

I regulate of Game Correction 2003

These definitions are the base on that the game regulation is based, they are recognized and accepted by the Affiliated kites to the clubs of Avochile

Definitions

1. Chilean Kite. He/she understands each other for Kite the I implement of game dedicated to remain in the air, in a square way, built of paper and cane toothpicks, colihue or another material (any metal type is excepted) whose measures maxims are 47 centimeters for side and minimum 42 cm. for side. Alone built carrousel are allowed you give of paper.

2. right. It is a timber, toothpick, bar, bar of plastic or another non metallic material that he/she goes from the superior vertex of the carrousel (vertex 1) on-line straight line slantingly until the inferior vertex of the square (vertex 2).

3. arch. It is the second timber of the kite.. It follows a semicircle trajectory and he/she goes from the vertex 3 (left lateral vertex) until their opposed one (vertex lateral right) or vertex 4). For the effect of recognizing the vertex the carrousel looks at you from the side that will present toward the player.

4. crossing point. The point of crossing of the arch with the right is the intersection of both toothpicks and it should not exceed a distance of 15 cm. measured from the superior vertex of the square, following the right.

5. line. It is a tape or several paper tapes that are added to the inferior end of the carrousel. In the alone competitions paper line is allowed fixed to the vertex 2 by means of thread or adhesive. Fins or paper tapes stuck to the vertexes 3 or 4 is not allowed.

6. SUSPENDERS. The suspenders are threads tied to the timbers of the kite. Their purpose is to control the air displacement of the same one.

All kites will take three suspenders: two in the arch, at a halfway distance of the crossing with the right and one in the right at a distance among 20 and 30 cm. measured from the inferior end or vertex 2, varying according to the size of the carrousel.

7. NATURAL DEFORMATION OF THE kite. It is the alteration of the square of the kite taken place in the paper and in the toothpicks for the close contact of the wind. When the wind is taken pieces of paper of the carrousel we will say that this there is you "eaten". In case that a timber

be naked in a sector for effect of the wind is not allowed to break the wooden piece that is standing out of the rest of the carrousel. It is forbidden to deform the square of the carrousel in it is naked in a sector for effect of the wind is not allowed to break the wooden piece that is standing out of the rest of the kite. It is forbidden to deform the square of the carrousel in artificial form.

8. HEM. It is a cuff that is made to the paper of the carrousel to give bigger resistance to their borders. Internally it can take a thread as reinforcement. Never wire or another metal. The hem is optional.

9. THREAD. The thread is the I implement of the game by means of which the player controls his carrousel. Alone thread of cotton of white color is allowed. They are forbidden strictly the metallic threads, of nylon or of linen. The calibers allowed in healthy threads are threads of the 20 and 24 of 3 and 4 strands and 15 of 3 strands.

10. THREAD OF COMPETITION. He/she understands each other for competition thread when the thread has been prepared covering it with an adhesive layer and milled glass. This forbidden one to use any other element type in substitution of the glass or to add another element to the glass. They are specially forbidden the metallic elements, either adding them to the glass, either replacing them.

11. SPOOL. The spool is an I implement of wooden game, plastic or another material whose diameter external maximum is of 10 inches. Minimum measure doesn't exist. The spool should be of use manual being prohibited any mechanism that accelerates its such rotation speed as motor or engagements. A rolls is excepted in the axis of the spool. In the spool he/she coils and it uncoils the thread. When being in position "of plane" it should allow the exit of the thread, so if a player has in his hands the spool with thread he will understand each other that he also has the thread.

As I implement additional to the spool a piece will be allowed of cylindrical wooden whose longitude and diameter determined the same player, dedicated to make rotate the spool.

12. SPOOL OF PLANE. It is when the plane of turn of the spool is placed in such a way that forms a right angle with the address of exit of the thread.

13. SPOOL OF SONG OR OF TIP. The spool this of song or of tip when it rotates in the same address of exit of the thread.

14. PLAYER. He/she is the person that is presented to participate in a provided competition of all the necessary materials to play, with their thread and properly proven and tied carrousel, clever to play, fulfilling the definitions, regulations and bases of the respective association and accepting them in all their parts.

The player should not be with his naked torso in the court and sport enclosure.

All player should be affiliated to a kites club that in turn should be integrated to an association there being the one

Club and the fulfilled player their obligations with her.

15. **PLAYER ASSISTANT.** He/she is the person that advises the player during the development of the competition, according to the game regulation. It is designated by the player and it should be approved for the I arbitrate. The assistant should complete the requirement of being affiliated player to the association. It cannot intervene at all in the game. He/she should not lift the hand neither to take the opponent's thread.

16. **LAND OF GAME.** It is the surface where two courts are located, each one of them in square form. Each court should measure 4 meters for side and they will be located at a distance of 30 meters considering its next sides. The courts should be mobile, limited by white ropes that will go by subjection supports in each vertex of the square. The ropes will be located level with floor to avoid confusions in the exit of a player's court that can drag the ropes. The supports will have 15 cm. high, rounded ends and the base of the support will be to circulate with a minimum diameter 10 cm. and maximum of 20 cm.. These supports will be made in metal or of plastic.

17. **FRONTS OF THE COURTS.** They are the ropes that are before the players being part of oneself perpendicular imaginary direct line to the straight line that presents the address of the wind given by the carrousel it guides. Each court forehead in individual competition measures 4 meters long and in double 8 meters.

18. **FUNDS OF THE COURTS.** They are ropes of 4 meters of longitude located behind each player and parallel to the fronts of the courts. Following the straight line given by the court funds and among both courts a rope 30 meters long will be located that will be provided by two clubs in competition (15 meters each one). This rope will have for object to maintain clear of spectators the sector so that the one arbitrates in all moment he/she can observe the funds of the courts.

19. **SIDES OF THE COURTS.** They are parallel ropes of 4 meters of longitude among if and with the address of the wind and perpendicular to the fronts. Internal side of the court is that next rope to the opponent's court.

20. **CARROUSEL GUIDES.** It is a carrousel with line dedicated to indicate to the I arbitrate and to the players the address of the wind before beginning a competition or when the circumstances and the captains require it with the purpose of locating the courts correctly.

21. **TO LEAVE THE COURT.** A player leaves the court when he steps with both feet outside of the ropes marks. He/she clears up that the ropes are part of the court therefore a player that steps the rope with one or both feet it is not outside of the court.

22. **TO PUT THE KITE.** It is the action that the player's assisant carries out, after receiving the referee's order, consistent in throwing the carrousel to the air so that the competitor can begin the game. This action will be carried out at a distance of 40 meters or 22. **TO PUT THE KITE.** It is the action that the player's assistant carries out, after receiving the referee's order, consistent in throwing the kite to the air so that the competitor can begin the game. This action will be carried out to a distance of 40 meters

or 45 steps measured from the front of the courts. The distance of the posture will be same for both competitors and it will be signalled meetly.

The posture assistants" they will be able to move looking for the most appropriate position according to the address of the wind in that instant radially. The minimum separation among ponedores will be of 30 meters.

23. I ARBITRATE. He/she is the properly qualified person, designated by the respective association or the corresponding competent organism, dedicated to direct a competition according to the game regulation. The referee is the maximum authority in the land of the game.

They won't be able to arbitrate directive of AVOCHILE.

24. GAME. I play it is the confrontation in the air of two carrouels managed by means of a thread by the respective players who seek reciprocally to cut their threads in the air by means of a commission. The game begins with the to pipe or conventional sign of the referee and it finishes when he gives it had concluded.

25. COMMISSION. Commission is when the opponents cross their threads in the air with the intention of cutting the rival's thread.

26. OFFICIAL COMPETITION. It is that that organizes an association and to which gives him such a character.

27. TIME OF GAME. It is the duration of a game you specify in this regulation.

28. IMMOBILIZED KITE. It is the carrouel that is outside of the player's control that manages it. We will understand for "immobilized" when the KITE and/or the thread have gotten entangled in an obstacle in such a way that the thread doesn't advance neither he/she goes back and the carrouel is outside of control. This can be checked by the referee and it will proceed to count 10 seconds, time in which the player will recapture the control of the KITE or if it won't lose.

29. THIRD. It is all carrouel, cane, obstacle or thread unaware to the commission that it intervenes in her. The thread is excepted with objects tied to him (you weigh) rushed for strange.

30. BROKEN, DAMAGED OR DEMOLISHED KITE FOR THIRD. It is that that falls, it has suffered damage or it has been demolished by third.

31. BROKEN CARROUSEL IN THE AIR. It is that whose arch opens up stopping to exercise tension on the paper which becomes torn.

32. CARROUSEL THAT FALLS. A carrouel falls when he/she plays or it touches the floor.

33. CARROUSEL THAT GETS LOST OF SEEN. It is the one that disappears after an obstacle (hill, tribune, building, tree, etc.).

34. INVISIBLE KITE FOR DISTANCE. It is the one that one cannot see due to excessive distance.

35. TO LOOSE THE THREAD. He/she understands each other to loose the thread the legitimate action in that the player loosens the tension of the thread using for it his hands or the spool while a game is developed.

36. TO ABANDON THE THREAD. It is the action NO SPORT in that a player leaves completely alone the thread to take the spool that lies in the floor or to request it to the assistant with the purpose of deceiving the rival.

37. PARTY. It is the competition considered from the initial PIPE until the referee gives it had concluded. During the party a previously agreed number of games is disputed, in successive or simultaneous form.

38. I PLAY OF YOU SAIL. It is that in that it participates a player individually against an opponent. Also call game singular.

39. I PLAY OF YOU BEND. Competition in which two players participate simultaneously against two opponents. Also call game of even". TRIPLE competitions Also exist (three against three); QUADRUPLE (four against four); QUINTUPLES, etc... In all them the confrontation among players is simultaneous.

40. I PLAY SUSPENDED. It is that that the referee stops for brief lapse it stops then to continue the game. In the suspended game the players don't lower their KITE.

41. I PLAY ANNULLED. It is that that for several reasons the referee invalidates. When being annulled a game the players they lower their carrousel and you begins everything again.

42. TAKEN. It is the action by means of which a player crosses his thread with that of his opponent.

43. ABANDONMENT. The abandonment takes place when a player doesn't want or it cannot continue participating in a competition.

44. TIE TRANSITORY. It is the one that takes place when concluding the first game lapse without he/she has been defined a winner.

45. LENGTHEN OR BRAKE THE TIE. It is the necessary supplementary time to define a game.

It rules 1. I Warn of the Referee and Presentation from the Players TO the Court

To the referee's warning or first call the players should get ready and to wait with their implementos, clever to play, on the edge of the respective courts. At this time the referee will draw the side and the winning player of the raffle will choose his side to the moment to be made the second call. To the second call the players should enter immediately to the court corresponding to each one. Otherwise the I arbitrate he/she will wait one minute and loser will declare to the player that is not presented, in the event of an emergency to the moment to be presented (it cuts and thread, court of tight, light lesion, plows of the carrousel) the I arbitrate it will determine a new term.

IT RULES II. POSTURE OF THE KITE.

To the referee's order the assistant will throw the carrousel to the air. If this falls, the player loses. If before the first posture it breaks a KITE the referee it should authorize their change.

IT RULES III. IT PROVES OF THREAD AND KITE.

The player will prove his thread and carrousel before beginning the competition or the game. It will be presented with their clever MATERIAL to play. The player won't prove his thread being already in the court and if the short thing will lose the point in dispute. The alone players will be able to prove their carrousel among clever (in the championship for team) and before the competition (in individual championship).

IT RULES IV. PLAYER THAT LOOSES THE THREAD OR THE SHORT THING IN THEIR HANDS.

The player that unwittingly loose their thread or the short thing in the hands and it recovers it inside the court it can continue playing, this or not in commission. It won't be considered LOSER the fact of being the assistant for brief lapse with the thread in their hands since it is an involuntary action on their behalf.

It will be disqualified the player if the assistant THROWS or you/he/she brakes the thread to control the KITE.

No player will abandon the thread in intentional form to take the spool or to request it to the assistant and less still with the second intention of deceiving his opponent. It will be considered as attitude NO SPORT.

V. INTERVENTION A THIRD RULES.

to) If a third short to a player, being this in commission, the player loses.

b) If a third short when the players have not still collided their threads, collided carrousel with carrousel or KITE with to) If a third short to a player, being this in commission, the player loses.

b) If a third short when the players have not still collided their threads, collided carrousel with carrousel or carrousel with the opponent's thread, the game is annulled,

except in the case that previously the mentioned cases have happened and then have separated.

c) If a third come closer to the carrousel or threads in game before the commission and it puts in danger the normality of the game, the referee will suspend this expecting pass the danger from having cut by third.

d) If a third taking to a player before he/she has entered in commission and then he/she separates, the referee will suspend the game and it will order the player that proves his thread without lowering his carrousel. The player can accept or to reject this right. In the event of rejection the referee will continue the game immediately. If during the test in the air the thread before played by third he/she intersects, the game is annulled.

and) Carrousel damaged by third, without being in commission. The referee will proceed authorizing to change the carrousel if the player requests it.

f) Carrousel demolished by third without being in commission. In this case the referee should annul the game.

g) Carrousel demolished by third being already in commission. In this case the one demolished loses.

IT RULES VI. SUSPENSION OF THE GAME.

A game is suspended when:

to) it Exists danger that a third court or damage the carrousel of a competitor, whenever the threads of the players are not already collided. Once overcome the danger the referee will order to continue the game. It is not necessary that the players lower their carrousel.

b) IF climatic conditions doesn't exist to develop the game. Example: lack of wind, rain, or for reasons of more force as earthquake, catastrophe or for a partner's death, of that which takes knowledge in that moment.

c) For guarantee lack on behalf of the I publish or of the players.

d) to be carried out in the proximities a public or sport event that hinders the development of the game openly.

IT RULES VII. I PLAY ANNULLED.

The game is annulled when:

to) A third short or it demolishes one of the competitors without being these in commission (V, letter rules f).

b) When a third play with their thread the thread of one of the opponents, or it damages their respective carrousel and the affected player making use of the right exposed in letter d), V Rules, short its thread, or he/she makes use of the exposed right in order V, letter and).

c) When for the referee the carrousel become invisible for distance, still when the threads go crusaders.

d) When the referee surprised by the play to loose the thread" or another makes sound their whistle not existing cut.

IT RULES VIII. THE PLAYER LOSES.

The player loses his game when:

to) The short RIVAL their thread during the commission.

b) it Leaves the court the assistant or the player and the referee declares it loser.

c) The assistant puts the song spool (tip) and the referee declares it loser.

d) their carrousel is immobilized and the referee counts him 10 seconds.

and) he/she Falls their carrousel.

f) it breaks their carrousel in the air (Def. 33).

g) If a strange person passes the assistant or the player her spool (of the player) which has rotated outside of the court. Alone he/she will be able to recover this spool throwing of the thread, without participation of strange.

h) The short thing a third under the conditions specified in the Rule V, letter to) and g).

i) he/she intersects their own thread and it loses the control of the carrousel.

j) During the game any player or strange person passes the player a new thread so that I/you/he/she continues playing, k) she gets lost of view her carrousel (after obstacles) and after counting the referee 5 seconds you/he/she doesn't reappear.

l) he/she should abandon the game for accident, lesion or bigger force.

m) he/she Plays with their thread their opponent's body or assistant.

n) If it enters to an inferior height to the three meters on their opponent's court, the one arbitrates he/she will make him a warning, if he/she repeats it again it loses the point.

ñ) Their assistant takes the control of the carrousel in voluntary form.

p) it is disqualified by anyone of the following reasons:

1. behavior ANTI SPORT
2. not opportune presentation to play (I. Rules).
3. to be presented to play in state of intemperance or drugged.
4. not to present their MATERIALS in regulation form.
5. anti-regulation play (it Rules VIII, letter m) and

It rules XV, article 9).

IT RULES IX. WORK OF THE ASSISTANT. 1. the assistant will be able to:

- t) to Take the plane spool.
- b) to Knot and to untangle thread in the event of emergency.
- c) to Wind and to uncoil thread.
- d) to Prevent the exit of the player's court.
- and) to Advise or to advise to the player verbally.
- f) to Recover the spool when this has rotated or fallen outside of the court (alone he/she will be able to make it throwing of the thread and without leaving the court).
- g) to Put the carrousel and to return to the court requesting authorization to the referee.

He/she notices: A second assistant that only puts the carrousel can participate.

2. the assistant won't should:

- t) to Control the carrousel in voluntary form, either with the spool or by means of their hands.
- b) to Revile the referee, to the public or their own player.
- c) to Be left the court, that which will be cause that the player loses.
- d)

IT RULES X. OF THE TIES AND TIMES OF GAME.

t) slope

b) slope

c) slope

d) slope

IT RULES XI. DUTIES AND ATTRIBUTIONS OF THE REFEREE, to) Duties.

1. in the middle of knowledge of the game regulations to be, to respect them and to make them respect.
2. to locate the courts before to begin the competition and to move away them when concluding giving the material to the taken charge person. In this work he/she will be an adviser for the captains. In any event the final decision regarding location of the courts corresponds the referee.
3. it will identify the captains, delegates and players by means of the identification card or another means of identification demanded by the respective association, when the bases of the competition require this way it.
4. it will revise, to the moment to be presented to play, each player's material and it will approve them or it will reject according to the regulation. Its decision in this sense will be inappealable. If the referee omit this revision will understand each other that the implementos of both players has been approved.
5. he/she will give the approval to play each player, to the moment to be presented to each game, declaring it capable to participate. If a player was rejected by him he will leave expressed perseverance written in the game schedule explaining the reasons of the rejection. In this case the player will lose the point.
6. it will begin the game by means of whistle or another previously conventional sign with the players.
7. he/she will declare winner or loser a player, as it is the case, making sound their whistle and by means of the established sign, in a very clear and notorious way for the public and players.
8. it won't act like I arbitrate a punished person or suspended as player, assistant, leader or I arbitrate.
9. it will disqualify the or the players that transgress that exposed in the Rule VIII, letter n), and it Rules VIII, letter ñ), points 1 at 4.
10. He/she will make modify the location of the courts when it is required by a team captain (when there is not game), taking the previous determinations of the case: elevation of the carrousel guides, correct fronts, parallel sides to the address of the wind. Its decision in this sense will be inappealable.

In individual championships the petition of modifying the courts in its location will be made directly by anyone of the two players (when there is not game).

11. It will annul the game when erroneously make to sound their whistle deceived by one of the two players that loosed thread" or another play (it Rules VII, letter d)).

12. It will annul the game according to Rule V, Letters d), and) and f), and it Rules VII all their parentheses.

13. It will suspend the game according to the Rule V, letter c).

14. Slope.

15. He/she won't be able to make blots in clever of game, of making it he/she will have to justify and to sign the article with modifications.

b) Attributions of the referee.

1. he arbitrates he/she will be able to suspend a game of agreement alo settled down in the Rule VI, all their parentheses.

2. the referee will be able to suspend a game or a competition for the following reasons:

t) Bad time.

b) Lack of wind.

c) Bad or any visibility.

d) Lack of guarantees.

and) Disorder for excessive public or non affiliated players' presence that hinder the competition with their carrouseles.

f) For a partner's death of that which takes knowledge in the course of a competition, the one arbitrates it can suspend game and competition.

IT RULES XIV. DUTIES AND ATTRIBUTIONS OF THE CAPTAIN, to) Duties

1. to be presented in the game land half hour before beginning of the competition to be identified before the referee and to cooperate in the location of the courts.

2. to inscribe their players at least 10 minutes before beginning the game.

3. to act as relacionador with the opposing team and with the referee.

4. to sign the birdcalls presented by him same. This birdcalls will be written in the game schedule.

5. Súper to watch over the correct and opportune presentation from their players to the court.

6. Súper to watch over and to be responsible for the behavior of their players in the game land.

7. when it corresponds it will fill and to sign the leaf summary of their players' performance.

b) Attributions

1. to not represent to their team in any situation foreseen in these regulations.

2. to request modification of the location of the courts in the moment that there is not game.

3. to demand in case that estimates it necessary the exhibition of cards to the contrary players.

IT RULES XV. NORMS FOR THE GAME OF YOU BEND.

(These norms also govern for the game of triples, quadruple and quintuples with the single condition of enlarging the courts).

1. COURTS. The courts will have 8 front meters for 4 bottom meters, separate among if for a distance of 25 meters. The courts of trios will be of 4 x 10 meters.

2. the players can change position inside their own court during the game.

3. the thread of one of the participants already cut (while he/she falls or it is picked up), their cut carrousel or the thread of their cut carrousel, won't be considered third.

4. the players already cut and their assistants will leave the court.

5. in this game type it will win the team that cuts all the competitors, unless the bases of a certain championship specify another thing.

6. considering that the players inside the court constitute a team, any assistant can help any player. Even a player already cut it can cooperate as assistant with another player.

7. if a player cuts his thread and the carrousel escapes to its control, only the same player will be able to recover it inside the court. It won't be accepted as valid the recovery of the I implement on the part of their team partners.

8. when being disqualified automatically by anti-sport attitude one of the players the whole team it is disqualified in which participates.

9. it is considered played descalificadota (anti-sport) to hit the carrousel against the floor and then dragging it to cut one or more rivals. In this case the or the cut players are entitled to elevate a new carrousel.

10--in all the other aspects this type of competitions is governed by the general regulation of game.

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I regulate of Game

From 2003

From 1968