

PKC TOURNAMENT RULES

(Revised 1/2008)

KATA/SELF-DEFENSE/WEAPONS

Once a division has been started in and the first Competitor begins, anyone showing up after this point will be considered late. Late entry will be written on their card and a .30 will be deducted from their score by Scorekeeper and will compete next.

KATA: A Player must perform Kata in order to be eligible to place in division even if there is only one Competitor for said division.

WEAPONS: A Player must perform with weapon in order to be eligible to place in Weapons division even if there is only one Competitor for said division. Weapons such as Bo/Staff, Kama, Nunchakas must be made of solid material, not hollow. Staff/Bo must be at minimum size of competitor, maximum size of Staff/Bo will be 6 ft. high. Competitors that are over 6 ft. tall may use 6 ft. Staff/Bo. Penalty for using under sized Staff/Bo or hollow weapons will be **DISQUALIFICATION**.

SELF-DEFENSE: A Player must perform Self-Defense with attackers in order to be eligible to place in Self-Defense division even if there is only one competitor for said division.

**** MAXIMUM** Two (2) Minutes Self-Defense Routine.

******Both the attacker and the defender all belt ranks will wear headgear for safety.

******In Self Defense the techniques should be used to subdue or neutralize your opponent to the point of submission. No other techniques may be used. Once you have disarmed an opponent that has attacked you with a bladed weapon or gun you may NOT turn the weapon back on your opponent.

******The Center Judge (Referee) will instruct the scorekeeper to deduct .30 off competitors score in the case of "overkill" or if a competitor turns a bladed weapon or gun back on the attacker.

******The concept of Self Defense is to defend, disarm, and subdue "not to kill, maim, or mutilate.

3. JUDGE THE PERFORMANCE OF THE COMPETITOR, NOT THE STYLE OR YOUR VERSION OF THE KATA THEY ARE DOING.

SCORING RANGE FOR KATA, WEAPONS & SELF DEFENSE

7.00 TO 10.00 using an 8.50 as an average. Judges will add to or deduct from average score based upon the following criteria: Power, Balance, Focus, Execution Concentration and Control.

4. At no time can there be 2 or more Judges from the same school on a Kata or Self-Defense board if they have students in that Division.

5. One Adult Brown or Red Belt may be used on each board if there are not enough Black Belts. Brown & Red Belts may not be used for Black Belt Divisions. Junior Black Belts 15-17 years old may judge any youth division under Black Belt.

6. In the event of a *TIE* for first place the tied competitors will run again. A Competitor may run the same Kata or one of their choice (with the exception of Black Belts. Black Belts must run different Kata) Competitors will only be judged on the second performance for an award. If there are only two Competitors tied, a show of hands will determine the winner. If more than two Competitors, all Competitors that are tied must be scored. In the event of a *TIE* for 2nd through 4th place add in low score to break tie; if still tied add in high score; if still tied have run off.

7. ORDER OF COMPETITION: The Head Referee or Coordinator will gather the Competitor entry slips, shuffle them & have the Competitors pull the first three. The Referee will give the first three (3) entry slips to the scorekeeper and then the remaining slips. No penalty for all youth novice divisions first time, .1 deduction and Disqualification for the 3rd .

8. A competitor that forgets their form may request to start over. Scorekeeper will deduct .1 point from score; if forgotten twice, competitor will be *DISQUALIFIED*.

9. Black Belt Weapons Division: If a Competitor drops his/her weapon they are *DISQUALIFIED*. Kyu ranks may ask to start over with a .10 deduction from Scorekeeper.

10. Promoters may *NOT* assist Students competing in Self-Defense Divisions.

11. In Self-Defense, all attackers and defenders all belts *MUST* wear head gear.

SPARRING:

A Competitor must be able and capable to compete in order to register to compete in

tournament. If a person is injured in a Kata or Self Defense Division and not able to compete in Sparring, they will receive no points and no place even if they are the only one in said division. A

Player must be able and capable to compete in order to receive points in *ANY* division. A Player that is injured during competition of the final four (4) places will receive a place and points.

Place will be determined by Referee and Head Arbitrator.

1. **SAFETY EQUIPMENT IS MANDATORY IN ALL DIVISIONS!!**

Soft Foam Head, Hand, & Foot Gear, Mouth Piece, and Groin Cup.

RECOMMENDED EQUIPMENT: Soft Shin Pads & Rib Guard

(Shin Guards *MUST* be foam dipped or cloth, *NO* Plastic Soccer pads!)

2. Jewelry or other objects that might endanger a competitor may not be worn.

3. Two minute matches

4. 1 point for kick, 1 point for punch

5. In ALL Divisions first person to get 5 points wins, or person that is ahead at the end of two minute round. If tied, first person to score wins. The promoter has the option to enforce the three (3) point mercy rule in all kyu fighting divisions only.

6. **TARGET AREAS:**

HEAD: Light contact in all divisions. Top and side only, back of the head is not a legal target area.

FACE MASK AREA: NO CONTACT below Adult Brown Belt Division.

LIGHT CONTACT in Adult Brown & Black Belt Divisions. CHEST, RIB CAGE,

ABDOMINAL AREA, KIDNEY: Light to moderate contact must be made to score a point.

GROIN: Controlled contact in all intermediate, advanced and Black Belt Adult divisions only. Groin point is a promoters option.

7. **NO CONTACT MEANS NO CONTACT!**

The first time contact is made to the face it will result in a point for your opponent; and each Lt contact after will result in a point.

8. **LIGHT CONTACT:** Means no penetration or visible movement of the

opponent as a result of the technique.

9. MODERATE CONTACT: Means slight penetration or slight movement of target. Moderate contact to the face in Under Brown Belt Adult divisions will result in *DISQUALIFICATION!*

Moderate contact to the face in Brown Belt Adult & Above divisions will result in a point to your opponent.

10. EXCESSIVE CONTACT: Non-controlled technique and/or snapping back of a competitor's

Head will result in *DISQUALIFICATION!!*

11. SWELLING, REDNESS, OR BLEEDING: If this is caused by a punch or kick or aggressive act by your opponent, opponent will be *DISQUALIFIED!* Act must be seen by majority of Judges or Center Judge can rule by themself.

12. UNSPORTSMANLIKE CONDUCT: If you are disqualified due to any form of unsportsmanlike conduct, you will receive *NO POINTS AND NO AWARDS!*

13. GRABS: Grabbing the uniform top or pants & grabbing or trapping a kick is allowed for one (1) second to facilitate scoring on the opponent.

14. GROUND FIGHTING: A Competitor may drop to the ground to execute a technique. A Competitor on the ground may score or be scored upon. Competitors will be given three (3) seconds. Stomps to the body are allowed as long as one foot is on the ground. Stomps to the head are a foul.

15. SWEEPS: Sweeps are allowed only boot to boot of the front leg to break an opponents' balance

(NO TAKE DOWNS OR REAR LEG SWEEPS. NO LEG CHECKING)

16. BYE: First Round Bye System will be used. All Players will be eligible for a bye.

(Example: Three Players report for said division. Two Players are from the same school- one from another school. All three will be eligible for the bye. After the bye is drawn every effort will be made to keep Competitors from the same school from fighting each other.

17. YOUTH DIVISIONS-Oversized Youths that are extremely big for their age may be moved into the next age bracket. This may be done with the consent of the Student's Instructor and majority of Promoters. (A portion of competition fee will be refunded if Instructor refuses the move)

18. PROTESTS: Protests of improper match-ups must be made before the first round begins. A competitor, Parent or Instructor may *NOT* protest a judgment call. You may protest a rule violation, if done in a respectful manner.

Protests must be made during or at the end of a match before the next bout has begun. The Tournament Arbitrator or Director has the final say. **To Protest**, you must contact the Scorekeeper. Scorekeeper will raise a Yellow Flag & contact the Referee.

19. LATE ENTRY: Once a division has started, there will be no late entry.

20. A Competitor may request the removal of one official before the division has begun. The removal rests upon the decision of the Arbitrator or Tournament Director.

21. The CENTER REFEREE may issue a penalty point for contact without a majority vote of judges. He may also issue a disqualification for excessive contact or unsportsmanlike conduct. A Referee may issue a penalty point if a Player is fouled. A referee may not referee his or her student. He/She may be a Corner Judge.

22. FOULS: *Dropping to the ground to avoid fighting--*HEADBUTTS--*HAIR PULLING--*BITING--*SCRATCHING--*THROWS--*BASE LEG SWEEPS--*STOMPS TO THE HEAD--*JUMPING ON A DOWNED OPPONENT--*KICKS TO THE LEGS--*BLIND TECHNIQUES--*OPEN HAND TECHNIQUES TO THE FACE--*SLAPPING--*PUNCHING OR KICKING THE SPINE--*STRIKING THE BACK OF THE NECK OR THROAT --*USING ELBOWS OR KNEES--*RUNNING OUT OF THE RING--*STEPPING OUT OF BOUNDS--*PUSHING OPPONENT OUT OF BOUNDS (IF A PLAYER HAS BEEN KICKED OUT OR PUNCHED OUT OF BOUNDS, THERE IS NO FOUL.)--*FAKING AN INJURY--*LEG CHECKING--*RINGSIDE COACHING. This will result in a one (1) point penalty for each infraction called.

If a Referee decides that a foul was committed that was intended to hurt or maim the opponent, he/she will disqualify the person who commits the foul due to unsportsmanlike conduct.

23. A PLAYER IS OUT OF BOUNDS when any part of his/her body touches the out of bounds line. A Player may not be scored on while out of bounds.

24. BLACK BELT MENS SPARRING COMPETITORS MUST WEIGH IN:

25. (Light Wt: up to 164.9) (Heavy Wt: 165 and above)

(Light Wt: Up to 149.9) (Middle Wt: 150-174.9) (Heavy Wt: 175 & Above)

25. Coaching is **NOT** allowed. The *PENALTY* for coaching is One (1) Point to the opponent. A player may be disqualified if coaching continues. The Referee has the final say.

26. To score a point, techniques must be focused, snapped, controlled and with proper balance.

Open Hand Back Fist *WILL NOT score a point.*

Slapping Techniques to the head or body *WILL NOT score.*

Unbalanced Techniques *WILL NOT score.*

27. Competitor **MUST** compete in his/her age and rank division. If he/she is competing in the wrong division he/she will be *DISQUALIFIED!*

GRAPPLING EVENTS:

Promoters must use wrestling mats or Swain Zebra mats for event.

**THESE RULES ARE SET FOR THE SAFETY & EQUAL
FAIRNESS FOR THE COMPETITOR.**

PLEASE KNOW THE RULES! AND FOLLOW THEM!!

INSTRUCTORS & COMPETITORS

MAKE SURE YOU KNOW AND UNDERSTAND THE RULES!

IGNORANCE WILL NOT BE GROUNDS FOR PROTEST!

GENERAL

RULES:

1. All Competitors must wear clean regulation Karate or Kung Fu Uniform.
2. Spectators are not allowed on competition floor at any time.
3. A Judge or Referee may at NO time judge or center for his or her own son or daughter.
4. A Competitor will be disqualified if found competing in the wrong division.
5. Birth Certificate will be required if child's age is protested.
6. YOUTH DIVISIONS ARE DIVIDED INTO:

NOVICE White/yellow/blue/orange and green 1 1/2 years & under

ADVANCED Purple/Red/Brown over 1 1/2 years

NOVICE White/Yellow/Orange No More Than 1 Year Training.

INTERMEDIATE Blue/Green/Purple From 1 To 3 Years Training

ADVANCED Brown/Red 3 or More Years Of Training.

7. GIRLS SPARRING DIVISIONS ARE DIVIDED INTO:

NOVICE

Ranks Green & Below

Up To 1 1/2 Years In Training.

ADVANCED

Purple And Above

More Than 1 1/2 Years In

Training.

8. DISQUALIFICATION: A Player will be **disqualified** if a **Parent** or **Instructor** or **fellow Student** or the **Player himself exhibits unsportsmanlike conduct.**

Disqualification will also include the following: the use of excessive contact, disrespect to officials, excessive coaching, throwing equipment, foul language, uncontrolled temper, acting and theatrics in trying to draw a contact point.

IF DISQUALIFIED IN THE FINAL 4, POINTS & TROPHY WILL BE AWARDED, BUT IF DISQUALIFIED FOR UNSPORTSMANLIKE CONDUCT NO POINTS OR TROPHY WILL BE AWARDED.

9. WEAPONS: The Center Referee should check all weapons to ensure they are safe.

10. **SPECTATORS ARE PROHIBITED ON THE COMPETITION FLOOR !!**

Spectators may be fined or ejected from Tournament Site or both for unsportsmanlike conduct, foul language, standing behind Scorekeepers, illegal protests, OR FOR BEING IN COMPETITION AREA.

11. A Competitor, Parent or Black Belt can be suspended from tournament competition for unsportsmanlike conduct, depending on the severity of the infraction.

If a Player is disqualified for unsportsmanlike conduct, they will receive NO PKC POINTS or AWARDS for that day. They also can be suspended from any future competition. A Parent or Black Belt showing disrespect or unsportsmanlike conduct can also have their child or student disqualified and/or suspended from tournament competition due to their behavior.

COMPETITOR POINTS for Grand Champion awards:

1st Place = 4 Points; 2nd Place =3 Points; 3rd Place = 2 Points; 4th Place

= 1 Point.

REFEREES & JUDGES: We ask that you please wear your Uniforms while judging.

INSTRUCTORS:

The majority of our Youth Divisions are divided into NOVICE, INTERMEDIATE, and ADVANCED.

Please fill out a Rank Division Form. This will help us to ensure your student is competing in the correct division.

JUDGE/REFEREE CALLS

- 1) "NO SEE": Put Hand in Front of Eyes
- 2) "NO POINT": Cross Arms
- 3) "CLASH": Put Both Fists Together
- 4) "POINT": Point To The Person Getting Point
- 5) "PENALTY POINT": Point To The Ground At The Person Who Was

Fouled

- 6) "CONTACT POINT": Fist In Hand Point To Person Who Was Hit
- 7) "EXCESSIVE CONTACT":Fist In Hand Point To Person Who Was Hit

While Making A Circle.

Points Are Accumulative - meaning....

Judge "A" calls a point for Red Player

Judge "B" calls a contact point for Red Player

Center Referee calls "NO SEE"

Player Red Gets a Point. Two out of the Three judges called for point for

Red.