



Flag Sparring Rules

Flag Sparring rounds are 30 seconds in length.

1. **Equipment** —

- Athletic belt with 3 flags (17.25” length x 2” width with ball and socket attachments)
- Headgear and mouthpiece are *required* for sparring ranks
- Headgear and mouthpiece are *recommended* for non-sparring ranks

2. **Objective** —

- Capture all of your opponents flags
- Capture more flags than your opponent when time has expired
- Keep your flags from being captured through footwork, body movement and blocks

3. **Tie Breaker** —

- If at the end of the 30 second round competitors are tied, then all flags are replaced and the first competitor to remove the next flag is the winner

4. **Warnings** — 3 warnings results in DQ

- Removing a flag after the judge has paused the match
- Having more than 3 points of contact on ground, ie. Purposefully diving or falling to the ground
- Running out of ring to avoid flag being captured
- Purposefully falling on the ground to avoid flag being captured
- Purposefully delaying match
- Striking, tackling, pushing, shoving and grappling
- Holding ones own flag as a defense
- Warnings are documented by the score keeper at the discretion of the judges
- If a judges sees a warning, they call 'stop time' and time stops for judges to confer and issue any warnings needed

5. **Notes** —

- Time does not stop when a flag has been captured
 - Competitors with both feet out of bounds cannot capture a flag
 - If for any reason a flag is accidentally knocked off of a competitors belt, it is considered a captured flag
-