

SUMMARY OF UNIFIED RULES

COMPETITOR'S RESPONSIBILITIES

It is the full responsibility of the competitor to know all the rules of the tournament and be ready in his/her competition uniform at ringside when his/her name is called.

PROOF OF AGE

A copy of the birth certificate for 17 & under competitors should always be ready to be presented in the case of need for verification of age. You should carry proof with you at all times. If you do not provide proof of age when requested you will be disqualified. Also, if you provide false information you may be suspended from Dragon Illustrated, IMAC, NASKA, Pacific Rim or TPA and all Dragon Illustrated, IMAC, NASKA, Pacific Rim or TPA Membership card may be used for verification of age.

UNIFORM

All competitors must wear a complete (top and bottom) traditional, or professional sport karate (Kung Fu, Tae Kwon Do, etc.) uniform, in good state of repair. A competitor with offensive words of artwork on the uniform may be denied the privilege of participation. The appropriate color belt or sash must be worn in competition.

SCORING SYSTEM & TIME

Form Divisions Forms, weapons etc. score will be 9.00 to 10.00 with a 3-minute time limit.

When there are 5 or more competitors in a division, the first 3 perform then they are scored to set an average score, the remaining contestants will be scored individually.

When 3 judges are used all three scores are added together for a total score.

When 5 judges are used the high and low score will be removed and the remaining 3 scores will be added together for a total score.

In case of a tie for first place the competitors must perform again.

In the case of a tie for 2nd place or lower with 5 officials the high & low score shall be added in.

In the case of a tie for 2nd place or lower with 3 judges or if the above system does not work with 5 judges the following procedure will be followed. Look at the choice of each judge to determine between the two competitors who the individual Judges choose as the winner. If one or more judges used the same score for these Competitors then that judge(s) must point to their choice of the better competitor.

LATE ENTRIES (Not there or not ready when name is called) No late entry once the division has started. (Unless arbitrator makes an exception based on circumstance) There will be no refund if you miss your division. In the case that the competitor's name is called and he/she is not there or not ready to perform he/she is allowed a total of 2 minutes to present himself. **After 2 minutes the competitor will be disqualified.**

Not ready when name is called 1st minute there is no penalty, after 1 minute there will be a 0.2 points deducted from total score. After 2 minutes any competitor in violation will be disqualified.

STARTING FORM OVER

Color Belt if the competitor has a restart, officials will score the competitor as if there was not a mistake but the scorekeeper will deduct 0.5 point from the total score. A competitor may only restart once. The second time he will receive the lowest base score as his score. It is important that the center referee discuss this with the judges and the scorekeeper.

Blackbelt competitors may perform again but they will receive no score.

DROPPING OR BREAKING A WEAPON

Color Belt If the competitor drops or breaks his/her weapon, officials will score the competitor as if there was not a mistake but the scorekeeper will deduct 0.5 point from the total score.

Blackbelt Competitors may perform again but they will receive no score.

WEAPONS SAFETY RULES

Only weapons that are kept under the constant control of the competitor may be used. Throwing stars, darts, arrows and flying projectiles of any kind will not be used. The center referee shall inspect all weapons prior to competition to determine their suitability for use.

Unsafe weapon-any weapon the referee feels might endanger the audience, officials or the performer due to worn parts or sharp edges may not be used. Center referees note that the competitor has until his name is called to purchase or borrow another weapon and still compete. If they are not ready to compete when their name is called the late entries penalties apply.

SHOWMANSHIP/MUSICAL

If not musical divisions are offered they may also compete in Showmanship. Music is mandatory for individuals, optional for teams (in showmanship). Self-defense competitors may enter this division if the tournament does not offer self-defense divisions. The music should be choreographed with the movements of the form or weapon routine. A judge should hear the beats and rhythm of music in coordination and synchronization with the techniques in the form. The music cannot be only background music, but must be an intrinsic part of the form or weapon routine. Competitors are responsible for battery powered sound system and batteries to operate it. In Showmanship and Musical divisions only, the time starts when the music starts. Competitors shall not be penalized for a restart due to technical difficulties caused by the sound system.

If Extreme divisions are being offered no gymnastics or inverted moves are allowed in Showmanship Divisions.

FORMS RULES & CRITERIA

Form Rules-Traditional Forms

No music allowed, empty hand performance, movements must be within origins of the competitor's style (Japanese, Chinese, Korean etc.) The center referee will be responsible for reinforcing this in each division between the judges.

Form Rules – **Open Forms** should still be a martial arts form showing you skill in the arts however performance does not have to be entirely movements of the traditional form.

There is not gymnastics or inverted movements allowed in the traditional or open forms division. They may only be done in Extreme and if Extreme is not offered then they may be used in Showmanship.

Extreme Forms should still be using martial arts skills and showing your performance of these skills. In addition you must also use some inverted or gymnastic moves within your form.

USE OF MUSIC IN GRAND CHAMPION

Music does not to be synchronized with the form or weapon form unless they are competing as Musical winner.

SPARRING UNIFORMS

All sparring uniforms must have sleeves, if a t-shirt is worn it must be a school t-shirt with the name clearly marked on the shirt. NO sleeveless t-shirt, sweats, tank tops or shoes are allowed in the sparring division.

SPARRING SAFETY EQUIPMENT

Mouth guard, headgear, foam dipped hand and footpads, and for males groin protectors are required.

Promoter option- Chest Protectors.

Tape will not be allowed on the contact areas.

Hand pads must cover the fingers, wrist and any striking surface on the hand.

Footpads must cover the instep, sides, toes ankle and back of the heel.

SPARRING LATE ENTRIES (Not ready when name is called)

1st minute there is a warning issued, after 1 minute there will be 1 point awarded to the opponent. After 2 minutes the competitor is disqualified.

SPARRING SCORING

Total 5 point match, hand techniques are worth 1 point, kicks to the groin (promoters option) 1 point, kicks above the waist 2 points. Or 2 minute time limit which ever comes first.

The headgear is light touch for all color belts and junior black belts. (Promoters option)

NO FACE CONTACT IN COLOR BELTS & JUNIOR BLACK BELTS

Only focused points short of contact will be allowed. When face contact occurs in these divisions there are only two calls. One is touch and a point is awarded to the opponent or when more than a touch is rendered then calls for disqualification. The second touch will result in disqualification. Face contact is to be called even if competitors are out of bounds, the time has expired, or after break was called. **A color belt & junior black belt cannot touch his opponent in the face in anyway.**

ADULT BLACKBELT FACE

CONTACT PROMOTERS OPTION and then is Light Touch for the point. Moderate touch will result in a point awarded to the opponent. Excessive touch will be immediate disqualification.

TOUCH CONTACT DEFINED

Light touch contact means there is no penetration or visible movement of the opponent as a result of the technique. Light touch may be made to all legal target areas.

Moderate touch contact means slight penetration or slight target movement.

Moderate touch may be made to all legal

target areas except the headgear and when legal the face.

Excessive contact is made when an opponent strikes with force in excess of what is necessary to score a point. Though it is largely a judgment call, indications that contact has been excessive may be assessed by the following reactions:

1. Visible snapping back of the head
2. A knockdown of an opponent (not where the fallen party either fell, slipped or was off balance.
3. Knockout of opponent
4. Severe swelling or bleeding or other obvious external injury. (Bleeding, however, does not necessarily imply excessive contact.
5. The distortion or injury of the body from the force of a blow.

GROIN CONTACT BLOCKING RULE

The hand or fist that blocks the opponent's kick should be apart from your groin area a few inches. Competitors may not hold themselves while they are blocking a kick. In this situation the blocking hand becomes part of your groin.

NO KICKING OR SWEEPING JOINTS

GROUND FIGHTING (Promoters option)

A fighter is down when any part of the body, other than the feet is touching the floor. If ground fighting is allowed they competitors have three minutes to score up or down. There will be no strikes to the head of the opponent on the ground.

OUT OF BOUNDS a competitor is out of bounds when both feet are over the boundary line. A competitor in bounds has 3 seconds to score on an out of bounds competitor.

WARNING AND PENALTIES

One and only one warning is allowed without penalty points. The center has the ability to issue a penalty point immediately if he considers it to be severe enough. A penalty point is awarded to the opponent on each violation of the rules. If a competitor receives 3 penalty points during on match they are automatically disqualified.

1. A competitor cannot be penalized and still receive a point on the same call. A penalty always overrules a point by the same competitor.
2. A competitor can receive a point because their opponent was penalized and score points for their legal strike or kick
3. If a competitor is injured and it is considered that they are

responsible for their own injury and it is no fault of the opponent, the opponent will not be penalized. If they cannot continue the opponent will be declared the winner (regardless of what the score was at the time of the injury)

NO COMPETITOR SHALL BE ALLOWED TO SWITCH, change or compete in any division other than their specific division, this goes for age and rank.

LEGAL TARGET AREAS: Headgear, face (when allowed), ribs, chest, abdomen, collarbone, groin and kidneys.

ILLEGAL TARGET AREAS: Spine, back of neck, throat, sides of neck, legs, knees and back.

NON-TARGET AREAS: Hips, shoulders, buttocks, arms and feet.

ILLEGAL TECHNIQUES: Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, take downs, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled throws, take downs or sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in sport karate.

CAUSES OF PENALIZATION

1. Attacking illegal and non-target areas.
2. Using illegal techniques
3. Running out of ring to avoid fighting
4. Falling to the floor to avoid fighting
5. Continuing after break
6. Excessive stalling
7. Blind or reckless attacks
8. Calling your own points
9. Uncontrolled techniques
10. Unsportsmanlike or abusive behavior from the competitor, their coach or parents.
11. Excessive Contact
12. Not being prepared or ready when it is time to compete.
13. Open hand technique to the face
14. Anti-joint technique
15. Coaching (when not permitted)
16. Sweeping both legs simultaneously
17. Kicking to the legs
18. Attacking the back (spine)
19. Talking in the ring.
20. Grabbing (for longer than one second followed by a technique)

