMPETITORS

1. Competitor is obliged to:
 - a) Severely comply with these rules and the regulations of the competitions;
 - b) To be registered in the Accreditation Committee in due time;
 - c) Perform the technique he could, and demonstrate friendship, hospitality and high sport spirit;
 - d) Carry out the instructions given by the members of Judges Panel;
 - e) Quickly enter the competition area when being called;
 - f) In case he fails to continue the competition, immediately inform the judges Panel of this;
 - g) Shake hand with the opponent before and after the match, with the Referee's gesture;
 - h) Respect other competitors, Judges Panel, those organizing the competition and providing services, and the audience;
 - i) Wear the Capoeira clothing and have immaculately clean appearance as set out in these rules.
2. Any competitor is eligible to:
 - a) Directly appeal to the Judges Panel or give a protest through the delegate or the head of the National Federation;
 - b) Check his weight on all official scales 1 hour prior to the commencement of weight measurements;

- c) Timely obtain necessary information regarding the competition progress, including its program, changes to that program, opponents of the next match, and match results;
- d) Benefit from the medical aid only for 3 minutes in total within the competition progress;
- e) Appeal to the Referee for stopping the match due to the necessity of providing medical aid or arranging his uniform (in between or after the rounds.)

Rule 13. JUDGES PANEL

1. Only those who successfully passed judiciary exam and have the Referee license may get involved in the Judges Panel of the international competitions.
2. Members of Judges Panel (hereafter **Referee**) shall comply with these rules, decently fulfill his duty and be unbiased, objective and moderate in his activities.
3. At least 5 judges, 1 referee and 1 time keeper from the judges Panel shall be appointed for each competition area.
4. For facilitating the operation of matches, secretaries, announcers, uniform operators, orchestra operators, screen operators, record keepers and score supervisors shall be appointed.
5. The authority of Referee is not confined solely to the competition area but also to its entire immediate perimeter including controlling the conduct of coaches, other competitors, or any part of the competitors' entourage, present on the competition floor.
6. In case of any protests and disputes a Referee shall be able to adduce an argument in full accordance with the mentioned rules and the regulations of the competition.
7. Settlement of disputes is carried out by voting between the judges appointed for the current Roda. Where necessary, Referee together with the Chief Judge by his instruction took part in the voting process. When the votes are equal, Chief Judge's vote is deemed to be decisive.
8. Referee shall wear neat uniform; carry Referee card, whistle and manual of competition rules on him.
9. If any Referee fails to execute his obligations or is unable to execute his duties for any objective reason, another person is appointed to the vacancy as per vacancy category by the Chief Judge's decision.

Rule 14. CHIEF JUDGE

1. Chief Judge leads the Judges Panel and bears the responsibility for the organization of the competition in accordance with the rules and regulations.
2. Chief Judge is obliged to:
 - a) Identify the Judges Panel of the competition in advance and bring in list of candidates for approval;
 - b) To check the preparation level of the competition areas and equipment together with the organizing committee, bring petition to eliminate the shortcomings, and compile an delivery-acceptance act over competition area;
 - c) Participate in the Accreditation Committee by himself or through his representatives and designate responsible persons for scales;
 - d) Personally lead the organization of the drawing of competitors;
 - e) Predetermine Referees to be replaced and ensure their timely replacement;

- f) On the previous days before the competition, organize the meeting of Judges Panel (if necessary, it should be held again within the competition progress) and ensure that all required persons are convened in time;
 - g) During the competition, ensure that the matches are conducted in an objective manner and supervise the judges' affairs;
 - h) Supervise the documentation procedures, as well as the accurate recording of winners and losers;
 - i) Evaluate each Referee at the end;
 - j) To submit report to the organization holding the competition about the results within 3 days in electronic and hard copy.
3. Chief Judge is authorized to:
- a) Stop the match if there is any obstacle to conduct the competition, and announce pause or suspend the match in case of Force Majeure;
 - b) Where necessary, make amendments and changes to the competition progress and the sequence of matches (in this case, this issue must be justified on the report in written);
 - c) Change the functions of Referees in the course of the match (if it is urgent);
 - d) Remove the Referee who make gross mistakes or fail to execute his obligations after the current match finished (this issue shall be recorded in the report and the relevant bodies of WCF shall be informed);
 - e) Warn or remove the delegates, coaches and team leaders disrespecting and insulting the Judges Panel or any participant;
 - f) To pass the final judgment on matters of a technical nature which may arise during a match and for which there are no stipulations in the rules.
4. It is binding for the competitors, judges, representatives and team members to fulfill Chief Judge's requirements.
5. If the Chief Judge is of the opinion that a competitor should be disqualified, he may call the other Referee in order to reach a verdict.
6. By Chief Judge's instruction, another Referee may implement his duties.
7. When there are a number of Rodas, Roda Manager can be appointed, and in this case Chief Judge delegates his some duties and responsibilities to them.

Rule 15. JUDGE

- 1. Judge shall observe the competitors' movements and match attentively and not be distracted during the match.
- 2. A Judge may base solely on his own judgment.
- 3. By raising a flag a Judge signals to the Referee to stop the match if there is some case Referee overlooked during the competition and reports the issue to him.
- 4. Judges shall raise a relevant flag to score a competitor's movement. 1st and 2nd Judges shall synchronously raise final scoreboard for each competitor. If electronic scoreboards are being used the relevant condition shall be established between the 1st and 2nd Judges, to ensure that they are not aware of scoring points on the screen of another Judge.
- 5. Judge shall not have any kinship ties or group (school) relations with the competitors whose performance are estimated by him in the current match. In such a case or in another case nearly demonstrating the suspicion, on the objectivity of the Judge, he shall inform the Chief Judge of this and submit petition for his replacement. In case any relations are detected between the competitor and the Judge after the competition, that competitor's results shall be cancelled and those who deliberately conceal the fact shall be brought to justice before the WCF relevant bodies.
- 6. Referee could not act as a coach, delegate or team member in the competition.

Rule 16. REFEREE

1. Referee is the person who directly manages over the proper conduct of the match course in the competition area.
2. Referee uses special gestures to conduct the match (see **Attachment No3**);
3. Referee gives the signal to begin, stop and close the game, call attention for lack of activeness, penalize if the competitor commits an infraction, and bring the competitors forward for the score.
4. Referee starts the game upon he ensures the readiness of the competitors, Bateria, Judges and Time Keeper in advance of each round.
5. Where required or in case of any contradiction between judges, Referee stops the match to discuss it.
6. In case any one of the competitors or team member act in a prohibited way or intervening outwardly, Referee stops the match and demands the relevant person not to act in such a way, or shows a yellow card by warning them. If the infraction is severe, Referee may directly issue a "yellow" card without verbal warning, or stop the match and disqualify the person by issuing a "red" card.
7. Referee stops the match in the following cases:
 - a) when a competitor or team member has violated the Rules;
 - b) when any of the competitors needs medical aid (in this case, he summons the team of doctors and records the length of the period);
 - c) in case any competitor needs to arrange his uniform (after the round ends);
 - d) by the request of either Chief Judge or any Judge;
 - e) at the request of the competitor (in case Referee considers it reasonable to stop the match at this time);
 - f) in case Referee needs to consult;
 - g) in other emergency cases.
8. Referee may cancel the match prematurely in the following cases:
 - a) In case any one of the competitors expresses his intention of not continuing the match;
 - b) In case any competitor is ejected from the match, or the decision over disqualification is given;
 - c) In case three yellow cards or a red card is issued to the competitor(s);
 - d) For security and safety reasons.
9. While declaring the match result, Referee stands at the center of the field, holds the hands of both competitors and raise the winner's hand according to the result.
10. Referee shall consult with other members of the Judges Panel regarding the issues Referee overlooked.

Rule 17. TIMEKEEPER

1. Time keeper refers to a person who controls over the conduct of the competition within the specified time. He stands outside the Roda circle, which he considers suitable place for himself.
2. Time keeper:
 - a) While Referee gives a signal to start a match, he records the start time and gives a signal with whistle and gesture about the end of the match;
 - b) Keeps track of the length of breaks between rounds and informs Referee of the completion of the breaks;
 - c) Stops the time when the match is cancelled and rerecords the remaining time while the match starts again;

- d) Provides Referee with advice at the Referee's request regarding the issues Referee overlooked;
 - e) Measures the delay time over the competitors' arrival to the competition area with stopwatch and signals to Referee while such delay is recorded;
 - f) In case the match is cancelled due to the competitor's injury, he stops the normal match time, starts an additional stopwatch, and records the length of period of "physician's examination" over the medical aid.
3. Moreover, Time-keeper shall check the uniforms of the competitors before them coming to the Roda, shall not allow those athletes, who do not meet the procedures, entering the Roda and shall inform Chief Judge of this.

Rule 18. SECRETARY OF THE COMPETITION

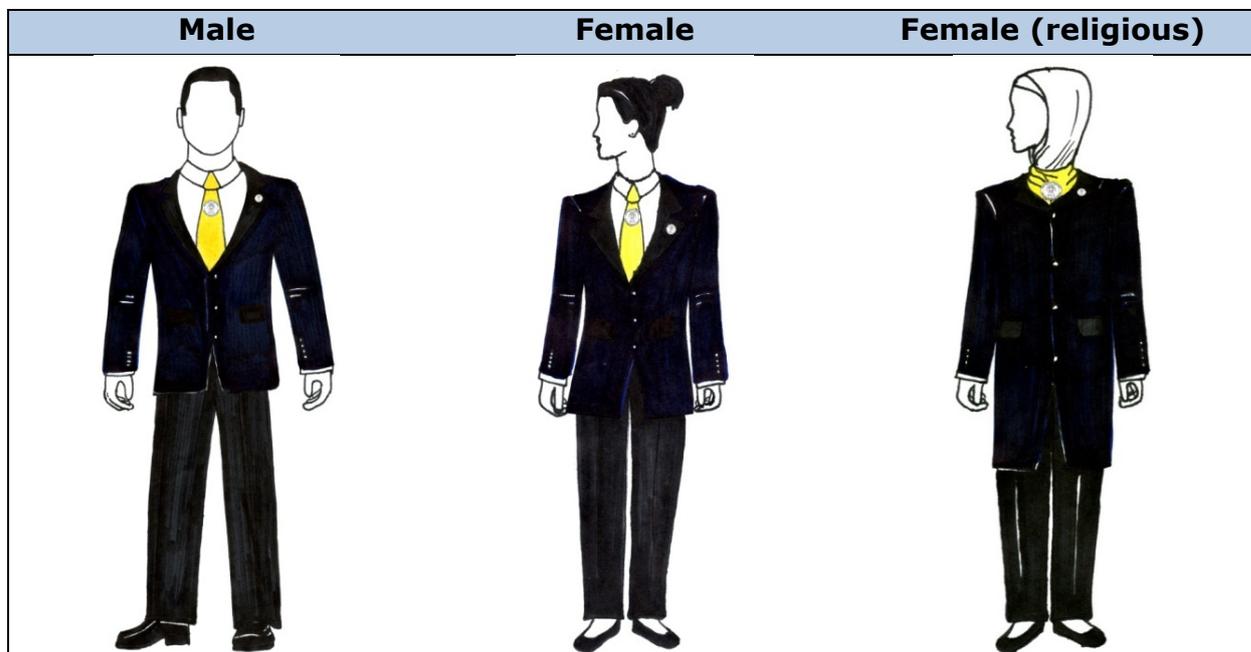
1. Secretary of the Competition refers to a specific person managing secretariat work of the competition.
2. Secretary:
 - a) Manages the Accreditation Committee;
 - b) Takes part in the drawing procedure;
 - c) Records scoring and details of the competition;
 - d) Prepares the competition progress schedule and program;
 - e) Prepares the circular meet sequence of the competitors;
 - f) Records the match start and completion times, including length of pauses and mandatory pauses;
 - g) Marks those games which are cancelled prematurely and are not realized, with special signs;
 - h) Records those who have been injured during the game and currently use medical aid;
 - i) Records those competitors and team members received warning and ejected from the competition;
 - j) Manages over the development of the competition protocols;
 - k) Appoints assistant to secretary for Accreditation Committee and each competition area;
 - l) Formalizes Chief Judge's instructions and decisions.

Rule 19. DELEGATES, TEAM LEADERS AND COACHES

1. Delegate refers to an intermediary between WCF and national federation, who is assigned by the latter.
2. Delegates, team leaders and coaches undertake the responsibility over the discipline of the athletes and team members involved in the competition, and they shall ensure that the athletes and team members participate in the competition in a timely manner.
3. Delegates are eligible to take part in the drawing process and other open sessions.
4. During the competition, coaches must sit in the chair provided and must not interfere with the smooth running of the matches by word or deed.
5. Due to the behavior and rule violation, any delegate or another member of the team may be ejected from where the competition is held and the relevant competitor may receive the next warning regarding this.
6. Coaches shall at all times during a competition, wear the official tracksuit of their National Federation and display their official identification. Female coaches may wear religiously headwear of a type approved by the WCF for referees and judges.

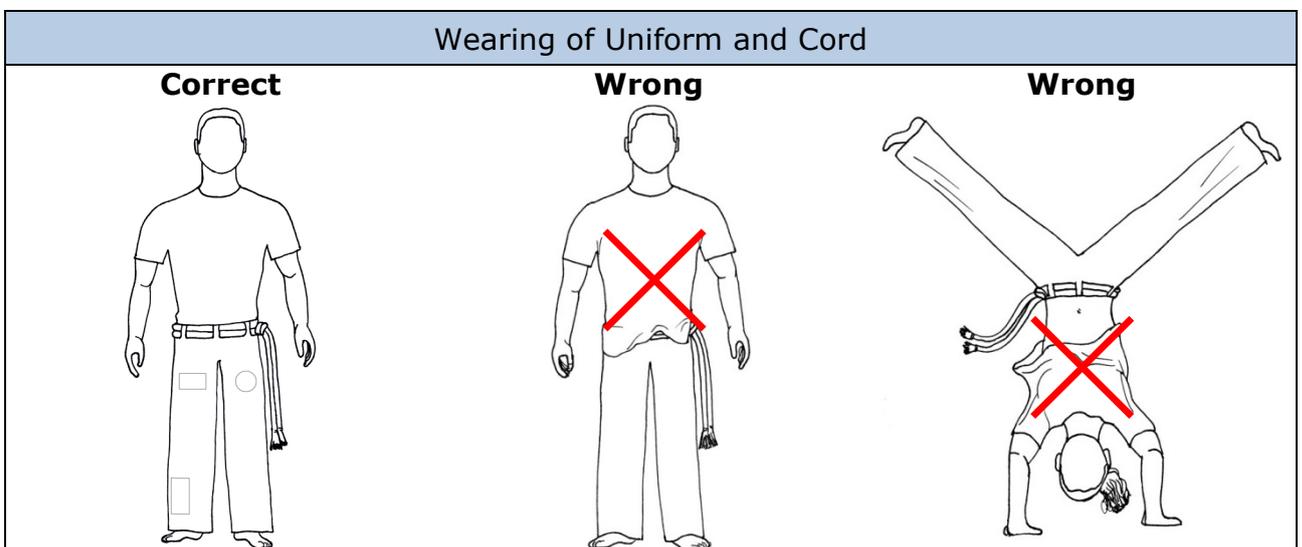
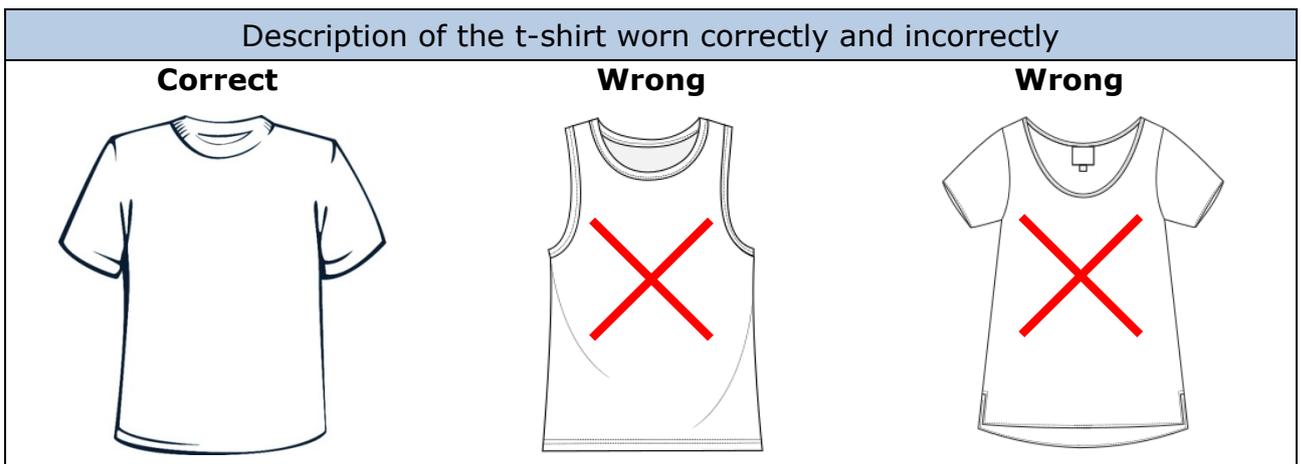
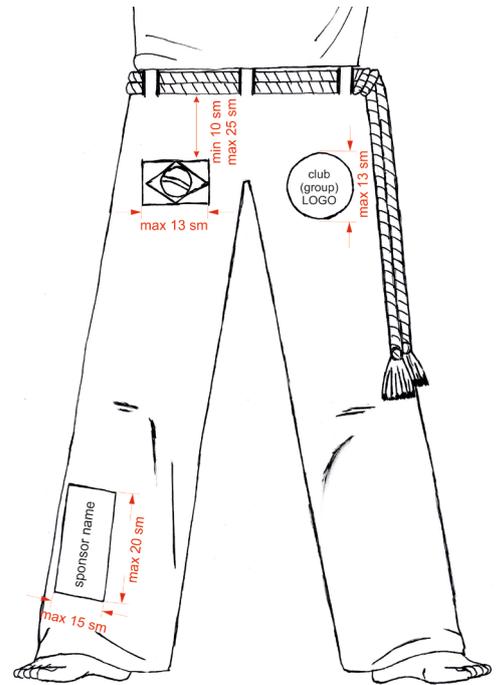
Rule 20. UNIFORMS OF JUDGES PANEL

1. Referee must wear a single breasted dark blazer, white shirt and official tie, plain dark trousers, black slip-on shoes (shoes with heels are not allowed.)
2. Referees with long hair shall firmly assemble them. Female Referees may wear long dark blazer and religious headwear approved by these rules.
3. Uniforms of Referees in the international competitions shall look as follows:

**Rule 21. UNIFORMS OF COMPETITORS**

1. Competitors must wear an event t-shirt which given by organizing committee, white abada and relevant rope (cordao, cordeal or corda) from his group. Competitors must be barefoot in the match.
2. The event t-shirt must be regular fit (not slim), short sleeves but neither sleeveless nor cutoff.
3. Competitor numbers are indicated on the front side and/or sleeves of shirt, based on the design.
4. The competitor's t-shirt must be tucked into the pants. In case the t-shirt comes out of the pants, Referee shall instruct the competitor to arrange his t-shirt upon the completion of the round. 10 seconds will be given to a competitor who incorrectly dressed in order to remedy matters.
5. Competitor's nails shall be clipped beforehand. In case of long hair, they shall be firmly assembled. All personal hygiene procedures shall be respected.
6. The female competitors in religious attire may wear long-sleeved outfit also covering the neck under the event t-shirt according to the color of that shirt, at the same time, they may put on religious headwear.
7. Abada must be long enough to cover a shin and must not reach below the anklebone.

8. The country flag may be sewn to the front sides of the abada right leg and the club (group, school etc) logo to the left leg of abada, minimum 10 sm and maximum 25 cm below the waistband. A sponsor ad may be sewn or attached to the front-right side of the right leg of abada, below the knee.
9. Country flag and club logo may not exceed an overall size of 13cm by 13cm and sponsor logo 15 sm width by 20 sm height.
10. As long as the cords are properly tied, their length shall reach up to the knees.
11. Competitors must not wear any metallic or other objects which might injure their opponents.
12. Glasses are forbidden. Soft contact lenses can be worn at the competitor's own risk.
13. The athletes with joint injuries are allowed to use bandage and tape.
14. The wearing of unauthorized apparel, clothing or equipment is forbidden
15. Judges Panel may disbar any competitor who does not comply with uniform rules.
16. Uniforms of competitors in the international competitions shall look and worn as follows:



Rule 22. UNIFORMS OF BATERIA (orchestra)

1. The orchestra members should wear t-shirt given by organizing committee, own white abada and relevant rope from his group.
2. The t-shirt may be short-sleeved, with a collar or collarless.
3. The requirements for the trousers and waistbands of the orchestra members are just as the requirements for the uniform of the competitors.
4. The orchestra members shall be barefoot.
5. The female members of orchestra, wearing the religious attire, may put on the long-sleeved neck covering outfit under the t-shirt, and the outfit should be of the similar color; at the same time, they may wear the religious headwear.



Rule 23. ETHICS AND DISCIPLINE

1. Competitions must not infringe on the principle of fair game, show non-sporting conduct, or attempt to influence the course or result of a competition, or any part thereof, in a manner contrary to sporting ethics.
2. All officials and participants of international competitions undertake to respect and ensure respect of principles dignity, integrity, confidentiality, fair and implementation. They must be guided in their actions by generally accepted standards of conduct and ethics. They are obliged to:
 - a) know and follow these rules and regulations about competitions;
 - b) be moderate and tactful in relation to their opponents and colleagues;
 - c) show high standards of integrity, strictly observe the moral principles of sport - honesty, fidelity to principle, greatness;
 - d) do all necessary for the development of Capoeira, taking care of the health of athletes.
3. All forms of discrimination such as on the basis of race, gender, ethnic origin, religion, philosophical, political opinion are strictly forbidden.
4. All forms of harassment of participants, be it physical, professional or sexual, and any action causing physical or mental injuries, are prohibited.
5. Referees may disbar and penalize any competitor or team member from a competition who does not comply with disciplinary rules. Any discourteous behavior can earn the disqualification of a competitor, the entire team, or delegation from the competition.

Rule 24. ANTI-DOPING RULES

1. All doping practices at all competition levels are strictly prohibited.
2. WCF recognizes the WADA, World Anti-Doping code as the principal authority for its Anti-Doping policy.
3. The provisions against doping in the World Anti-Doping Code shall be scrupulously observed.
4. The anti-doping tests during the international competitions should be conducted according to the WADA Prohibited list, and the decision about the **disqualification**, **ineligibility** or **provisional suspension** to be made regarding the athletes with positive doping test.

5. The decision on the above-mentioned sanctions is made by the WCF Anti-Doping Committee. WCF Anti-Doping Committee is guided by World Anti-Doping Code and WCF Anti-Doping Rules.

Rule 25. PENALTY and SANCTIONS

1. The following penalties may be imposed on a competitor, team member or official:

- a) Warning (verbal or written). Means that a person is warned of something as a cautionary example. To be issued by a member of Judges Panel.
- b) "Yellow" card. Means that a person is warned of serious infraction. Three yellow cards mean automatically disqualification. To be issued by a member of Judges Panel;
- c) "Red" card. Means a person is disqualified from the current competition because of serious infraction. To be issued by a member of Judges Panel;
- d) Disqualification (resulting from issuing three yellow cards, a red card or based on the given decision): means the person's results in a particular Competition are invalidated, including forfeiture of any titles, awards, medals, points and prize. To be issued by a member of Judges Panel or relevant Body of WCF;
- e) Forfeit of match: means a match automatically ends and the forfeiting competitor loses. To be issued by Chief Judge;
- f) Disbar from the competition: means ejection from the current competition; To be issued by a member of Judges Panel or relevant Body of WCF.

2. The following sanctions may be imposed on a natural or juridical person (organization):

- a) Provisional Suspension: means the person is barred temporarily from participating in any Competition or activity prior to the final decision conducted by relevant Body of WCF;
- b) Ineligibility: means the person is barred on account for a specified period of time from participating in any Competition. To be issued by a relevant Body of WCF;

3. Due to decision of relevant Body of WCF in addition to above mentioned, different penalty and sanctions such as suspension for life, discharge from elected or appointed official positions, withdrawal of membership or recognition by WCF, fine, prohibition on official activity etc. may be imposed on natural or juridical person for a defined period of time or perpetual.

4. Penalty and sanctions may be combined, when deemed appropriate.

5. National Federations (teams, clubs) and other juridical persons are accountable, and may be sanctioned accordingly, for the conduct of their competitors, members, officials, supporters and any persons exercising a function within or during the organization of competition on behalf of the organization, irrespective of whether a fault has been committed.

Rule 26. PROTESTS

1. A protest may be lodged regarding the gross infringement of rules or due to any disputes that may occur while refereeing during the match.

2. Only delegates and Presidents of National Federations are eligible to lodge a verbal or written protest to the competition's Appeals Jury during the match or immediately after it;

3. The protest must give the name(s) of the competitor(s), the Referees officiating, and the precise details of what is being protested. No general claims about overall

standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.

4. In case the Chief Judge believes that the verbal protest investigation and decision-making will take a long time, then the person making a protest shall submit it in written form, by indicating the rule violation in detail. Matches will not be delayed, even if an official protest is being prepared.

5. The protest will be reviewed by the Appeals Jury immediately and as part of this review, the Appeals Jury will study the evidence submitted in support of the protest. The Appeals Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.

6. Chief Judge pronounces a final decision after consultation on the claim with the Appeals Jury.

7. If a protest is held by the Appeals Jury to be valid, the appropriate action will be taken including voiding results, reversing previous judgments, redoing matches etc. Reversing the process of the eliminations is a last option.

8. The Appeals Jury may also impose sanctions and take remedial action to rectify any Refereeing procedure found to contravene the rules.

9. If the protest regarding the issue of any competitor is not accepted a maximum of two times, and a maximum of three times regarding the issue of any national team within a course of the same competition, the competitor/national team, lodging the protest, forfeits the right to protest again.

10. The decision of the Appeals Jury is final, and can only be overruled by a decision of the Arbitral Tribunal of WCF.

11. The report should be signed by all members of the Appeals Jury and submitted to the Secretary General of WCF, describing findings and reasons for accepting or rejecting the protest.

12. Competitors, team members and delegates has no interfering authority over the actions of Appeals Jury, Judges Panel and Organizing Committee.

Rule 27. DISPUTES

1. All disputes arising during competitions shall be resolved.

2. Disputes arising between a National Federation and Organizing Committee shall be referred to the Executive Board of WCF.

3. The Executive Board shall determine a procedure for the adjudication of the dispute depending on the circumstances of the case in question.

4. Any person disagreeing with the decisions of the Executive Board may complain to the WCF Arbitral Tribunal.

5. Natural or juridical person may negotiate his own matters in Arbitral Tribunal. Alternatively he may use his Representatives to assist him in negotiation.

6. The Subjected Parties shall neither give nor accept instructions to vote or intervene in a given manner within the trial of the Arbitral Tribunal.

Rule 28. MANIPULATION OF COMPETITION

1. In order to prevent manipulation of competition and matches the WCF officials, members of Judges Panel and Organizing Committee, National Federations or their members/representatives shall not, directly or indirectly, solicit, accept or offer any form of remuneration or commission, nor any concealed benefit, hospitality or service of any nature, connected with the organization of the competitions nor matches.

2. Only gifts of nominal value, in accordance with prevailing local customs, may be given or accepted by the Subjected Parties, as a mark of respect and/or friendship.

Any other gift must be passed on to the organization of which the beneficiary is a person.

3. All forms of participation in, or support, promotion of betting and match-fixing related to the Competitions, are prohibited.

Rule 29. ADVERTISING AND DISPLAY DURING INTERNATIONAL COMPETITIONS

1. Advertising and displays of a promotional nature shall be permitted, provided such advertising and displays comply with the terms of these Rules.

2. The Executive Board of WCF may pass Regulations from time to time giving detailed guidance as to the form advertising may take and the manner in which promotional or other material may be displayed at international Competitions conducted under these Rules. These Regulations shall adhere to at least the following principles:

- a) Only advertising of a commercial or charitable nature shall be allowed at competitions conducted under these Rules;
- b) No advertising which has as its objective the advancement of any political cause or the interests of any pressure group, whether domestic or international, shall be allowed;
- c) No advertising may appear which obscures, either partially or otherwise, the television camera's view of a competition;
- d) All advertising must comply with any applicable safety regulations;
- e) The advertising of tobacco, alcohol, muscle enhancers, muscle boosters, steroids and other products which contain prohibited substances are not allowed;
- f) No advertising may appear which in the opinion of WCF, is tasteless, distracting, offensive, defamatory or unsuitable bearing in mind the nature of the event.

3. Local organizing committee is authorized to display sponsors logo at event t-shirt with approval of WCF.

4. WCF reserves the supremacy to authorize the display of special labels or trademarks of approved sponsors and partners.

Attachment 1

THE LIST OF PERMITTED MOVEMENTS:

STANCE (GINGA)

1. All types of Ginga with any style variation is allowed;
2. Its not allowed on Ginga or any other kicks perform with fist.

ESCAPES - Esquiva

- *Esquiva*
- *Pêndulo*
- *Puxeta*
- *Cocorinha*
- *Queda de quarto*

(all types of "Esquiva", "Pêndulo", "Puxeta", "Cocorinha" and "Queda de quarto" with different entrance or variation is allowed)

GROUND ESCAPES – Movimentação no chão

- *Decida trocando*
- *Negativa*
- *Rolê*
- *Passada para as costa*
- *Passada para Frente*
- *Passada lateral*

(all types of "Decida trocando", "Negativa", "Rolê", "Passada para as costa" and "Passada para Frente" with different entrance or variation is allowed)

BASIC KICKS – Golpes rodados

- *Meia lua de frente*
- *Queixada*
- *Meia lua de compasso*
- *Armada*

(all types of "Meia lua de frente", "Queixada", "Meia lua de compasso" and "Armada" with different entrance or variation is allowed)

OFFENSIVE KICKS - Golpes De Linha

- *Martelos*
- *Bênção*
- *Chapa*
- *Gancho*
- *Escorpião*
- *Pisào*
- *Vôo-do-Morcego*

(all types of "Martelos", "Bênção", "Chapa", "Gancho", "Escorpião", "Pisào" and "Vôo-do-Morcego" with different entrance or variation is allowed)

ACROBATICS - Floreios

- *Aú*
- *Bananeira*
- *Beija Flor*
- *Piãõ de Mão*
- *Piãõ de Cabeça*
- *Relogio*
- *Macaco*
- *S-dobrado*
- *Saltos*
- *Queda de Rins*

(all types of "Aú", "Bananeira", "Beija Flor", "Piãõ de Mão", "Piãõ de Cabeça", "Relogio", "Macaco", "S-dobrado", "Saltos" and "Queda de Rins" with different entrance or variation is allowed)

TAKE DOWNS - Desequilibrantes

- *Rasteira*
- *Vingativa*
- *Tesoura*
- *Banda*
- *Arrastão*
- *Cruz*
- *Boca de calça*

(all types of "Rasteira", "Vingativa", "Tesoura", "Banda", "Arrastão", "Cruz" and "Boca de calça" with different entrance or variation is allowed)

Attachment 2

THE LIST OF PROHIBITED BEHAVIOUR, MOVEMENTS AND TECHNIQUES:

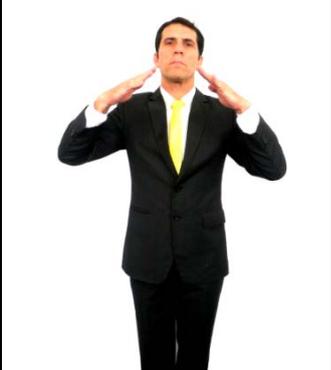
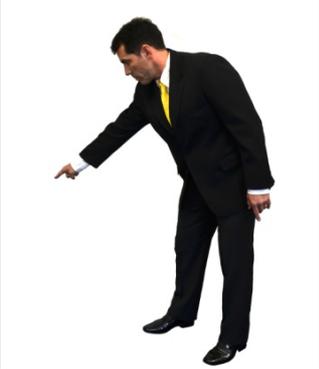
Prohibited behaviour are followings:

1. Behaving rudely and unethically towards the opponent, participants, referees and audience, as well as not greeting the opponent;
2. Interfering with activities of the Judges Panel or not complying with their instructions;
3. Being insincere and deceiving referees;
4. Failing to obey the orders of the Referee and Judges, any kind of aggression.
5. Not entering the Roda (competition area) within 2 minutes after the first call;
6. Time stalling, including prolonged greeting, excessive pause before starting a Jogo, staying in a lying position after a takedown movement etc;
7. A distinct pause or stop in the Jogo;
8. Feigning, or exaggerating injury (means: when serious injury are not supported by evidence of commensurate injury as reported by a neutral doctor);
9. Deliberately violating the uniform;
10. Evasion the match in any form (talking, or goading the opponent, joining the match lately, etc.);
11. Intervening outwardly;
12. Any other behavior to be considered to violate the rules and spirit of the competition.

Prohibited movements and techniques are followings:

1. Deliberately injuring and attempting to injure the opponent;
2. Causing injury by lack of controlled technique;
3. Techniques which make excessive contact;
4. Hazardous and reckless technique (launches an attack without regard for personal safety and safety of opponent/uncontrolled attacks);
5. Attacks with head to the face (Cabeçada, Arpão de Cabeça, Escorumelo etc.)
6. Kicking with the back of the head.
7. Kick with knee (Joelhada);
8. Kick with elbow (Cotovelada);
9. Hand & Arm strikes (Asfixiante, Cotovelada, Galopante, Godeme, Telefone etc.)
10. Implementation a scissor takedown technique to the neck area (a scissor takedown to the body is permitted);
11. When a contestant seizes the opponent and does not perform an immediate technique, or throw;
12. Passivity within 10 seconds (means: one of the competitors or both of them do not attempting to engage in game, or they do not attempt to exchange techniques);
13. Doing "Volta ao Mundo".
14. Doing "Marcação" (means waiting chance to attack by doing many "ginga");
15. Wrestling;
16. Implementation of suffocating movements and painful holds;
17. Striking a groin (groin attack);
18. Scratching;
19. Biting;
20. In case of not implementation another movement after performing "GINGA" three times (performing "GINGA" movement for the fourth time);
21. Grabbing the opponent with hands for any other reasons than executing allowed takedowns;
22. Hold, beat and to hinder opponent's movement;
23. Exit from the competition area (roda) not caused by the opponent;
24. Not defending against attack or wrong defence;
25. Rhythm discrepancy.

Attachment 3

MAIN TERMINOLOGY AND GESTURES OF REFEREE			
<p>Posição de pé (pay attention to the instruction)</p>	<p>Salve! (respect action) Greeting of Judges, opponents and Bateria</p>		<p>Inicial! (competitors come to initial position)</p>
			
<p>Pé do berimbau! (calling to the foot of berimbau)</p>	<p>Comece! (start a Jogo)</p>	<p>Ação! (engage/resume the game)</p>	<p>Ofensa! (prohibited movement)</p>
			
<p>Direção para! (Point someone or show direction)</p>	<p>Pare! (at any point of time when the referee wants to stop a Jogo)</p>		<p>Desclassificado! (get out of the roda!)</p>
			
<p>Empurao! (don't push)</p>	<p>Soco! (punch is not allowed)</p>	<p>Galopante! (strike with palms are not allowed)</p>	<p>Cotovelada! (elbow strike is not allowed)</p>
			

<p>Joelhada! (knee strike is not allowed)</p>	<p>Cabecada! (head strike to the face is not allowed)</p>	<p>Golpe baixo! (lower kicks under the hip or high rasteira on shin)</p>	<p>Quieto! (dont talk, respect and listen)</p>
			
<p>Volta Mundo! (walk on the the roda lines)</p>	<p>Pausa! (time out / stop time)</p>	<p>Ginga! (signal to do Ginga, not only strike)</p>	<p>Não sai da Roda! (Dont get out the Roda line)</p>
			
<p>Espera! (waiting to announce)</p>	<p>Advertência! (showing yellow/red card because of infraction)</p>	<p>Advertência verbal! (verbal warning)</p>	<p>Pronto-socorro! (first medical aid)</p>
			
<p>Ajuste o uniforme!! (adjust uniform)</p>	<p>Fim! (the current Jogo is closed)</p>		
			