



PKC REGION 3 + 4 TOURNAMENT RULES

(Revised 5/2018)



General Rules

1. All Competitors must wear clean regulation Karate or Kung Fu Uniform, no T-shirts.
2. Spectators are not allowed on the competition floor at any time, spectators include black belts that are not judging.
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. All competitors must have their own equipment to compete, competitors who do not have their own equipment can be disqualified.

7. YOUTH DIVISIONS ARE DIVIDED INTO:

NOVICE

7th Kyu – 10th Kyu

< 1 year of training

(Lower 1/3 of system)

INTERMEDIATE

6th Kyu – 4th Kyu

1-3 years of training

(Middle 1/3 of system)

ADVANCED

3rd Kyu – 1st Kyu

> 3 years of training

(Upper 1/3 of system)

8. ADULT KYU DIVISIONS ARE DIVIDED INTO:

NOVICE

5th Kyu – 10th Kyu

Up to 1 ½ years in training

ADVANCED

4th Kyu – 1st Kyu

1 ½ years of more in training

9. **DISQUALIFICATION:** A player will be disqualified if a Parent of Instructor of Fellow student or 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 DISQUALIFICATION IN THE FINAL 4, POINTS AND TROPHY WILL BE AWARDED, BUT IF DISQUALIFIED FOR UNSPORTSMANLIKE CONDUCT NO POINT OR TROPHY WILL BE AWARDED.**

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

11. **SPECTATORS ARE PROHIBITED FROM COMPETITION FLOOR.**

SPECTATORS MAY BE FINED OR EJECTED FROM TOURNAMENT SITE OR BOTH FOR UNSPORTSMANLIKE CONDUCT, FOUL LANGUAGE, STANDING BEHIND THE SCOREKEEPERS, ILLEGAL PROTESTS, OR FOR BEING IN COMPETITION AREA.

12. 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 further 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. This decision may be made by the Arbitrator, Tournament Promoter, Regional Director or any of his officers.

KATA / SELF-DEFENSE / WEAPONS

LATE ENTRY

SPECIAL NOTE: Once a division has been bowed in and the first Competitor starts, 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.

1. **KATA or WEAPONS:** A Player must perform Kata in order to be eligible to place in a division even if there is only one (1) Competitor.
2. **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 Staff/Bo will be 6ft tall. Competitors over 6ft tall may use a 6ft Staff/Bo. Penalty for using undersized Staff/Bo or HOLLOW weapons will be **DISQUALIFICATION**.
3. **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 (1) Competitor for said division.
 - MAXIMUM Two (2) Minute Self Defense Routine.
 - The concept of Self Defense is to defend, disarm, and subdue “Not to Kill, Maim, or Mutilate.”
 - In Self Defense the techniques should be used to Subdue or Neutralize your opponent to the point of submission. No other technique may be used. Once you have disarmed an Opponent that has attacked you with a weapon you may not turn that weapon on the Opponent, turning the weapon on the attacker will result in DISQUALIFICATION.
 - The Center Referee will instruct the Score Keeper to deduct .30 off Competitor’s total score in the case of “overkill”

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

4. SCORING RANGE FOR KATA, WEAPONS & SELF DEFENSE

<u>KYU RANKS</u>		<u>BLACK BELTS MAY USE</u>
8.50 – 8.60	for 5 or less competitors	9.50 – 9.60 for 5 or less competitors
8.50 – 8.70	for 6-10 competitors	9.50 – 9.70 for 6-10 competitors
8.50 – 8.80	for 11-15 competitors	9.50 – 9.80 for 11-15 competitors
8.50 – 8.90	for 16+ competitors	9.50 – 9.90 for 16+ competitors

Judges will add or deduct based upon the following criteria: Power, Balance, Focus, Execution, Concentration and Control.

5. A Judge may also issue a -.10 for presentation or appearance.
6. At no time can there be two (2) or more Judges from the same school on a Kata, Weapon, or Self Defense board if they have Students in that Division. One Adult Brown or Red Belt may be used on each board if there are not enough Black Belts OR (1) 15-17 Jr Black Belt.
7. 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 a different Kata). Competitors will only be judged on the Second performance for an award. If there are only two (2) Competitors tied, a show of hands will

determine the winner. If more than two (2) Competitors, all Competitors that are tied **MUST** be scored. In the event of a TIE for 2nd 3rd or 4th Place ADD in the low score to break the tie; if still tied ADD in high score; if still tied have a run off.

8. ORDER OF COMPETITION: The Center Referee or Coordinator will gather the Competitor entry slips, shuffle them and have the competitors pull the **FIRST THREE**. The Referee will give the first 3 entry slips to the Scorekeeper and then the remaining slips.

9. A Competitor that forgets their Form may request to start over. Scorekeepers will deduct .1 from score; if forgotten twice, Competitor will be **DISQUALIFIED**.

10. Black Belt Weapons Division: If a Competitor drops his/her weapon they are **DISQUALIFIED**. Kyu ranks may ask to start over with a .1 deduction by the Scorekeeper.

11. Promoters may **NOT** assist Students competing in Self Defense divisions

12. In Self Defense, all Competitors and Attackers **MUST** wear head gear.

SPARRING

Note: A Competitor must be able and capable to compete in order to register to compete in said 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 & no place even if they are the only one in said division. A Player that is injured during the competition of the final four (4) places will receive a place and points.

Place will be determined by Center Referee and Head Arbitrator.

1. SAFETY EQUIPMENT IS MANDATORY IN ALL DIVISIONS!!

Soft foam or Vinyl: Head, Hand, & Foot Gear (fingers/toes must be covered but not necessarily enclosed), Mouth Piece, and Groin Cup. Shin Guards **MUST** be Foam Dipped or Cloth. **NO** Plastic Soccer Pads, Leather gloves, or heavy bag or boxing gloves.

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

3. Two (2) minute matches. **Note: PKC4 Tournament promoters: choice of 3-point spread**

4. One (1) point for kick, One (1) point for punch. **(mercy rule)**

5. In ALL divisions first person to get five (5) points wins, or Person that is ahead at the end of (2) MINUTE ROUND. If tied, first person to score wins. **See note in #3 for PA rules.**

6. TARGET AREAS:

HEAD: Light contact in all divisions

FACE MASK AREA: NO CONTACT Below Adult Brown Belt Division. **Light Contact** in Adult Brown and Adult Black Belt

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

GROIN: Controlled contact in all intermediate, advanced & Black Belt divisions. Youth & Adult, ages 7 and above. No groin contact is allowed in 6 & under or novice divisions ages 7 and above.

7. NO CONTACT: MEANS NO CONTACT! The first time contact is made to the face it will result in a point for your opponent; the second time will result in **DISQUALIFICATION!**

- 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 Adult Brown Belt and Adult Black Belt will result in **DISQUALIFICATION**. Moderate contact to the face in Adult Brown Belt and Black Belt Divisions will result in a point to your Opponent.
- 10. EXCESSIVE CONTACT:** Non-controlled technique and/or snapping back of the Competitors head... **RESULTS IN DISQUALIFICATION!!**
- 11. SWELLING, REDNESS, OR BLEEDING:** If this is caused by a punch, kick or aggressive act by your Opponent, the Opponent will be **DISQUALIFIED!** Act must be seen by the **MAJORITY** of Judges or the Center Referee. Must be determined in 30 seconds of contact. Once a call is made **NO** recall is permitted.
- 12. UNSPORTSMANLIKE CONDUCT:** If you are Disqualified due to any form of Unsportsmanlike conduct you will receive **NO POINTS AND AWARDS!**
- 13. GRABS:** Grabbing the uniform top or pant & grabbing or trapping a kick is allowed for one second to facilitate scoring on the Opponent.
- 14. GROUND FIGHTING:** A Competitor may drop on 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 (1) leg is on the ground. Stomps to the head area a **FOUL**.
- 15. SWEEPS:** Sweeps are allowed only to the back of the front leg to break an Opponent's balance. **(NO TAKEDOWNS 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 (3) Players report for said division; two (2) Players are from the same school; one Player is from another school. All three (3) 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 DIVISION:** Oversize Youths that are extremely big for their age, may be moved into the next age bracket. This must be done with the consent of the Students Instructor and majority of Promoters (A portion of competition fee will be refunded if Instructor refuses the move.)
- 18. PROTESTS:** Protests of improper competitor match-ups must be made before the round begins. A Competitor, Parent, or Instructor may **NOT** protest a Judgement call. You may only protest a rule violation, if done in a **RESPECTFUL** manner. Protests must be made during or at the end of each match before the next bout begins. The Tournament Arbitrator or Director has the **FINAL** say. To Protest you must contact the Scorekeepers/Ring Coordinator. The Ring Coordinator will contact the Center Referee.
- 19. LATE ENTRY:** Once a division has **STARTED** there will be **NO LATE ENTRY**.

20. A competitor may request the removal of one (1) Official before the division has begun. The removal rest upon the decision of the Arbitrator or Tournament Director.

21. **THE CENTER REFEREE:** May issue a Penalty Point for excessive contact or unsportsmanlike conduct and if a player is fouled.

22. FOULS:

- *Dropping to the ground to avoid fighting
- *Striking the back of the Neck or Throat
- *Scratching & Throws
- *Stomps to the Head
- *Jumping on a downed Opponent
- *Blind Techniques Includes Cartwheel Kicks
- *Open hand techniques to the Face
- *Punching or kicking the Spine
- *Using Elbows or Knees
- *Head Butts
- *Biting
- *Base Leg Sweeps
- *Kicks to the Leg
- *Leg Checking
- *Slapping
- *Hair pulling
- *Faking an Injury
- *Running out of Bounds

(If a Player has been kicked out or punched out of Bounds there is no Foul)

*Ringside Coaching: If a Center 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. This is the touch the Line and you are out Rule. A Player may not be scored on while out of Bounds.

24. BLACK BELT MEN'S SPARRING COMPETITORS MUST WEIGH IN:

- *Light Weight: Up to 149.9 lbs.
- *Middle Weight: 150-174.9 lbs.
- *Heavy Weight: 175+ lbs.

25. **COACHING is not ALLOWED. The PENALTY for coaching is One Point to the Opponent. A Player may be Disqualified if coaching continues. The Center Referee has the FINAL say. PKC4: Coaching is allowed with coach's pass, promoters option.**

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, THE DIVISION THEY HAVE ACHIEVED THE HIGHEST RANK IN. Once you are a Black Belt, you cannot move down. Once you compete in a division higher than your skill level, you cannot move down. Once you have earned a rank, you cannot move down. 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 events.

REQUIRED EVENTS FOR ALL OHIO PKC TOURNAMENTS:

Sparring, Kata, Self Defense, Weapons, Chanbara

ADDITIONAL EVENTS:

Any Events that are not one of the 5 State Sanctioned Events will not begin until after ALL PKC Sanctioned events have been completed.

JUDGE / CENTER REFEREE CALLS

1. “NO SEE” – Put hands in front of eyes
2. “NO POINT” – Cross arms
3. “CLASH” – Put both fists together
4. “POINT” – Point to the Competitor getting the point
5. “PENALTY POINT” – Point to the ground of the Competitor 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 point for Red Player

Center Referee calls “NO SEE:

Red Player gets a point. Two out of three Judges called a point for red.

CHANBARA:

1. Chanbara matches will not be timed.
2. Chanbara matches will go to three (3) points; the first Competitor to reach three points wins.
3. Competitors must keep two hands on the sword while striking in order to receive a point.
4. The entire body is the target: arms, legs, head, and body; no points for striking the sword.
5. The sword is to cut the Opponent in order to receive a point, a stab MUST bend in order to receive a point.
6. ALL COMPETITORS MUST WEAR A FACEMASK IN ORDER TO COMPETE!
7. If a Competitor drops his / her weapon the match shall continue until break is called.
8. If a Competitor drops their weapon and the Opponent scores it should be judged this way.
9. The touch the line and you are out of bounds rule still applies.
10. Maximum Chanbara Sword total length is 40 inches.

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

PLEASE KNOW THE RULES & FOLLOW THEM

INSTRUCTORS & COMPETITORS, MAKE SURE YOU KNOW & UNDERSTAND THE RULES!

IGNORANCE WILL NOT BE GROUNDS FOR PROTEST!