



# COMPETITION RULES

## 2024



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### **Published by**

World Capoeira Federation  
Läänemere tee 19-16, 13914  
Tallinn, Republic of Estonia  
Phone: +372 5902 6599  
Website: [www.capoeira.ws](http://www.capoeira.ws)  
Email: [info@capoeira.ws](mailto:info@capoeira.ws)

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## **Rule 1. GOVERNING RULES**

These rules have been crafted to outline the standards and protocols governing Capoeira competitions.

The Capoeira Competition Rules (hereafter referred to as Competition Rules) shall regulate all competitions organized under the auspices of the World Capoeira Federation (hereafter referred to as WCF).

The Competition Rules serve as the fundamental and universal document governing the administration of Capoeira competitions. They establish standardized boundaries for competition, ensuring clarity and understanding regarding decisions made.

The Competition Rules are obligatory for all members of the WCF involved in organizing and participating in competitions. Any athlete, official, or team member found in violation of these Rules may be subject to sanctions.

### **Consideration of the rules for Male and Female**

If not otherwise stated, these rules apply equally to both male and female. References to the male gender within these rules, in relation to athletes, referees, and officials, are for simplification purposes and encompass both male and female individuals.

### **Official languages**

These Rules are published in English and Portuguese, the official languages of the WCF. In the event of any discrepancies in the wording, the English text shall be considered authoritative.

### **Modifications**

The Competition Rules may be modified with approval of Management Board of WCF.

## **Rule 2. INTERNATIONAL COMPETITIONS**

- 2.1. The international competitions shall be held based on individual, team and individual-team specifications.
- 2.2. The results in the individual competitions shall be determined by the individual result gained over the weight, category and place taken.
- 2.3. 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.
- 2.4. 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.
- 2.5. 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.
- 2.6. 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.
- 2.7. Continental Championships shall be held with the approval of WCF Executive Board and organized under WCF supervision by the Host Organization selected at the General Assembly of each continental federation.
- 2.8. Other international competitions, such as regional, invitational, or goodwill events, as well as open competitions, may be organized with the approval of the WCF President by any National Federation. It is important that these competitions adhere to WCF rules regarding the organization of international competitions and be supervised by the relevant body of the WCF responsible for organizing and supervising international competitions. Additionally, it is imperative that these competitions abstain entirely from using the term 'World' or the names of the continents in their titles.
- 2.9. The results of the competitions shall be reported to WCF within one (1) week of the conclusion of the competition, along with all related documents and media materials.
- 2.10. In accordance with the agreement signed between WCF, the Host Organization, and relevant government bodies, the host country is responsible for providing adequate customs, immigration, medical, security, media, financial, marketing, and transportation services, as well as implementing appropriate measures during the international competition.
- 2.11. The required services may vary depending on factors such as the size and nature of the competition, the category and number of participating athletes, the quantity of support staff and spectators, the health standards of the host country, and the prevailing environmental conditions (e.g., climate, altitude).
- 2.12. All international competitions approved by WCF shall observe the Competition Rules, Organizing Rules, and Regulations on International Refereeing of WCF.

### **Rule 3. REQUIREMENTS TO PARTICIPATE IN INTERNATIONAL COMPETITION**

- 3.1. 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.
- 3.2. An athlete will be eligible to compete if he agrees to abide by these Competition Rules and has not been declared ineligible.
- 3.3. Any athlete, athlete support personnel or other person whose National Federation is currently suspended by the WCF shall be ineligible for competitions.
- 3.4. All participants of international competitions must register online before the deadline. Upon arrival in the host city, they are required to undergo the accreditation procedure, which is mandatory and typically arranged one day prior to the competition. During the Accreditation procedure, participants' identities are confirmed, weights are measured, T-shirts and competitor numbers are distributed, and all necessary paperwork is completed.
- 3.5. The Accreditation Committee comprises representatives from WCF and the organizing committee.
- 3.6. 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.
- 3.7. The national federations must ensure the following regarding their athletes and staff, bearing responsibility for:
  - a) Ensuring that all athletes under their jurisdiction competing internationally are in a state of physical health and mental equilibrium;
  - b) Undertaking appropriate and continuous medical monitoring of athletes, either internally or through an approved external body;
  - c) Ensuring that staff members possess a valid passport and, if required, a visa to enter the host country, without any immigration issues;
  - d) Confirming that female athletes are not pregnant;
  - e) Ensuring that athletes under 18 years old during the competition have official permission from their parents to participate;
  - f) Providing athletes and other team members with life and health insurance effective in the relevant country where the competition is held.
- 3.8. Competitors shall represent the country in which they hold citizenship or permanent residency, as determined by the competition regulations.

### **Rule 4. MEDICAL RULES**

- 4.1. Upon entering the international competition, a competitor accepts full responsibility for any injury and releases WCF from liability to the extent permitted by law, for any loss, injury, or damage that may occur in relation to or as a result of participation in the international competition.
- 4.2. Athletes are responsible for their own physical health and medical supervision.
- 4.3. National Federations (teams) shall make every effort to ensure that all athletes under their jurisdiction competing in international competitions are in a state of physical health and mental equilibrium.
- 4.4. National Federations (teams) are encouraged to organize a Pre-Participation Medical Examination for each athlete participating in an international competition.
- 4.5. Each National Federation (team) shall appoint at least one team doctor to provide its athletes with necessary medical care leading up to and, whenever possible, during international competitions.

- 4.6. At international competitions, WCF shall ensure that the host country provides adequate facilities for medical examination and emergency care at the competition site.
- 4.7. If any competitor is injured during the competition, the host organization is responsible for promptly providing first aid to the injured competitor and, if necessary, arranging for their transfer to a medical center.
- 4.8. All medical expenses incurred after being taken to the medical center, including costs beyond emergency medical care, medical treatment, staying at the healthcare facility, as well as outpatient and inpatient medical expenses and insurance, shall be borne by the injured competitor or by the National Capoeira Organization, as per their agreement.

## **Rule 5. ACCIDENTS AND INJURIES IN COMPETITION**

- 5.1. The Central Referee should halt the game (Jogo) and summon the doctor when a competitor(s) sustains an injury requiring medical attention. This is done by raising the hand and verbally calling out 'doctor.' The doctor has the authority to diagnose and treat injuries. If the doctor deems the injured competitor ineligible to continue the game, they must immediately inform the Chief Referee of the situation. Considering the opinions of the doctor the Chief Referee will decide whether the competition should continue.
- 5.2. Medical aid is provided in the corner of the competition area.
- 5.3. If medical aid for a competitor exceeds 3 minutes during one match, the Chief Referee, in consultation with the attending physician, shall decide to either extend the treatment period for the competitor or suspend their participation in the competition. The degree of unfitness must be communicated clearly to other members of the Referee Panel.
- 5.4. Any competitor suspected of feigning injury will be removed from the competition area and immediately examined by the competition physician. The competition physician will submit its report before the end of the competition for consideration by the Referee Panel. Those found to be feigning injury will face severe penalties and sanctions, including possible lifetime suspension for repeated offenses.
- 5.5. If two competitors injure each other or are unable to continue due to previously incurred injuries, as declared by the competition physician, the game is awarded to the competitor who has accumulated the most points.
- 5.6. An injured competitor who wins a round through disqualification due to injury is not permitted to compete again in the competition without the permission of the Chief Referee, who considers the report of the competition physician.
- 5.7. If a competitor is unable to continue the competition, either the competitor or their coach must inform the Referee Panel.
- 5.8. When a match ends prematurely, its net time is recorded on the protocol. Additionally, the duration of the medical aid provision shall be indicated next to the surname of the relevant competitor.
- 5.9. Any injury sustained by the competitor, along with their treatment and other medical procedures, shall be recorded in the competitor's monitoring card.

## **Rule 6. DIVISIONING**

- 6.1. Competitors will be divided into groups according to the following criteria::
  - a) Gender;
  - b) Age;
  - c) Weight class;

d) Grade (only in specific events).

- 6.2. The division of competitors based on gender, age, weight categories and other relevant details shall be clearly and comprehensively outlined in the regulations of the competition.

### **Rule 7. ELIMINATION METHOD**

- 7.1. The international competitions sanctioned by WCF are conducted using the Olympic system tournament (single-elimination tournament).
- 7.2. In elimination stages, each round reduces the number of competitors by fifty percent, employing an elimination system to identify finalists. At the end of each round, one competitor wins while another is defeated, leading to a gradual reduction in the number of competitors. This process determines the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places.
- 7.3. The competitors will undergo the draw to determine their first opponent, after which subsequent opponents will be automatically determined following the initial stage.
- 7.4. In individual competition no competitor may be replaced by another after the drawing has taken place.
- 7.5. The number of the competitors and ongoing matches per each "roda" is determined by the regulations of the competition.
- 7.6. 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.
- 7.7. 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)**

- 8.1. The competition area, called the roda, where competitors will engage in Jogo and compete, must be marked with a circular line. The diameter of the roda must be 4.5 meters.
- 8.2. The competition area must be padded with tough mats with minimum 200 kg/m<sup>3</sup> density. There must be no gaps between mats. The competition area must be fully flat.
- 8.3. The all competition area must be of sufficient size to permit the roda, safety standing of competitors and orchestra area.
- 8.4. 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.
- 8.5. Advertisement hoardings, pillars and other materials must be at least 1 meter away from Judging Referees, Bateria and competitors.
- 8.6. 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.
- 8.7. The designated opponent competitors line up face-to-face on the right and left sides of the Bateria before a Jogo.

- 8.8. The Referee Panel will be seated at least 4 meters away from and in front of the roda.
- 8.9. The Central Referee will be standing centered between two competitors facing the Judging Referees. The Central Referee may move around the roda.
- 8.10. Timekeeper Referee stands on a space available to him outside the roda circle.
- 8.11. Team leaders and coaches will be seated outside the competition area, on their respective place.



### **Rule 9. BATERIA (the orchestra)**

- 9.1. All games (jogos) are accompanied by the Bateria under the sounds of music.
- 9.2. Bateria shall have at least 3 berimbau, 1 atabaque, 2 pandeira and 1 agogo players and 4 singers.
- 9.3. The songs to be performed in the competition shall be at the quick pace of "São Bento Grande".
- 9.4. The Leader of the Bateria is appointed in advance and is responsible for organizing and arranging the Bateria in a timely manner, as well as ensuring its proper performance.

### **Rule 10. JOGO (the game)**

- 10.1. Capoeira is not a dance or theatrical performance. It must adhere to the traditional values and principles. It should display the spirit of friendship, sportsmanship, technique, concentration, power, grace, rhythm, and balance.
- 10.2. During each round, competitors must continuously perform allowable Capoeira movements within the specified time, demonstrating their best techniques and movements. Simultaneously, the movements' techniques should include attacking, dodging, transitioning, and defending, as relevant to the opponent competitor's movements.



- 10.3. Competitors must execute all techniques with control and proper form. Failure to do so, regardless of the specific technique misused, will result in a warning or penalty.
- 10.4. Non-injurious, light, controlled touch contact to the body and head is allowed (excluding the face and throat). Additionally, a correctly executed technique to the body or head will be considered a score within a distance of up to 30 centimeters.
- 10.5. 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.
- 10.6. International competitions are organized based on the "Regional" style.
- 10.7. In all stages adults compete twice in 90 seconds (two rounds 45+45) in order to define winner for the next stage.
- 10.8. Other groups up to adults compete for 60 seconds (two rounds per 30+30 seconds).
- 10.9. If results of the 1st and 2nd round are equal competitors compete 3rd round in 30 seconds.
- 10.10. 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.
- 10.11. The competitor must be ready before the competition begins, prepared to occupy the place designated for them by the Central Referee in the Roda. Individual competitors or teams that fail to present themselves without good reason when called will be disqualified from the competition.
- 10.12. At the gesture of the Central Referee, all competitors greet each other, the Judging referees, and the Bateria after taking their places (see Referee gestures in **Attachment No3**)
- 10.13. Competitors will get position of "Pe do Berimbau". The competitors shall greet each other with hands and begin the Jogo after the signal of Central Referee.
- 10.14. The Central Referee must start the Jogo with the minimum of delay.
- 10.15. Competitors must execute permitted movements continuously within the specified time for the match, using the "Ginga" as a transition between their movements.
- 10.16. Competitors are not permitted to exit the Roda during the match without the Central Referee's permission.
- 10.17. Any technically correct movement performed outside of the Roda line will not be scored. However, if one of the competitors delivers an effective technique to their opponent or start to perform Floreio while inside the competition area, the technique will be scored.
- 10.18. If a competitor leaves the competition area with the Central Referee's permission for special needs such as changing dress, receiving medical aid, or for any other emergency cases, they must be accompanied.
- 10.19. If an emergency arises, the relevant competitor may request the Central Referee to halt the match. The Central Referee has the discretion to suspend the match if deemed necessary.
- 10.20. After the Central Referee signals the end of the match, competitors greet each other with a handshake and return to their designated places in the Roda. Losers, accompanied by other defeated competitors, stand in the Roda and support the remaining competitors by applauding and singing for them.

Meanwhile, winners stand in the Roda with other winners and await the next rounds.

- 10.21. Only 1 minute is allotted for declaring a winner and for breaks between rounds. After declaring the round winner, at the signal of the Central Referee, competitors take a break by walking along the Roda lines (volta ao mundo). As the break time nears its end, again at the signal of the Central Referee, they return to the starting point of the match. During the declaration of the round result, the Central Referee stands at the center of the Roda, holds the hands of both competitors, and raises the hand of the winner according to the result.
- 10.22. Joyful acts of the winners after each round, such as jumping up and down, etc., must cease before the next match begins. A winner celebrating their victory in a disrespectful manner will be penalized.
- 10.23. If a competitor does not wish to continue the match, he informs the Central Referee by raising his hand and leaves the match with the Referee's consent.

## **Rule 11. ASSESSMENT OF PERFORMANCES**

- 11.1. The competitor's performance is evaluated technically from the commencement of the Jogo to shaking the opponent's hand at the end of the Jogo. Additionally, each competitor must adhere to the code of ethics and exhibit appropriate behavior throughout the competition, including when called to the Roda, upon the completion of their Jogo, and in relation to other competitors and team members.
- 11.2. The match may result in the victory of one competitor over another, or in the disqualification of both athletes. No individual match can be declared a tie.
- 11.3. If both competitors are disqualified, the next round opponent, who remains without an opponent, is automatically regarded as the winner. If disqualification occurs in the final, the competitions for 3<sup>rd</sup> place and final matches are reorganized. Competitors defeated in the semi-final compete in the final, while matches for 3<sup>rd</sup> place are held among competitors defeated in the quarter-final (two matches are organized to determine 2 out of 4 competitors for 3<sup>rd</sup> place).
- 11.4. The performances of the competitors are evaluated by 5 Judging Referees.
- 11.5. The competitor who receives the majority of points from the Judging Referees will be declared the winner. In the event of a tie score between competitors (e.g., 16:16), the decisive vote will be cast first by the Judging Referee considering "Take down", followed by the vote of the Judging Referee considering "Line kicks".
- 11.6. If both competitors kick each other simultaneously, both competitors will receive a point.
- 11.7. When a competitor executes any prohibited movement, engages in aggressive gameplay, disregards instructions from the Central Referee, behaves unethically, or engages in conduct deemed inappropriate, he is subject to warnings corresponding to the severity of the rule infraction. This may include receiving a verbal warning, being shown a yellow or red card, or immediate disqualification (list of prohibited movements, see [Attachment No2](#)). The severity of the infraction is determined by factors such as the physical injury to the opponent, the likelihood of missing the opportunity to win and the nature of the competitor's rule violation.
- 11.8. The Central Referee will issue a warning to the competitor (or both competitors) who avoid the Jogo, fail to maintain the correct distance from their opponent, or exhibit technical inactivity for more than 10 seconds.
- 11.9. Receiving two yellow cards or one red card results in automatic disqualification.

- 11.10.If any individual (competitor, coach, or team member) who has received a "yellow" card commits another infraction during the same competition, the Central Referee stops the match. The individual is then issued a "yellow" card, or directly a "red" card, resulting in disqualification from the current competition.
- 11.11.The opponent of the disqualified competitor in the current match is automatically considered as the winner;
- 11.12.Repeats of same category of infraction must be accompanied by an increase in severity of penalties imposed.
- 11.13.A competitor may win through disqualification of the opponent for accumulated infractions.
- 11.14.The winner is declared at the end of each round following the voting of the Judging Referees.
- 11.15.The Judging Referees will score the competitors as follows:

<b>JUDGING REFEREES no. 1 and 2</b>
<i>assign a maximum of <b>3 POINTS</b> to each competitor at the end of the round for the following criteria:</i>
<b>Jogo and Rhytm,</b> means:
<ol style="list-style-type: none"> <li><b>1. Dialogue in the game</b> <i>(Explanation: Movements performed by the competitor are relevant to the movements of the opponent competitor.)</i></li> <li><b>2. Creativity and sequence</b> <i>(Explanation: Competitor sequently performs various movements, and his transition from one movement to another is relevant.)</i></li> <li><b>3. Rhythmical correspondence</b> <i>(Explanation: Competitor's movements in the roda are in accordance with the pace and rhythm of the music performed by Bateria.)</i></li> <li><b>4. Harmony of movements with Ginga</b> <i>(Explanation: Other movements performed by the competitor harmonize with movement of "ginga".)</i></li> </ol>
<b>Techniques,</b> means:
<ol style="list-style-type: none"> <li><b>1. Correct movement</b> <i>(Explanation: Performing a movement in a correct and complete manner. Movement is performed on the designated trajectory and till the end.)</i></li> <li><b>2. Diversity of movements</b> <i>(Explanation: Competitor performs more various and difficult movements from the "LIST OF PERMITTED MOVEMENTS".)</i></li> <li><b>3. Correct distance</b> <i>(Explanation: a competitor is performing movements at the precise distance due to these Rules.)</i></li> <li><b>4. Safety and dodging</b> <i>(Explanation: Competitor acts safely and masterly dodges attacks by using specific movements: "Esquiva", "Querta baixa" "Negativa", "Queda de quatro" etc.)</i></li> </ol>
<b>The physique and ethics of competitor,</b> means:
<ol style="list-style-type: none"> <li><b>1. Activity, strength, stamina and spirit</b> <i>(Explanation: Competitor is more active, and strength, durability and determination are mostly observed in his movements. Competitor has initiated the majority of the actions.)</i></li> <li><b>2. Elasticity</b> <i>(Explanation: Elasticity is mostly observed in competitor's movements.)</i></li> <li><b>3. Speed</b> <i>(Explanation: Speed is mostly observed in the movements performed by the competitor accurately and completely.)</i></li> <li><b>4. Balance</b> <i>(Explanation: Competitor maintains equilibrium and balance properly while performing the movements.)</i></li> <li><b>5. Ethics</b> <i>(Explanation: Competitor complies with all behavioral and ethical codes throughout the competition, while entering the roda and during his stay at the roda)</i></li> </ol>

before and after Jogo.)

### JUDGING REFEREE no.3

Evaluates both competitors and assigns **1 POINT** for each LINE KICK listed below and for each acrobatic movement that transitions into a kick subsequently:

**GOLPES DE LINHA** with different entrance or variations

- |                  |                   |                    |                         |
|------------------|-------------------|--------------------|-------------------------|
| • <b>Martelo</b> | • <b>Cabeçada</b> | • <b>Gancho</b>    | • <b>Pisào</b>          |
| • <b>Bênção</b>  | • <b>Chapa</b>    | • <b>Escorpião</b> | • <b>Vôo-do-Morcego</b> |

#### CRITERIA:

- Only non-injurious, light, controlled touch contact to the open body and head is permitted, excluding the face and throat.
- Only correctly performed technique will be scored (at a distance up to 30 cm);
- A competitor is not allowed to deliver a kick to his opponent at the beginning of the game when another competitor enters the game with AU.
- If both competitors kicking each other at the same time, the point will receive the both competitors-

### JUDGING REFEREE no.4

Evaluates both competitors and assigns **1 POINT** for each FLOREIOS (CAPOEIRA ACROBATIC MOVEMENT)

**All acrobatic movements (floreios) will be scored originating from the following foundational movements, with different entries and variations:**

- |                     |                         |                        |
|---------------------|-------------------------|------------------------|
| • <b>Aú</b>         | • <b>Jumps (saltos)</b> | • <b>Queda de Rins</b> |
| • <b>Bananeira</b>  | • <b>Macaco</b>         | • <b>S-dobrado</b>     |
| • <b>Beija Flor</b> | • <b>Piã</b>            |                        |

#### CRITERIA:

- Each Floreio shall be scored only once in the round;
- Floreios must be performed in accordance with the correct dialogue of the game and form an integral part of a sequence of movements (the seqüência must include a minimum of 3 movements, with the Floreio being one of them).
- If a competitor performs multiple floreios within the sequence of movements, he can earn a maximum of 2 points for the floreio criteria related to that sequence.
- Floreio at the start of the game (entry to Joga) will only be scored if it commences with AU or AU variations.

### JUDGING REFEREE no.5

Evaluates both competitors and assigns **POINTS** for the following:

#### **3 (THREE) 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)*

#### **1 (ONE) POINT - for each jumping or passages over opponent.**

#### CRITERIA:

- The competitor executing a take down or passage over opponent movements must do so safely

- and with mastery.*
- b) *Only completed takedowns are scored. A completed takedown occurs when the competitor's opponent is on the floor.*
- c) *Only deliberate and executed takedowns are eligible for scoring ("Lucky" takedowns are not scored.*

## **Rule 12. RESPONSIBILITIES AND RIGHTS OF COMPETITORS**

### 12.1. Competitor is obliged to:

- a) Severely comply with these rules and the regulations of the competitions;
- b) Register with the Accreditation Committee in a timely manner;
- c) Demonstrate the best techniques possible, as well as exhibit friendship, hospitality, and high sportsmanship;
- d) Carry out the instructions given by the members of Referee Panel;
- e) Quickly enter the competition area when being called;
- f) In case he fails to continue the competition, immediately inform the Referee Panel of this;
- g) Shake hand with the opponent before and after the match, with the Central Referee's gesture;
- h) Respect other competitors, Referee 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.

### 12.2. Any competitor is eligible to:

- a) 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 Central 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. REFEREE PANEL**

- 13.1. Only those who successfully passed International Referee Courses and Examinations (IRCE) and have the Referee license may get involved in the Referee Panel of the international competitions.
- 13.2. Members of Referee Panel (hereafter **Referee**) shall comply with these rules, decently fulfill his duty and be unbiased, objective and moderate in his activities.
- 13.3. Each competition area shall be assigned at least 5 Judging Referees, 1 Central Referee, and 1 Timekeeper Referee from the Referee Panel. In smaller scale events, the number of Judging Referees may be reduced to 4 by combining Judging Referee roles in evaluating Line kicks and Acrobatics.
- 13.4. For facilitating the operation of matches, secretaries, announcers, uniform operators, orchestra operators, screen operators, record keepers and score supervisors shall be appointed.
- 13.5. 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.
- 13.6. 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.
  - 13.7. Referee shall wear neat uniform; carry Referee card, whistle and manual of competition rules on him.
  - 13.8. 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 Referee's decision.

#### **Rule 14. SECRETARY OF THE COMPETITION**

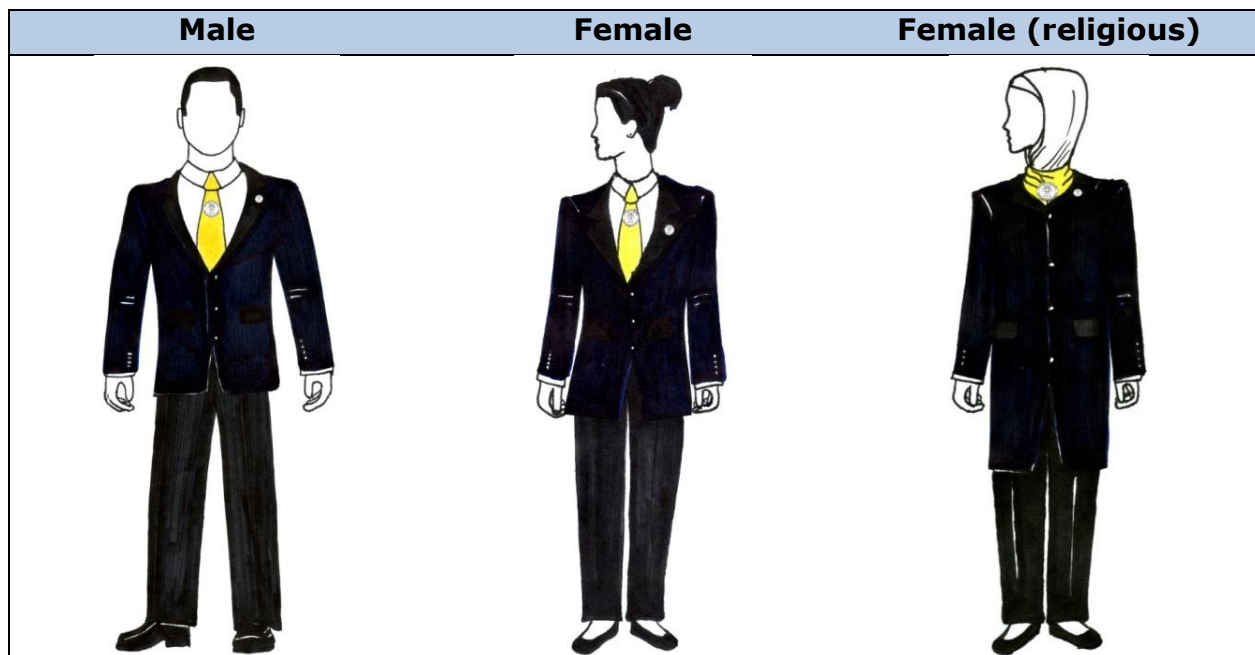
- 14.1. The Secretary of the Competition refers to a specific individual responsible for managing the secretariat work of the competition.
- 14.2. The Secretary:
  - a) Manages the Accreditation Committee;
  - b) Takes part in the drawing procedure;
  - c) Records scoring and details of the competition;
  - 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 Referee's instructions and decisions.

#### **Rule 15. DELEGATES, TEAM LEADERS AND COACHES**

- 15.1. Delegate refers to an intermediary between WCF and national federation, who is assigned by the latter.
- 15.2. 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.
- 15.3. Delegates are eligible to take part in the drawing process and other open sessions.
- 15.4. 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.
- 15.5. 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.
- 15.6. 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.

### Rule 16. UNIFORMS OF REFEREE PANEL

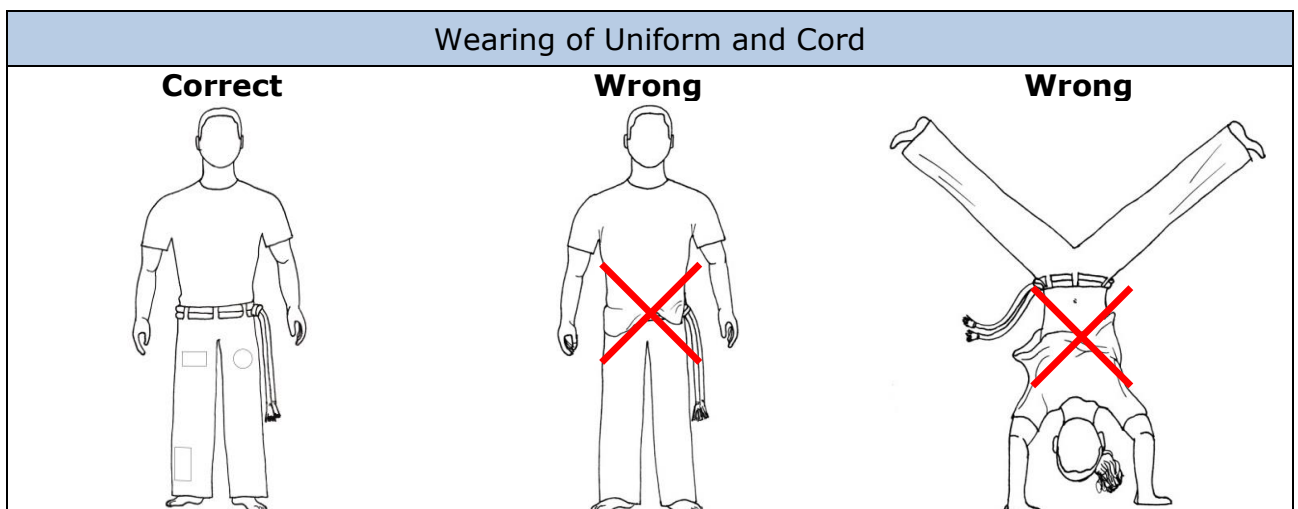
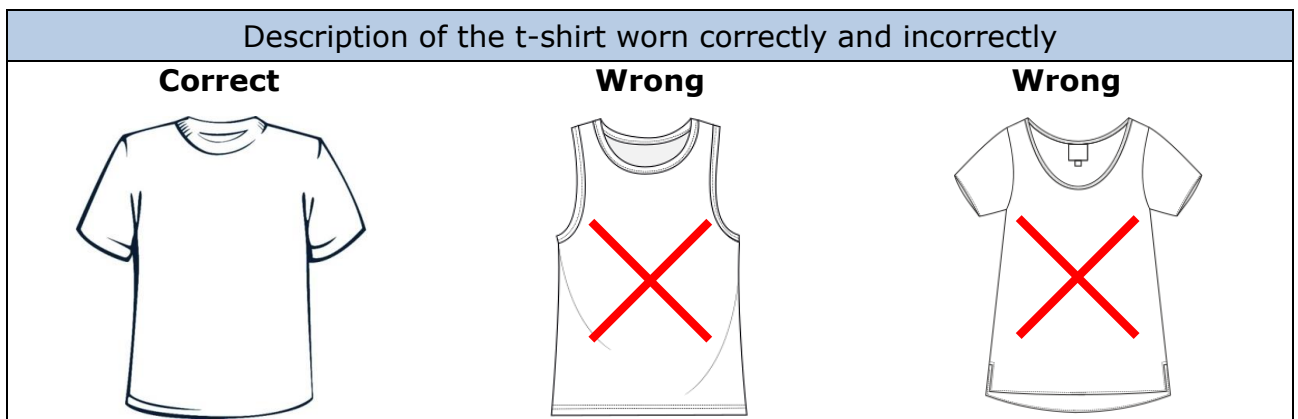
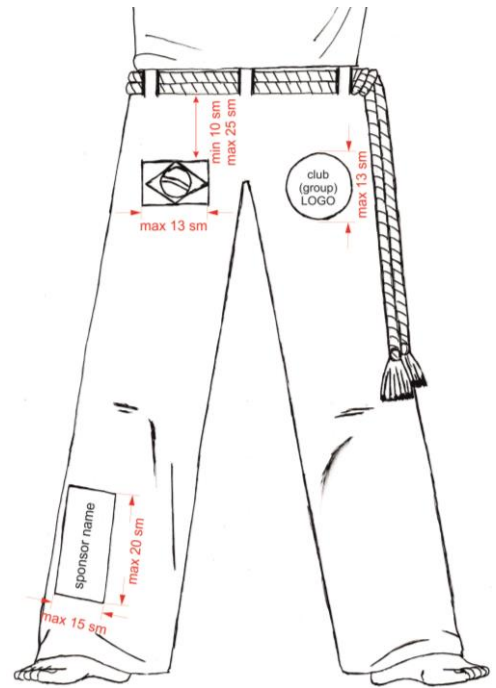
- 16.1. Referees must attire in a single-breasted dark blazer, white shirt, and official tie, plain dark trousers, and black slip-on shoes (heels are not permitted).
- 16.2. Referees with long hair shall firmly assemble them. Female Referees may wear long dark blazer and religious headwear approved by these rules.
- 16.3. Referees in international competitions shall be attired as depicted in the image below:



### Rule 17. UNIFORMS OF COMPETITORS

- 17.1. 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.
- 17.2. The event t-shirt must be regular fit (not slim), short sleeves but neither sleeveless nor cutoff.
- 17.3. Competitor numbers are indicated on the front side and/or sleeves of shirt, based on the design.
- 17.4. 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.
- 17.5. Competitor's nails shall be clipped beforehand. In case of long hair, they shall be firmly assembled. All personal hygiene procedures shall be respected.
- 17.6. 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.
- 17.7. Abada must cover the shin but not extend below the anklebone.

- 17.8. 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.
- 17.9. 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.
- 17.10. As long as the cords are properly tied, their length shall reach up to the knees.
- 17.11. Competitors must not wear any metallic or other objects which might injure their opponents.
- 17.12. Glasses are forbidden. Soft contact lenses can be worn at the competitor's own risk.
- 17.13. The athletes with joint injuries are allowed to use bandage and tape.
- 17.14. The wearing of unauthorized apparel, clothing or equipment is forbidden.
- 17.15. Referee Panel may disbar any competitor who does not comply with uniform rules.
- 17.16. Uniforms of competitors in the international competitions shall look and worn as follows:





## Rule 18. UNIFORMS OF BATERIA (orchestra)

- 18.1. The orchestra members should wear t-shirt given by organizing committee, own white abada and relevant rope (cordão).
- 18.2. The t-shirt may be short-sleeved, with a collar or collarless.
- 18.3. The requirements for the trousers and waistbands of the orchestra members are as the requirements for the uniform of the competitors.
- 18.4. The orchestra members shall be barefoot.
- 18.5. 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 19. ETHICS AND DISCIPLINE

- 19.1. 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.
- 19.2. All officials and participants of international competitions undertake to respect and ensure respect of principles dignity, integrity, confidentiality, fair and implementation. They must adhere to standards of conduct and ethics in their actions. 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.
- 19.3. All forms of discrimination such as on the basis of race, gender, ethnic origin, religion, philosophical, political opinion are strictly forbidden.
- 19.4. All forms of harassment of participants, be it physical, professional or sexual, and any action causing physical or mental injuries, are prohibited.
- 19.5. 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 20. ANTI-DOPING RULES

- 20.1. All doping practices at all competition levels are strictly prohibited.
- 20.2. WCF recognizes the WADA, World Anti-Doping code as the principal authority for its Anti-Doping policy.
- 20.3. The provisions against doping in the World Anti-Doping Code shall be scrupulously observed.
- 20.4. 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.

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

## **Rule 21. PENALTY and SANCTIONS**

21.1. 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 Referee Panel.
- b) "Yellow" card. Means that a person is warned of serious infraction. Two yellow cards mean automatically disqualification. To be issued by a member of Referee Panel;
- c) "Red" card. Means a person is disqualified from the current competition because of serious infraction. To be issued by a member of Referee Panel;
- d) Disqualification (resulting from issuing two 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 Referee 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 Referee;
- f) Disbar from the competition: means ejection from the current competition; To be issued by a member of Referee Panel or relevant Body of WCF.

21.2. 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;

21.3. 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.

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

21.5. 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 22. PROTESTS**

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

22.2. Only delegates and Presidents of National Federations are eligible to lodge a protest to the competition's Appeals Jury until the start of the next competitor's match. Protests will not be accepted once the next competitor's match has commenced.

- 22.3. 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.
- 22.4. The Chief Referee must make every effort to promptly address and resolve any issues related to the protest with minimal delay.
- 22.5. 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.
- 22.6. Settlement of disputes is carried out by voting between the Judging Referees appointed for the current Roda. Where necessary, the Central Referee together with the Chief Referee by his instruction took part in the voting. When the votes are equal, Chief Referee's vote is deemed to be decisive. Chief Referee pronounces a final decision after considering the voting result and consulting with the Appeals Jury.
- 22.7. 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.
- 22.8. The Appeals Jury may also impose sanctions and take remedial action to rectify any Refereeing procedure found to contravene the rules.
- 22.9. If the protest regarding the issue of any competitor is not accepted a maximum of two times, and a maximum of three times of any national team within a course of the same competition, the competitor/national team, lodging the protest, forfeits the right to protest again.
- 22.10. The decision of the Appeals Jury is final, and cannot be overruled.
- 22.11. The report should be signed by the Chief Referee and submitted to the Secretary General of WCF, describing findings and reasons for accepting or rejecting the protest.
- 22.12. Competitors, team members and delegates has no interfering authority over the actions of Appeals Jury, Referee Panel and Organizing Committee.

### **Rule 23. DISPUTES**

- 23.1. All disputes arising during competitions shall be resolved.
- 23.2. Disputes arising between a National Federation and Organizing Committee shall be referred to the Management Board of WCF.
- 23.3. The Management Board shall determine a procedure for the adjudication of the dispute depending on the circumstances of the case in question. The Management Board may set up an arbitral commission in order to resolve the complex issue. Natural or juridical person may negotiate his own matter in the arbitral commission. Alternatively he may use his representative(s) to assist him in negotiation.
- 23.4. The Subjected Parties shall neither give nor accept instructions to vote or intervene in a given manner within the trial of the arbitral Tribunal commission.

### **Rule 24. MANIPULATION OF COMPETITION**

- 24.1. In order to prevent manipulation of competition and matches the WCF officials, members of Referee 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.

- 24.2. 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.
- 24.3. All forms of participation in, or support, promotion of betting and match-fixing related to the Competitions, are prohibited.

#### **Rule 25. ADVERTISING AND DISPLAY DURING INTERNATIONAL COMPETITIONS**

- 25.1. All advertising rights for the Competition are the exclusive property of the WCF.
- 25.2. Advertising and displays of a promotional nature shall be permitted, provided such advertising and displays comply with the terms of these Rules.
- 25.3. The publicity areas and elements, such as platform, podium, screens, hoardings, t-shirt will be defined and approved by the WCF.
- 25.4. Advertising shall adhere to at least the following principles:
  - a) Only advertising of a commercial or charitable nature shall be allowed at competitions;
  - b) The advertising of tobacco, alcohol, muscle enhancers, muscle boosters, steroids and other products which contain prohibited substances are not allowed;
  - c) The promotion or advertising of any form of gambling is prohibited.
  - a) 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;
  - b) No advertising may appear which obscures, either partially or otherwise, the TV camera's view of the competition;
  - c) All advertising must comply with any applicable safety regulations;
  - d) 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.
- 25.5. With approval of the WCF the Host is authorized to display the logo of the main sponsor on the competitors event t-shirt.
- 25.6. WCF reserves the supremacy to authorize the display of special labels or trademarks of approved sponsors and partners.

## PUBLICATIONS

### 2017 Competition Rules

#### Prepared by the working group:

Jamil Huseyn - Chief editor  
 Andre Cerutti - Editor  
 Rauf Huseynov - Painter

#### Adopted by WCF Council of Masters:

Chairman	- Paulo Sales Neto (Mestre Paulão Ceará)	03.10.2017
Member	- Antonio Carlos de Menezes (Mestre Burgues)	24.11.2017
Member	- Elto Pereira de Brito (Mestre Suino)	14.11.2017
Member	- Guimarães William Douglas (Mestre Mão Branca)	21.11.2017
Member	- Jelon Vieira (Mestre Jelon)	21.11.2017
Member	- José Elias Da Silva (Mestre Elias)	15.11.2017
Member	- José Maria Cardoso da Costa (Mestre Ousado)	14.11.2017
Member	- Luís Alberto Simas (Mestre Boneco)	01.10.2017
Member	- Raimundo César Alves de Almeida (Mestre Itapoan)	08.11.2017
Member	- Sidney Goncalves Freitas (Mestre Hulk)	17.11.2017
Member	- Vivaldo Conceição Rodrigues (Mestre Boa Gente)	17.11.2017

#### Approved by:

Management Board of the WCF (27.11.2017)

### 2018 Competition Rules. Additions and Amendments.

#### *Prepared by the working group:*

Jamil Huseyn - Chief Editor  
 Andre Cerutti - Editor  
 Paulo Sales Neto - Editor  
 Roman Belov - Editor  
 Ramid Niftalijev - Editor  
 Nahid Aghazada - Editor  
 Elgiz Alizada - Editor  
 Rauf Huseynov - Painter

#### **Approved by:**

Management Board of the WCF (23.03.2018)

**2024 Competition Rules. Additions and Amendments.**

**Prepared by:**

*The working group:*

Jamil Huseyn - Chief Editor  
Andre Cerutti - Editor  
Nahid Aghazada - Editor  
Elgiz Alizada - Editor

**WCF Council of Masters:**

Chairman - Jean Adriano Barros Da Silva (Mestre Jean Pangolin)  
Secretary - Carolina Gusmao Magalhaes (Mestra Brisa)  
Member - Yoji Senna (Mestre Senna)  
Member - Andre Cerutti Luiz Campos (Mestre Peixe)  
Member - Rodrigo Furbino Gomes (Mestre TicoTico)  
Member - Joao Salustriano Pereira (Mestre Pança)  
Member - Marcio Rodrigues dos Santos (Mestre Marcio)

**Approved by:**

Management Board of the WCF (28.01.2024)

# 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)

### **Floreios (Capoeira Acrobatic movements)**

- *Aú*
- *Bananeira*
- *Beija Flor*
- *Jumps (saltos)*
- *Macaco*
- *Piãõ*
- *Queda de Rins*
- *S-dobrado*

(All acrobatic movements (floreios) originating from the following foundational movements "Aú", "Bananeira", "Beija Flor", "Jumps (saltos)", "Macaco", "Piãõ", "Queda de Rins" and "S-dobrado" with different entries and variations 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:**


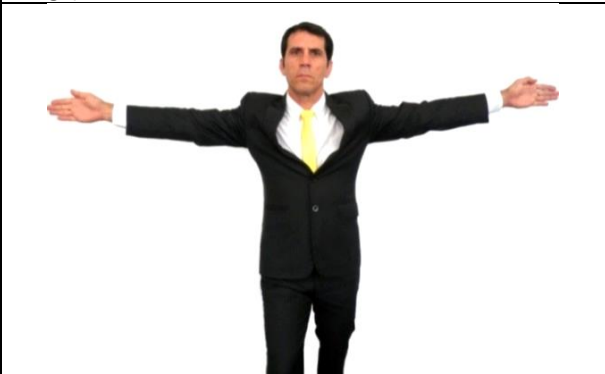



1. Behaving rudely and unethically towards the opponent, participants, referees and audience, as well as not greeting the opponent;
2. Interfering with activities of the Judges Panel or not complying with their instructions;
3. Being insincere and deceiving referees;
4. Failing to obey the orders of 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 "Markação" (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

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

<p><b>Cabecada!</b> (head strike to the face is not allowed)</p>	<p><b>Golpe baixo!</b> (lower kicks under the hip or high rasteira on shin)</p>	<p><b>Quieto!</b> (dont talk, respect and listen)</p>	<p><b>Volta Mundo!</b> (walk on the the roda lines)</p>
			
<p><b>Pausa!</b> (time out / stop time)</p>	<p><b>Ginga!</b> (signal to do Ginga, not only strike)</p>	<p><b>Verificando a prontidão</b> (Confirming readiness of Referee Panel &amp; Competitors)</p>	<p><b>Espera!</b> (waiting for announcement)</p>
			
<p><b>Advertência!</b> (showing yellow/red card because of infraction)</p>	<p><b>Advertência verbal!</b> (verbal warning)</p>	<p><b>Pronto-socorro!</b> (first medical aid)</p>	<p><b>Ajuste o uniforme!!</b> (adjust uniform)</p>
			
<p><b>Não sai da Roda!</b> (Dont cross the Roda line)</p>	<p><b>Mais ação!</b> Passivity or avoid the game</p>	<p><b>Fim!</b> (the current Jogo is closed)</p>	
			