

Meijer State Games Karate Tournament

Tournament Director: Sensei Jon Ruiter

Tournament Rules

- I. **Age Determination:** A competitor's age for competition is based on the competitor's age the date of the tournament. Age is permanently recorded in the computer. Should a discrepancy occur proper identification will be required to make an age change.
- II. **Rank Determination:** A competitor is required to compete in the highest rank that he/she holds in any style.
 - i. Examples:
 - i. If the competitor has ever competed as a black belt, he/she must always compete in that ranked division.
 - ii. If a competitor is a Blue Belt in one Karate style and begins taking Tae Kwon Do, he/she must compete as a Blue Belt even if performing a Tae Kwon Do form.
- III. **Uniforms:** All competitors must wear a clean martial arts uniform. The appropriate colored belt or sash must be worn in competition. Competitors may not wear shoes with the exception of Ringstar sparring shoes during Kumite.
- IV. **Competitor Responsibility:** Competitors are responsible for listening for their divisions and being in the ring prior to the division to start. If the competitor is not in the ring prior to the division starting, the score/timekeeper shall notify the Tournament Director and a final call will be made for the competitor. If the competitor is not in the division within a reasonable time, the division will be started and the competitor not permitted to enter. There will be no refunds for missed divisions.
- V. **Spectator Responsibility:** Only competitors, judges, score, and timekeepers are allowed on the floor. All spectators should remain in the assigned seating areas. Competitors may be disqualified if their spectators are not following rules. Competitors are responsible for their spectators.
- VI. **Protesting:** If you have a protest, you should get your instructor or a senior black belt from your school and approach the center judge. The center judge should call upon the Tournament Director. Protests must be done before the division is over.
- VII. **Sportsmanship:** Any acts or statements which are insulting, offensive, or otherwise inappropriate will result in disqualification without refund. Competitors are responsible for their friends, family, and spectators.
- VIII. **Competition Order:** Competitors are entered into brackets automatically by a computer program that uses a complex algorithm to determine order. Any one competitor has, at minimum, a 1 in 1 million chance of being paired with any other person in the division. Once the order has been set, it is final and will not be altered by anyone other than the Tournament Director. Best effort will be given to not pair two students from the same school/instructor together for the first round. When registering, ensure you have written down your instructor's last name to help us with the pairing.
- IX. **Late Entries:** Once a division has started, no competitor(s) can be added to that division.
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- XI. Forms/Kata Competition:** A 10-point system is used when judging forms. Either 3 or 5 judicators will judge Forms/Katas. For 5 judicator divisions, the highest and lowest scores are eliminated and the 3 remaining scores will be added together. For 3 judicator divisions, the 3 scores are added together. Half-points are allowed. Judges will need to make the score obvious. Scorekeeper will read off the scores. If a discrepancy between what a judge is holding and what the scorekeeper read, the judge should immediately correct the score. Competitors and spectators should remain silent during this portion as to not interrupt or cause error with scoring.
1. If there is a tie, green belts & above should run a different kata.
 2. In a weapons division tie, the competitor may do the same weapon or form.
 3. Forms should be judged on power, focus, balance, technique, and stances.
- XII. Kumite/Sparring Competition:** All fighting competitors must wear hand & foot pads, mouth guard, headgear. Males must wear a protective cup. Hand pads must cover the fingers and wrist; footpads must cover the entire foot. Ringstar sparring shoes are allowed.
- i. Match Information:**
- i. Match length will be two minutes running time. In the case of a tie, a sudden death will ensue. 1st point wins, no rest, no time limit at sudden death. The match will be total points. The winner will be the competitor with the most points at the end of 2 minutes, or the competitor that has 5 more points than his opponent at any time in the match (ex. 5-0 or 6-1). All hand and foot techniques are worth 1 point. A point is defined as the first controlled attack executed with correct power and focus to a point area of the body. Permissible point areas are the front and side of the torso, groin from any angle, and the head. The back & kidneys are not permissible point areas. Slight head contact is allowed in all divisions with target areas being the top and sides of the headgear padding. Face contact is not permitted in any of the youth divisions, controlled face contact is allowed in the adult divisions.
 - ii. You do not have to touch to score. For example, a controlled technique to the head that stops prior to contact, but could be extended to make contact shall result in a point.
 - iii. Too much contact will be a judgment call, decided by a majority of the judges with a point awarded to the person hit. Any redness, swelling, or bleeding at the time of contact, or if it is noticed later in the match will result in a disqualification.
 - iv. Sweeps & grabs are allowed, but only the first scoring technique will be counted. Sweeps are allowed only to the back of the front leg, boot to boot only. If a person falls, you have 2 seconds to score.
 - v. Use of illegal techniques shall result in a warning or a point against decided by a majority of the judges.
- ii. Illegal Techniques:** blind techniques, obvious attacks to not-point areas, foot sweeping the base leg or throws, second punching, piercing motions to the head, running or stalling, punching or kicking the back, or leg checks. You must have both feet in to score, if one foot is out that person may be scored upon but they can't score till both feet are in bounds.

- iii. **Divisions:**
 - i. Sparring divisions are co-ed for children (under 17). Divisions split by Age, Height, and Rank
 - ii. Men/Women split for adults (ages 18 and up). Divisions split by Rank and Weight
 - iii. Seniors divisions are co-ed. Divisions split by Rank and Weight.
 - iv. Intentionally entering into the wrong division is grounds for immediate disqualification without refund
- XIII. **Ring Size:** The size of the fighting & form rings will be clearly marked out prior to competition. The area will be approximately 15'x15'.
- XIV. **Restarting a Form:** Under black belts should be allowed to start his/her form over. A point deduction of ½ may be deducted as judicators see fit. Black Belts should bow out and take a 0 score upon a memory-lapse, etc.
- XV. **Number of Judges:** A best effort will be given to allow five judges in each division. If it is not possible to have five judges per division, three judges will be utilized.
- XVI. **Center Judges:** Center judges are in charge of their ring! They should speak loudly so that everyone can hear. Center judges, if you get a late flag, a wrong flag or a late form or kata score, it will still be counted. Center judges shall not center if their student is sparring. All judges should move around the ring and **only** call what they see not what they hear.
- XVII. **Wrong Division:** If a competitor competes in a division he/she does not qualify to compete in, he/she will be disqualified.