

KARATE TOURNAMENT RULES & SCORING

OPEN / POINT SPARRING: 2 min. round, highest score wins. Action is stopped to award pts. "Stop/Judges Score/Point"; clock continues to run. Tie will go to Sudden Victory (1-min.), 1st pt. wins. If no pts. scored, most aggressive fighter wins. Scoring: 1pt hand/punch; 2pts foot/kick technique. Required gear: Head, hands, foot, mouth, cup, traditional uniform. Chest gear, shin, forearm pads optional. No watches or jewelry allowed. Round-Robin: 3 person div.

LEGAL TARGET AREAS/TECHNIQUES: Head, ribs, chest, abdomen, kidney (side). All controlled martial art techniques delivered with balance, focus, & controlled power to legal targets with legal surface.

CONTACT:

- Age 12 & under / Beginner: No contact
- Age 13-17 / Beginner: Light contact to body; No contact to head
- Age 9 & up / Intermediate: Light contact to body
- Age 9 & up / Advanced: Light contact head & body
- Age 8 & under / All ranks: No contact
- Majority vote required to award a point, except for a penalty point.
- No straight-in punches or kicks to the face - All ranks. Techniques to the side of the head allowed.

TKD / OLYMPIC SPARRING: 2 min. running time for colored belts; 2) 2min rounds for black belts; highest score wins. Tie will go to Sudden Victory (1-min.), 1st pt. wins. If no pts. scored, most aggressive fighter wins. Scoring: 1pt hand or foot technique. Required gear: Head, shin/instep, forearm, mouth, cup, chest, traditional uniform. May wear foam gear. No watches or jewelry allowed. Round Robin: 3 person div. Modified A.A.U. Jr. Olympic rules in effect, i.e. Light contact to head, Light to medium contact to body; Age 8 & under: Does not need to make contact to head to score.

CAUSES OF PENALTY AND/OR WARNINGS:

- Attacking illegal targets/illegal techniques
- Continuing to fight after being ordered to stop
- Disrespect to judges or opponents. Inc.: Parents & fellow students!!
- Continued negligent or reckless attacks (contact not required).
- Faking an injury or falling down; unsportsmanlike conduct.
- Stepping out of boundary.
- Penalties carry over to the next match
- Warning: 1 pt. lost. Two Warnings: Disqualification.

IMMEDIATE DISQUALIFICATION:

- Excessive contact or if you draw blood.
- Unsportsmanlike conduct
- Two warnings!

FORMS: Min. 5pts.; Judged on execution, presentation & difficulty. Restarting results in the loss of 1/2 pt.

WEAPONS: There is no music allowed in the Weapons Div. No teams allowed. Judging same as above.

BREAKING: Min. 5pts. Max. 3 breaks. Judged on difficulty of break(s). Max pts for incomplete breaks: 7.5. Competitors allowed 2 attempts each board. Max. 30 sec. to set up. 1pt. loss for 2nd try. Ties: Both competitors one break at same time. Judges choose winner.

- Limited boards for sale • No Head Breaks • No Patio Blocks
 - Purchase boards prior to start of event
 - **NO REFUNDS ON BOARDS!**

BOARD SIZES: 1" x 12" pine.

- 8 & Under: 4" long
- 9-16 years: 6" long
- Adults: 10" long

- All rules subject to change at tournament director's discretion.

JUJITSU: Two 2-min. continuous rounds with 60-second break between. Players win by decision. Pts achieved for kicks, punches, throws, takedowns, & groundwork. Players must engage in grappling; no retreating. Criteria for grappling allows a player to hold his/her opponent in any legal manner for approx. 5 sec. while in the standing position, after which time if there has been no take-down or throw, the player must be released. No strike point to the body will be allowed from either player during this encounter. If both players end up on the ground following a legal sweep, takedown, or throw, they are given an add'l 30 sec. of groundwork to execute a submission or hold down. If a submission has not been achieved during this time, the players will be separated, brought back to their feet & resume fighting from striking range. Under age 13: Absolutely no chokes or joint locks. Primary objective will be to achieve the mounted position or hold down. Gear: Hand/Forearm, Shin/Instep (both: cloth w/foam insert), MMA gear acceptable; Mouth guards, Groin cup (males), full traditional uniform. No rough, torn or loose equipment. No protective gear that contains any metal or hard plastic. If uniform becomes bloodied or torn in a manner that affects the outcome of the match, you must replace it immediately or forfeit. No tshirts, shorts, or shoes; No eyeglasses during competition.

ILLEGAL TECHNIQUES: Leg locks; Striking to the facemask area (nose, eyes, mouth), back, groin, spine or any joint; Face first throws; Head contact below brown belt; Striking with knee, elbows or head butts, Throws while doing choke or joint lock (no time to tap out).

WARNINGS: Only 1 given. **2nd:** 1pt. opponent. **3rd:** Disqualification. **UNSPORTSMANLIKE CONDUCT BY COMPETITORS, COACHES OR SENSEI WILL RESULT IN DISQUALIFICATION.**

Due to the variety of styles & the significant difference of belt colors:

- Advanced: 18 mths of training & over; Brown belts, 1-2-3 Gup or Kyu.
- Intermediate: 12 to 18 months of training; Blue & green belts.
- Novice: Less than 12 months of training: White, yellow & orange belts.

Tournament director reserves the right to combine or split divisions or go by weight or size classes only (same as Judo).

Wt. classes:

- 165# & Under: Lt. Wt.;
- 166# & Over: Hvy. Wt.;
- 200# & Over: Super Hvy. Wt.

MEDIUM CONTACT: Slight penetration or slight target movement. Only clean, crisp techniques delivered to body will be awarded pts. No full contact.

ONE POINT:

- Hand or foot strikes to body, kicks to outer thigh not permitted.
- Each strike that could be a potentially damaging blow.
- Once grappling commences (standing) no striking.
- Any takedown or half throw one foot to leave the mat.
- Hold down for 10 sec.

TWO POINTS IPPON:

- Crisp, clean striking techniques to body.
- Controlled kick to the head that makes no more than light contact.
- Achieve mounted position during ground work (Must hold for 20 sec.; Monitored by center referee).
- Controlled full throw or sweep that causes both feet to leave the mat.

THREE POINTS:

- Tap Out

FOUR POINTS:

- Awarded for a submission by referee intervention.

If a competitor gets IPPON in all three parts, match is won!

- Part One Standing (striking)
- Part Two Take Down (throws)
- Part Three Mat (hold down, submission)

- Center referee is in best position to witness any infraction or legitimacy of a technique & determines pts for each throw or take down.