

# Tournament Rules

## ***General Rules***

1. All competitors will respect the judges and their fellow competitors.
2. Competitors may be ejected from competition for any behavior unbecoming of a Martial Artist at the discretion of the Tournament Directors.
3. No Instructors will be allowed to “coach” their competitors in any competition category of any rank/skill level.
4. Parents are not permitted to stay ring-side. There will be designated pathways to one side of all the rings that lie just a few feet outside the respective rings which will be considered the “viewing areas” for all spectators. These viewing areas have been very successful in the past and have allowed enough room for competitors/judges, and also, ample room for spectator viewing.
5. While some beverages or snacks may be permitted inside the gymnasium, we ask all guests to respect the facility by cleaning up any items in their general area.
6. While we work very hard to ensure everything is impeccably prepared for the day of the tournament, sometimes, extenuating circumstances occur. In these rare instances, the Tournament Directors reserve the right to amend the terms of any ring’s competition.

## ***Forms: Empty Handed & Weapons***

1. From the time the competitor enters the ring he/she will have two minutes to complete their form/kata; there is no minimum.
2. Under black belt forms will be judged equally by three judges.  
Black Belt forms will be judged by five judges with the low and high scores dropped.
3. All competitors will be judged from 6-10 in .01 increments.
4. All forms competitors will be judged on balance, timing, power, speed, intensity, difficulty, combat application and overall presentation.
5. In the event of a tie, competitors will compete again with the same or different form and receive a new score. This score is only used in determining a tiebreaker and will not cost a competitor placement against other competitors in the competition. A winner must be decided in the fashion.
6. Competitors are encouraged to remain within the confines of the ring. Competitors may have points deducted for leaving the ring and/or if their attacks come too close to the judges.
7. A competitor that makes an obvious mistake on his/her form will have a full .5 deducted by the judges.
8. Once a ring’s competition has concluded, all scores will be tallied, winners will be announced (1st, 2nd and 3rd), and awards will be awarded.

*Note: This tournament is open to all styles. However, there will be no music permitted for form competition.*

### ***Teen & Adult Sparring (Ages 13+)***

1. All matches are single elimination consisting of three one-minute rounds of running time. The time is stopped for injuries or equipment adjustment.
2. At the end of each round the winner of that round is declared by the decision of the majority of the judges. The winner of two out of three rounds wins the match.  
*NOTE: By definition, light contact sparring implies that blows and kicks must be of a tagging nature and not executed with heavy impact force.*
3. Before initiating competitive sparring, athletes salute the Center Judge and then each other.
4. Only The Center Judge may stop the clock. If a competitor needs time for any reason (faulty gear, injury, etc.) they must communicate that to the center judge.
5. Legal Target Areas Include: front & side of torso, area of the head that is covered by protective gear, & upper leg/thigh above the knee. *No contact to the back/spine, unprotected face, knee or groin is allowed in any capacity. **Any contact to these areas or bleeding that results from an illegal strike may result in immediate disqualification.***
6. Fouls: will be considered, and then, defined by the center judge. A competitor may be disqualified for accumulating 3 fouls or at any time if a foul is deliberate and/or excessive as deemed by the center judge.
7. Takedowns & leg sweeps are not permitted. However, leg checks in the form of blocks will be allowed.
8. All sparring equipment must be in good working condition. Foot Gear must cover toes, heel and sides of foot. Hand Gear must cover fingers. Men/Boys must wear appropriate groin protection. *Torso and shin guards are recommended but not required.*
9. Please note that this is an elimination style event. At the end of the match, whoever wins moves on, and whoever loses is out. Byes are at the discretion of the center judge with the approval from the tournament director.
10. Competitors must stay within the boundaries of the ring. If you step/run out of bounds the head judge will stop the match and bring it back to the center. Running out of bounds will greatly hinder your chance for success and could result in a foul for unsportsmanlike conduct.
11. Once all matches concluded the winners will be announced (1st, 2nd and 3rd), and awards will be awarded.

### ***Youth Point Sparring (Ages 4-12)***

1. All matches are single elimination consisting of 90 Second Bouts of Running Time. The time is stopped for injuries or equipment adjustment.
2. Competitors with the most points after 90 Seconds wins the match.
3. A point is called when a clear technique scores on a legal target.
4. Legal Targets consist of front & side of torso, & any area of the head that is covered by protective gear.
5. **Center Judge will call stoppage for all points.** Competitors will halt and stand at attention. Judges will then confirm with a majority vote (2/3 or 3/5 judges needed) and award points accordingly.
6. All sparring equipment must be in good working condition. Foot Gear must cover toes, heel and sides of foot. Hand Gear must cover fingers. Men/Boys must wear appropriate groin protection. *Torso and shin guards are recommended but not required.*
7. Please note that this is an elimination style event. At the end of the match, whoever wins moves on, and whoever loses is out. Byes are at the discretion of the center judge with the approval from the tournament director.
8. Once all matches concluded the winners will be announced (1st, 2nd and 3rd), and awards will be awarded.