

General Rules:

- **Uniforms:** Please, NO shorts, T-shirts or summer style uniforms at all (EXCEPT FOR DEMO!)
- Multi-colored are acceptable for all divisions.
 - No inappropriate language or graphics on the uniform please.
- * **TOE AND FINGER NAILS MUST BE CUT SHORT FOR SAFETY!!**
- **Video Taping and Photography:**
 - Parents are ENCOURAGED and welcome to video tape their players and fellow students.
 - Videotaping and photography will be done in designated areas outside the boundary markers.
 - Any photography or taping that interferes with the tournament operation is forbidden.
 - SPECTATOR VIDEO IS NOT ALLOWED TO CHALLENGE THE DECISION OF ANY OFFICIAL OR OUTCOME!
- **Outline of Schedule of Events: FRIDAY NIGHT HELPERS MEETING @ 6pm**
- **SATURDAY**
- **9am Coaches and Judges meeting (to pick up bracelets and Packets)**
- **9:15 am** Doors open (Packets are given to Instructors or coaches ONLY).
- **9:30 am** Opening ceremonies Color Guard and National Anthem
- Electronic sparring will be going throughout the entire competition 'til done

9TH EVOLUTION EVENTS:

Traditional Poomsae AND Traditional Team Forms:

- Players will be divided by age and rank.
- Time limit: 1 minute and 45 seconds for single player. 3 minutes max for TEAM forms
- Players may choose which Poomsae to perform.
- NO music or boards will be allowed in the Poomsae division. (That is in creative forms.)
- Poomsae will be judged based on the following criteria:
 - Correct body posture, STANCES, Power, Balance between rhythm and speed, Focus, Continuity, Flow.

Creative Forms AND Creative Team Forms:

- **NO TRICKING division:** (more than 90 degree inverted is NOT allowed, cartwheels and rolls not allowed or jumping more than 360 degrees)
- **TRICKING division:** ALL Tricks and flips are allowed.
- Time limit: 1 minute and 45 seconds for single player. 3 minutes max for TEAM forms
- Set-up and take-down is 2 minutes Max.
- Each team will provide their own: music, props, boards and support staff.
- **NO FIRE OR WATER! NO Confetti or Fruit/vegetables.** Please clean up your own splinters
- Judging will happen on overall creativity, entertainment, and performance Base Scoring will be based on sharpness, focus, technique, energy, and entertainment value

Weapons AND Team Weapons Forms:

- Players will provide their own weapons for use.
- **NO TRICKING division:** (more than 90 degree inverted is NOT allowed, cartwheels and rolls not allowed)
- **TRICKING division:** ALL Tricks and flips are allowed.
- Time limit: 1 minute and 45 seconds for single player. 3 minutes max for TEAM weapons
- Players may use music and boards only if they provide the music player and boards.
- **Use of fire, water, fruit, vegetables and/or confetti IS STRICTLY FORBIDDEN IN THIS TOURNAMENT.**
- Players will be judged on their skill with the weapon and the overall showmanship including sharpness, focus, technique, energy, and entertainment value.

Power Breaking: (HAMMER FIST)

- Divisions divided by age, rank, and gender
- Each round, another board will be added to a fixed board holder (not people), failure to break will not continue to next round.

WTF Olympic Sparring:

- **Olympic Sparring Equipment:** Head gear, Chest protector, groin guard, forearm/shin guards, and mouthpiece.
- Uniform MUST cover the sparring pads for safety.
- Face Shield may be worn (optional) if face shield is worn mouthpiece is then optional.
- A \$10 “Electronic sock” rental fee applies for all those who use the KP&P EVO system:
- Everyone 12 yrs old+ participating in WTF sparring **will rent** Electronic socks.
- Players are bracketed by: Age, Gender, weight, and belt rank (in this order).
- **Light head contact... only 1 head warning will be given as gam-jeom. 2nd head warning is disqualification.**
- We will generally be following the current WTF rules, with light head contact for all competitors This allows students to practice while feeling safe.
- For Updated 2017 US open rules please watch this video: <https://www.youtube.com/watch?v=sVDMkJNGqkM>
- **Colored belt matches:** TWO 60 second rounds W/30 Sec. break in between.
- **Black Belt matches:** TWO 90 second rounds W/ 45 Sec. break in between.
- Current WTF point gap will be used (12 points or more in the 2nd round) We ask students to take care of their opponents. If a competitor is more than 10 points ahead, we ask them to work on challenging techniques to enhance their skills.
- Sudden death and superiority of judges will be used to determine a winner in the event of a tie.
- When a contestant receives ten (10) “Gam-jeom”, the referee shall declare the contestant loser by referee’s punitive declaration.

3. The valid points are as follows.

- 3.1 One (1) point for a valid punch (clenched fist to your opponent's chest protector)
(Although it's got to be a very powerful punch to score!)
- 3.2 One (1) point for a valid kick to the trunk protector
- 3.3 Two (2) points for a valid turning kick to the trunk protector
- 3.4 Three (3) points for a valid kick to the head
- 3.5 Four (4) points for a valid turning kick to the head
- 3.6 (1) point awarded for every One (1) “Gam-jeom” given to the opponent contestant

4. Prohibited acts.

- 4.1 The **following acts** shall be classified as prohibited acts, and “Gam-jeom” shall be declared.
 - 4.1.1 Crossing the Boundary Line with one foot
 - 4.1.2 Falling down
 - 4.1.3 Avoiding/Evading (turning your back on an opponent) or delaying the match
 - 4.1.4 Grabbing.
 - 4.1.4 Pushing the opponent while another technique is happening
 - 4.1.5 Lifting the leg to block, or/and kicking the opponent’s leg to impede the opponent’s kicking attack,
 - 4.1.6 Lifting a leg without a following technique or kicking in the air for more than 3 seconds to impede opponent’s potential attacking movements
 - 4.1.6 Kicking was aiming to below the waist
 - 4.1.7 Hitting the opponent’s head with the hand
 - 4.1.9 Attacking (or attempting to attack) the fallen opponent

2v2 Olympic Sparring: All 4 players will spar simultaneously for two (1:30 rounds)

1. Players will bring their own equipment

- 1.1 players will either be paired with fellow schoolmate or assigned accordingly.

2. Same Regulations as WTF Sparring above.

3. Scoring will be same as above WTF Olympic rules.

- 3.1 NO Kicking to the HEAD for colored belts.

4. Prohibited acts.

- 4.1 The **following acts** shall be classified as prohibited acts, and “Gam-jeom” shall be declared.
 - 4.1.1 Crossing the Boundary Line with one foot (3 Second Penalty)
 - 4.1.2 All same prohibited acts as above rules.

ITF Point (Sport Karate) Sparring:

- All competitors will provide their own sparring equipment and must wear: Head gear, mouth piece and groin guard (worn under the uniform pants.) FEET & FISTS Mandatory. (NO OUTSIDE CHEST PAD) Under Armor pads can be worn, Fore-arm pads and shin pads are encouraged for safety. Face Shield may be worn (optional) if face shield is worn mouthpiece is then optional.
- **Light head contact... only 1 head warning will be given as gam-jeom. 2nd head warning is disqualification.**
- Players are bracketed by: Age, gender, weight, and belt rank (in this order).
- We will generally be following the current sport Karate rules, with light head contact for all competitors. This allows students to practice while feeling safe. We ask students to take care of their opponents. If a competitor is more than 10 points ahead, we ask them to work on challenging techniques to enhance their skills.
- Blocking with the foot, and foot checking are legal. Sweeping and holding are NOT permitted
- Foot Checking is sideways motion (not straight forward) with the foot to foot or ankle not any higher than the shin or that is considered a low kick.
- **Colored belt matches:** ONE 120 second rounds (no break).
- **Black Belt matches:** ONE 180 second rounds (no break).
- Point gap will be used (12 points or more in the 2nd round) We ask students to take care of their opponents. If a competitor is more than 10 points ahead, we ask them to work on challenging techniques to enhance their skills.
- Sudden death and superiority of judges will be used to determine a winner in the event of a tie.
- When a contestant receives ten (10) "Gam-jeom", the referee shall declare the contestant loser by referee's punitive declaration (PUN)

3. The valid points are as follows.

- 3.1 One (1) point for a valid punch (clenched fist to your opponent's chest)
- 3.1 One (1) point for a valid **CONTROLLED** backfist or Rigdehand to your opponent's Head gear.
- 3.2 One (1) point for a valid kick to the trunk
- 3.3 Two (2) points for a valid turning kick to the trunk
- 3.3 Two (2) points for a valid **CONTROLLED** turning hand technique to the opponent's head gear.
- 3.4 Three (3) points for a valid kick to the head
- 3.5 Four (4) points for a valid turning kick to the head
- 3.6 One (1) point awarded for every One (1) "Gam-jeom" given to the opponent contestant

4. Prohibited acts.

- 4.1 The following acts shall be classified as prohibited acts, and "Gam-jeom" shall be declared.
 - 4.1.1 Crossing the Boundary Line with one foot
 - 4.1.2 Falling down
 - 4.1.3 Avoiding/Evading (turning your back on an opponent) or delaying the match
 - 4.1.4 Grabbing or pushing the opponent.
 - 4.1.5 Kick was aiming to below the waist
 - 4.1.6 Attacking the opponent after "Kal-yeo"
 - 4.1.7 Butting or attacking with the knee
 - 4.1.9 Attacking (or attempting to attack) the fallen opponent

Tiger Tails/Flag Sparring: (Solo, Melee, 2v2)

- Players will be divided by age and rank.
- Head gear with face masks are required in this event.
- Tigers Tails is a single elimination event.
- All players will be given 3 tails to place in their belts.
- NO purposely falling down is allowed.
- NO holding, tripping or pulling the player's actual belt is allowed.
- The player who keeps the most tails on them is the winner.
- If a tail falls out during the match it is considered pulled.
- Ties will be decided by the number of tails on the player and the number of captured tails.

Melee is (all vs.all) players as a group with all competing for the last tail last one with a tail wins or the most tails at the end of the match wins. There is no out of bounds penalties. Only warnings.

2v2 is 2 players with 3 tails each and if one has no more tails the match stops and that player without tails is excused from the ring, then play continues 1v2 accordingly.

Knife Fighting:

Duration: Single knife competition with 2-minute rounds (no breaks)

- BEGINNER- 0-2 years of Knife Fighting experience
- INTERMEDIATE- 2-4 years of Knife Fighting experience
- WOMEN'S

1. Safety Equipment

Face Protection required, Groin guards mandatory, All competitors are responsible to bring their own safety equipment. Special combat knives (soft knives) will be used in the competition to guarantee safe fights.

The competition knives will be provided by the organizer.

We will be **using lipstick** on the blade of the knife to determine cuts... please wear clothes accordingly you don't have to be in a uniform, Street clothes are okay.

2. Penalties 5 penalties will be disqualification

2.1 Leaving the ring – 1 point deducted

2.2 Stabbing Throat or Face

2.2 Turning the back on the opponent excludes spins – 1 points deducted

2.3 Foul (e.g. kicking, punching, excessive force, purposeful hitting after the stop command – 2 points deducted

Losing a knife during the fight will give your opponent 4 points. If the knife falls out of your hands for any reason (slips, drops, knock-aways, etc.) your opponent will be awarded 4 points.

2.4 **Exception:** If the weapon is dropped due to impacting the opponent on a scoring strike, the point(s) will be awarded for strike.

3. Rules

3.1 No intentional stabs to the throat or face.

3.2 You may slash to the face, but no stabs to the face.

3.3 No punching, kicking or kneeing

3.4 No takedowns or throws.

3.5 No hitting with pommel of knife.

3.6 Free hand blocking and trapping and stripping/knocking away of the knife is allowed (no knees)

3.7 Open hand passing is allowed.

3.8 Open hand tapping/blocking/ is allowed.

3.9 Coaches are allowed, but they must stay in the designated areas. No exceptions.

4. Scoring

4.1 There will be 3 judges for each match; score will be awarded if at least two of the judges agree on a score. Any Judge may stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.

4.2 Hits to the head - 3 points

4.3 Hits to the body – 2 points

4.4 Hits to arms or legs – 1 point

4.5 No score will be given to mutual cuts. We want to discourage "trading blows", as this is not likely in a real knife fight. If after 2 minutes the score results in a tie, there will be a 1-minute "Sudden Death" round added to determine a winner. The first clean score during a "Sudden Death" round will determine the winner.

Sword Fighting (Point Sparring):

- 4.1 There will be 3 judges for each match; score will be awarded if at least two of the judges agree on a score. Any Judge may stop the match when a successful hit has been landed and allow the judges to score immediately, and then resume the match when points have been awarded.
- Most points at the end of the match wins
- A helmet with a full face shield is required please **bring** your own headgear with face shield.
- Hits to the head - 3 points
- Hits to the body – 2 points
- Hits to arms or legs – 1 point
- No score will be given to mutual cuts.
- NO Score zone parts of the body: hands, forearms.
- NO WILD SWINGING!
- Gross violations of the rules will result in a warning; the 3rd warning will be a disqualifying act.
- Violations of the rules will result in point addition for opponent.