

# **WILLIE K'S MARTIAL ARTS FESTIVAL 2011**

## **RULES & REGULATIONS**

**COMPETITOR RESPONSIBILITY:** It is the responsibility of the competitor to be at his/her ring ready to compete. If the competitor is not present when competition begins, he/she will not be able to compete. If a competitor leaves the ring after competition has begun and they are called to compete, his/her name will be called ringside 3 times. If he/she still is not present they will be disqualified and will not be eligible for a refund.

**LEGAL AGE RULE:** The legal competition age of a competitor is the competitor's age on the day of the tournament of the current competition year, which is January 2011.

**RANKING:** A competitor must compete at the highest belt level they have earned in Martial Arts. A competitor can never compete in a division in which he/she has not earned that rank. A competitor can never compete in a lower belt division than the level of belt he/she earned in Marital Arts.

**UNIFORMS:** Competitors must wear a traditional karate uniform with no foul language on it. T-shirts as part of a school uniform are allowed in the Chinese divisions only.

### **FORMS**

**NUMBER OF OFFICIALS:** Five (5) officials are desired in all Grand Champion forms divisions. Three (3) officials are desired in all other forms divisions.

**TIME LIMIT:** A maximum time of three minutes per performance is allowed, starting from the time the competitor enters the ring or when the competitor's music begins, whichever is first. Each team form is allowed four minutes to perform.

**RESTARTS:** Black belts receive no score. Under belts will receive penalty for the first restart.

**WEAPON DIVISIONS:** Any competitor who unintentionally drops their weapon will be penalized. Any competitor who carelessly misuses his/her weapon during the performance will either be penalized or disqualified. If the competitor's weapon comes apart or breaks during the performance he/she may replace it immediately and continue the performance.

**OPEN FORMS:** Is defined as an event involving an individual performing a pre-arranged series of movements that has been modified from traditional forms. No gymnastics or music is allowed.

**OPEN WEAPONS:** Is defined as an event involving an individual performing a pre-arranged series of movements using a weapon that has been modified from traditional forms. No gymnastics or music is allowed.

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**CREATIVE FORMS:** Is defined as an event involving an individual performing a pre-arranged series of empty-handed movements. All movements and gymnastics are allowed. Music may not be used during their performance.

**CREATIVE WEAPONS:** Is defined as an event involving an individual performing a pre-arranged series of movements that include a weapon. All movements and gymnastics are allowed. Music may be used during their performance.

**MUSICAL DIVISIONS:** The music should be synchronized with the movements of the form. The music cannot be used as background music. The form must follow the rhythm of the music.

**TIES:** Both competitors will compete again, performing the same form they originally performed. If a second tie occurs then the competitors must perform a different form.

### **OPEN HAND/WEAPONS KATA (FORMS) MATCHES**

1. All forms (open hand or weapons) are judged on balance, power, focus, execution of technique, control of the weapon and the degree of difficulty.
2. All matches are based on a point system. The top three (3) highest scores will determine 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.
3. All ties for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> will be determined by the competitors having the option of either doing the same form or a different form depending on the level of their divisions.

### **NO COACHING RULE:**

ALL INSTRUCTORS WILL BE WARNED IF COACHING NEAR THE RING DURING A MATCH. IF A WARNING IS IGNORED, THE INSTRUCTOR'S STUDENT WILL BE DISQUALIFIED.

### **KUMITE MANDATORY EQUIPMENT:**

1. ALL VINYL EQUIPMENT. NO CLOTH
2. HEAD GEAR
3. HAND GEAR
4. FOOT GEAR
5. MOUTHPIECE
6. GROIN CUP (MEN ONLY)
7. BODY GEAR (OPTIONAL)
8. ELBOW/KNEE PADS (OPTIONAL)
9. SHIN GUARDS (OPTIONAL)

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### KUMITE (FIGHTING) MATCHES

1. All matches are a minute and a half, except for the finals. Finals for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place will be duration of 2 minutes. **A timeout for any fouls, injuries, or fixing of sparring gear will be called only by the Head Referee.**
2. All matches are based on a 3 point system in order to win. It takes a call from two (2) out of three (3) judges to be awarded a point. If time runs out before a competitor receives 3 points, the competitor with the most points is declared the winner.
3. When both competitors are tied in points at the end of a match, a sudden death is determined—there is no time limit—the competitor who scores the first point wins.
4. All matches are single elimination with the exception of the final four competitors. The two losers will fight again for 3<sup>rd</sup> place.

### KUMITE (FIGHTING) PAIRING

1. Utilizing the “Bye System” and the separation of the competitors from the same school.  
**1<sup>st</sup> ROUND ONLY.**
2. Most competitors will be paired by belt color and height whenever possible.
3. The byes will be determined by the competitors drawing from a deck of playing cards.
4. In cases of three (3) competitors, there will be no round robin. The matches will be determined by the draw from a deck of playing cards.

### NON-TARGET AREAS

1. No groin shots
2. No spine shots
3. No neck shots
4. No back of the head
5. No top of the head
6. **No facial contact**

### GROUND RULE

When a fighter falls to the ground, both fighters have three (3) seconds to score a point. They may not score a point after the three (3) second mark. Viable scoring target areas only. No grappling or wrestling will be allowed.

### RUNNING OUT OF BOUNDS

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1. If the competitor runs out of the ring, the following is applicable:
  - a. 1<sup>st</sup> time—warning received
  - b. 2<sup>nd</sup> time—another warning
  - c. 3<sup>rd</sup> time—point will be awarded to the other competitor
2. A “force out” will not be regarded as running out of the ring. A “force out” will be determined by the head referee.
3. If a competitor has one foot out of the ring, he or she will be ineligible to score a point, whereas the other competitor has the opportunity to score a point.

**ILLEGAL TECHNIQUES**

1. No strikes or kicks to the throat or joint areas
2. No kicks to the back of the legs
3. No rear leg sweeps. The only legal sweep is a front leg sweep (boot to boot)
4. No grabbing (holding on to the uniform or gi) at any time while executing a technique
5. No spinning blind techniques. The competitor’s head must come around to see the target
6. No hitting after the break is called by the head referee

**ILLEGAL FOULS**

1. Excessive contact will result in immediate disqualification.
2. Execution of an illegal technique to the non-designated target area that is not excessive, the following will apply:

**THREE (3) STRIKE RULE**

FOUL 1—WARNING

FOUL 2—POINT AWARDED TO YOUR OPPONENT

FOUL 3—DISQUALIFICATION

3. It take two (2) out of three (3) judges to call a foul
4. Foul can only increase, not decrease. The foul doesn’t have to be the same foul in order for you to gain a 2<sup>nd</sup> and 3<sup>rd</sup> foul and immediate disqualification from the match.