

SAMSUN OPEN 2026

Official Unified Competition Rules & Regulations

1. COMPETITION AREA STANDARDS (RODA)

- **Ring Dimensions:** The competition area, known as the Roda, must be a perfect circle with a diameter of exactly **4.5 meters**, bounded by a clearly visible circular line.
- **Surface Safety:** The entire ring must be completely flat and covered with professional, shock-absorbing mats having a minimum density of **200 kg/m³**. The surface material must be completely non-slip, clean, and disinfected.
- **Security Zones:** Advertisement billboards, pillars, and spectators must be placed at least 1 meter away from the Judging Referees. A mandatory **2-meter safety zone** must separate the Roda boundary line from the Bateria (orchestra) area.

2. CENTRAL REFEREE ROLES & MATCH MANAGEMENT

The Central Referee directly oversees and dictates the match inside the Roda, holding the following core responsibilities:

- **Match Control:** Signals the official start (*Comece!*), dynamic action (*Ação!*), temporary pause (*Pausa!*), and formal closure (*Fim!*) of each round.
- **Pre-Match Verification:** Confirms the readiness of both competitors, the Judging Referees, the Timekeeper, and the active scoreboards before allowing the game to begin.
- **Foul Enforcement:** Stops the game instantly upon observing a foul or outside interference. Issues verbal warnings, yellow cards, or direct red cards based on infraction severity.
- **Official Stoppages:** Temporarily halts the match for essential medical aid (up to 3 minutes total per competitor) or to command uniform re-arrangements exclusively after a round has concluded.
- **Result Proclamation:** Stands at the center mark at the match conclusion, holds both athletes by the hands, and firmly raises the hand of the winner as indicated by the official scoring panel.

3. REFEREE PANEL & SCORING SYSTEM (CHRONOLOGICAL 1-2-3-4 SEQUENCE)

The performance of the competitors is scored dynamically across specific tracks by the referee panel in a precise, consecutive order:

Referee No. 1 (Technical Flow, Dialogue & Rhythm)

- Evaluates the core essence of the game and assigns a maximum of **3 points** per competitor at the end of each round.
- Scores conversational interaction (dialogue), creative transitions, fluid sequence of techniques, and strict rhythmical compliance with the Bateria tempo.
- Verifies that all offensive and defensive actions harmonize seamlessly around the foundational *Ginga* stance.

Referee No. 2 (Line Kicks / Golpes de Linha)

- Assigns exactly **1 point** for each correctly performed, non-injurious, light touch contact delivered to the open body or head area (excluding face and throat).
- Eligible techniques include: *Martelo*, *Cabeçada*, *Gancho*, *Pisão*, *Bênção*, *Chapa*, *Escorpião*, and *Vôo-do-Morcego*.

Referee No. 3 (Acrobatic Elements / Floreios)

- Assigns **1 point** per unique acrobatic element originating from allowed forms: *Aú*, *Bananeira*, *Beija Flor*, *Jumps* (*saltos*), *Macaco*, *Pião*, *Queda de Rins*, and *S-dobrado*.
- Each unique Floreio is scored only once per round, must be part of a meaningful combat dialogue, and must exist within a minimum sequence of 3 consecutive movements. Maximum of 2 points per sequence.

Referee No. 4 (Takedowns & Passages)

- **Takedowns (3 Points):** Awarded for each completed, deliberate, and controlled takedown that successfully forces the opponent to the floor (e.g., *Rasteira*, *Vingativa*, *Tesoura*, *Banda*, *Arrastão*, *Cruz*, *Boca de Calça*). "Lucky" slips are excluded.
- **Passages (1 Point):** Awarded for each clean jumping movement or dynamic air passage executed completely over the opponent.

4. COMPETITOR REQUIREMENTS & UNIFORM REGULATIONS

- **Official Clothing:** Competitors must wear the official short-sleeved event T-shirt provided by the organizing committee (regular fit, strictly tucked into pants) and clean white *Abadá* trousers.
- **Shin Coverage:** The *Abadá* trousers must fully cover the shins but must not extend lower than the anklebone. National flags are allowed on the right leg, and academy logos on the left leg (10cm to 25cm below the waistband).
- **Rank Representation:** The official graduation rope (*Cordão / Corda*) from the athlete's respective group must be worn securely around the waist.
- **Footwear & Hygiene:** All athletes must compete completely **barefoot**. Finger and toe nails must be cleanly clipped prior to check-in. Long hair must be firmly tied back. Personal hygiene rules must be strictly respected.

5. PROHIBITED BEHAVIORS & SEVERE PENALTIES

Strict Infractions Leading to Cautions and Direct Disqualification:

- **Banned Physical Strikes:** Any hand or arm strikes, punches with closed fists, or palm strikes (e.g., *Soco*, *Galopante*, *Asfixiante*, *Godeme*, *Telefone*). Kicks using the knee (*Joelhada*) or elbow strikes (*Cotovelada*) are strictly prohibited.
- **Dangerous Executions:** Headbutts directed straight to the face, kicking with the back of the head, or executing a scissor takedown (*Tesoura*) targeting the neck area (torso scissors are legal).
- **Tactical Violations:** Purposely stepping out of the Roda boundary line to evade engagement, time stalling (excessive pause before starting or intentionally staying down after a takedown), and distinct stops in the Jogo.
- **Unethical Conduct:** Rude behavior, taunting, or showing aggression toward the referees, opponent, or audience. Competitors must shake hands before and after the match.

This competition is organized and governed in strict compliance with the official regulations and standards of the World Capoeira Federation (WCF).