

Scorekeeper & Timekeeper Rules

ALL PAPERS THAT CAME OUT OF THE ENVELOPE THIS PAPER WAS IN MUST BE PUT BACK IN THE ENVELOPE WHEN YOU (SCORE KEEPERS) LEAVE THE RING! DO NOT THROW AWAY ANY PIECE OF PAPER THAT COMES OUT OF THESE FOLDERS, EVERYTHING MUST BE PUT BACK IN THE ENVELOPES!

IF YOU HAVE A QUESTION ASK YOUR RING COORDINATOR OR CENTER JUDGE ASAP.

PARENTS, INSTRUCTORS, OR OTHER BLACK BELTS PROTESTS MUST BE MADE TO THE CENTER JUDGE ASAP. IT IS NOT YOUR JOB TO HANDLE A PROTEST!

IF YOU MUST LEAVE PLEASE NOTIFY YOUR RING COORDINATOR SO THAT A REPLACEMENT CAN BE FOUND BEFORE YOU LEAVE!

SPARRING RULES: This is where the MOST PROBLEMS OCCUR, please READ.

1. Matches must be timed.
2. Matches are two (2) minutes.
3. Time ONLY stops if the center judge directs you to "stop time."
4. At the end of two minutes throw something into the ring and call "time" so the center judge sees you.
5. Byes will be determined in the first round.
6. All competitors are entitled to the bye.
7. Try to keep competitors from the same school from fighting each other until the final 4.
8. When keeping track of points write the winner and loser clearly on the cards back.
9. If a bracket sheet is available use it to show winners and losers and score.
10. The score must be visible to the center judge.
11. The score goes to five (5) points.
12. Once five (5) points have been scored the match is over.
13. The match ends once 5 points have been scored or two minutes is up.
14. If the score is tied at the end of two minutes the next point scored wins.
15. Once the division has started there will be no late entry.

KATA/WEAPONS/SELF DEFENSE

1. Once the division has been bowed in and the first competitor starts, anyone showing up after that is late; a .30 deduction will be made by the SCOREKEEPER. They will be the next person up too.
2. The center judge will inform you of any deductions for overkill.
3. In the event of a tie for FIRST PLACE the tied competitors will run again. If there are only two competitors tied a show of hands will show the winner.
4. If there are more than two competitors tied they must run again and scores will be added to determine the order of placement.

THANK YOU FOR HELPING US RUN A SMOOTH TOURNAMENT!

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5. If there is a tie for 2nd, 3rd, or 4th place the tie will be broken by adding in the LOW score, if it is still tied then add in the HIGH score, if still tied have a run off.
6. The order of competition must be decided before competition begins.
7. Judges will show you scores.
8. One person reads them out loud.
9. The other writes them down on the competitor's card.
10. The LOW and the HIGH scores are dropped IF there are FIVE (5) JUDGES.
11. If there are not five (5) judges all three scores must be added.
12. The scores MUST be added TWICE while the competitors are competing.
13. DO NOT WAIT UNTIL ALL COMPETITORS ARE DONE TO ADD SCORES!
14. WAITING UNTIL THE END TO ADD SCORES WILL CAUSE A HUGE DELAY IN THE TOURNAMENT, WE WANT THE RINGS TO MOVE AS EFFICIENTLY AND ACCURATELY AS POSSIBLE.
15. The scoring range must be followed it is:

ALWAYS USE THE SCORING RANGE, IT WILL HELP ELIMINATE TIES!!!

5 competitors or LESS	8.50-8.60
6-10 competitors	8.50-8.70
11-15 competitors	8.50-8.80
16+ competitors or MORE	8.50-8.90

16. IMMEDIATELY NOTIFY THE CENTER JUDGE IF THERE IS A SCORE THAT IS NOT IN THE SCORING RANGE!

Example of a bye chart

# of Competitors	Number of Byes	# of first round matches	# of Competitors	Number of Byes
1	0	0	21	11
2	0	1	22	10
3	1	1	23	9
4	0	2	24	8
5	3	1	25	7
6	2	2	26	6
7	1	3	27	5
8	0	4	28	4
9	7	1	29	3
10	6	2	30	2
11	5	3	31	1
12	4	4	32	0
13	3	5	33	31
14	2	6	34	30
15	1	7	35	29
16	0	8	36	28
17	15	1	37	27
18	14	2	38	26
19	13	3	39	25
20	12	4	40	24

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