



PKC REGION 4 TOURNAMENT RULES

(Revised 7/2022)



General Rules

1. It is the responsibility of the competitor to have any and all necessary equipment for all aspects/events defined in this rulebook for PKC Region 4 Tournaments.
2. All Competitors must wear clean regulation Karate or Kung Fu Uniform, that should have sleeves; no T-shirts, unless official uniform.
3. Spectators are not allowed on the competition floor at any time, spectators include black belts that are not judging. Spectators should remain in the designated area for spectators throughout the duration of the tournament, they are not permitted to sit directly behind judges/scorekeepers or in the judges/scorekeepers chairs.
4. A Judge or Referee may at NO time judge or center for his or her family member.
5. A Competitor will be DISQUALIFIED if found competing in the wrong division.
6. Birth Certificate will be required if child's age is protested, valid photo identification for teen/adult competitors is suitable in place of Birth Certificate.
7. All competitors must have their own equipment to compete, competitors who do not have their own equipment can be disqualified.

8. YOUTH DIVISIONS ARE DIVIDED INTO:

NOVICE

1st 1/3 of Kyu Ranks
(Lower 1/3 of system)

INTERMEDIATE

2nd 1/3 of Kyu Ranks
(Middle 1/3 of system)

ADVANCED

3rd 1/3 of Kyu Ranks
(Upper 1/3 of system)

9. ADULT KYU DIVISIONS ARE DIVIDED INTO:

NOVICE

1st Half of Kyu Ranks
(Lower 1/2 of system)

ADVANCED

2nd Half of Kyu Ranks
(Upper 1/2 of System)

10. 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.**

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

12. 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. The Competition Area is defined as three feet from the perimeter of the competition rings and all of the area between any two rings.

13. 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 of 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.

14. All PKC Region 3 events will use square rings for Competition: Minimum size Ring is 15'x15' (for Youth 8 & under); Maximum Ring size is 22'x22'; Suggested is 18'x18'

15. No tournament will begin without the presence of trained and certified medical personnel. Medical personnel will remain at the event until its conclusion.

16. PKC Region 4 requires that all Center Referees are PKC Region 4 Rules Certified and have passed the examination with an exceptionally high mark.

17. The Center Referee is responsible for ensuring that all Division Sheets are properly completed prior to awards being presented. In the event that there was an error in the placements of the competitor, they must fix said error on the Division Sheet and give the competitors their correct placement.

18. The Division Sheet is the official record of placement for all divisions, what is recorded on it determines the points awarded for said division.

19. If a scorekeeper is related to a competitor in the ring that they are keeping score in, they should disclose that to the Ring Coordinator and Center Referee.

20. When in the opinion of the PKC Region 4 Director or any of his officers, it is necessary for the safety or fairness of competitors, these rules may be amended temporarily.

21. There are no refunds for any PKC Region 4 Event.

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**. In the event of a weapons break, the competitor may continue or restart, there is no penalty for restarting with a new weapon or continuing with the broken weapon.

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**, time begins when attacker and competitor bow to each other or when the first attack is presented. Penalty for going over 2-minute time limit is 3/10 deduction.
- **BOTH Competitor and Attacker(s) MUST wear headgear.** Mouthguard and cup optional.
- The concept of Self Defense is to defend, disarm, and subdue “Not to Kill, Maim, or Mutilate.” The criteria for Self Defense include: realism, balance, technique, power, and control; would it work?
- 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 3/10 off Competitor’s total score in the case of “overkill”
- In the instance that a competitor has to attack a fellow competitor for Self Defense in another ring, it is imperative that they stay in the ring that they are competing until they must go to attack the fellow competitor. Upon needing to leave, they should notify the coordinator or score keepers. If you are not present at your ring because you are waiting to attack someone else in Self Defense, you will be considered late if the division starts. **STAY IN YOUR ASSIGNED RING UNTIL YOU MUST LEAVE.**

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

*** With Uventex standard deviation may be implemented as well.**

Judges will add or deduct based upon the following criteria: Power, Balance, Focus, Execution, Concentration and Control. Kata will be judged on the performance of the competitor and not upon any judge’s system or the manner in which they think it should be performed. Judges in weapons divisions will take into consideration the degree of difficulty of the weapons.

- 5.** A Judge may in the case of extremely close competition use presentation and appearance (clean gi, belt tied correctly, etc.) to help decide in the judges scoring.
- 6.** Care should be taken to ensure there are not a majority of judges from one school or dojo 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 Kyu Rank Competitor that forgets their Form/Weapons Form may request to start over, with no penalty the first time, after that it is judged accordingly.
- 10.** Black Belt Weapons Division: If a Competitor drops his/her weapon from the time they enter the ring onward they are DISQUALIFIED.
- 11.** Black Belt Kata/Weapons Division: If a Black Belt or Junior Black Belt forgets their Kata or Weapons Kata, they are DISQUALIFIED.
- 12.** Promoters may **NOT** assist Students competing in Self Defense divisions
- 13.** In Self Defense, all Competitors and Attackers **MUST** wear head gear. Optional equipment include groin protector (cup) and mouthpiece.

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 SPARRING DIVISIONS!!**
Soft foam or Vinyl: Head, Hand, & Foot Gear (fingers/toes must be covered but not necessarily enclosed), Mouth Piece, and Groin Cup. Recommended Gear: Shin Guards **MUST** be Foam Dipped or Cloth. **NO** Plastic Soccer Pads, Leather gloves, heavy bag, boxing gloves or Ringstar shoes.
- 2.** Any gear that has excessive tape or is deemed unsafe to the ring coordinator or the arbitrators shall not be used.
- 3.** Jewelry or other objects that might endanger a Competitor may not be worn.
- 4.** Two (2) minute matches, time is only stopped when the Center Referee instructs the timekeeper to “stop time”
- 5.** One (1) point for kick, One (1) point for punch.
- 6.** 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.
- 7.** In the event that a corner judge mistakenly calls the wrong way, they may retract their call, but no recall is permitted prior to the match beginning again.
- 8. TARGET AREAS:**
HEAD: Light contact in all divisions
FACE MASK AREA: NO CONTACT Below Adult Advanced Divisions. **Light Contact** in Adult Advanced, Adult Black Belt, and 13-17 Junior 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 & Black Belt divisions. Youth & Adult, ages 7 and above. No groin contact is allowed in 6 & under or novice divisions ages 7 and above. *Groin may be treated like face contact with a halo and controlled technique.

9. 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!**

10. LIGHT CONTACT: Means no penetration or visible movement of the opponent as a result of the technique.

11. MODERATE CONTACT: Means slight penetration or slight movement of target. Moderate contact to the face in Under Adult Advanced and Adult Black Belt will result in **DISQUALIFICATION**. Moderate contact to the face in Adult Advanced and Black Belt Divisions will result in a point to your Opponent.

12. EXCESSIVE CONTACT: Non-controlled technique and/or snapping back of the Competitors head... **RESULTS IN DISQUALIFICATION!!**

13. 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.

14. UNSPORTSMANLIKE CONDUCT: If you are Disqualified due to any form of Unsportsmanlike conduct you will receive **NO POINTS AND AWARDS!**

15. GRABS: Grabbing the uniform top or pant & grabbing or trapping a kick is allowed for one second to facilitate scoring on the Opponent.

16. 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**.

17. 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)**
MUST BE BOOT TO BOOT AND THE COMPETITOR WHOM IS EXECUTING THE SWEEP IS RESPONSIBLE FOR THE SAFETY OF THE COMPETITOR THAT IS FALLING TO THE GROUND.

18. AN UNCONTROLLED SWEEP MAY RESULT IN A PENALTY POINT

19. AN UNCONTROLLED SWEEP THAT RESULTS IN ANY TYPE OF EXCESSIVE FORCE OR IMPACT WILL BE CONSIDERED EXCESSIVE FORCE AND MAY RESULT IN DISQUALIFICATION (JUDGEMENT CALL)

20. 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.

21. 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.)

22. 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.

23. LATE ENTRY: Once a division has **STARTED** there will be **NO LATE ENTRY**.

24. 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.

25. THE CENTER REFEREE: May issue a Penalty Point for excessive contact or unsportsmanlike conduct and if a player is fouled as well as disqualify for excessive contact or unsportsmanlike conduct without verification from the corner judges.

26. 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 (Cartwheel Kicks/Spinning Backfist)

*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**.

27. FOULS BOTH WAYS OF THE SAME DEGREE WILL OFFSET, RESULTING IN NO POINT. IF ONE IS OF A HIGHER DEGREE (EXCESSIVE CONTACT VS. LOW KICK) THE ONE OF HIGHER DEGREE WILL BE ENFORCED.

28. TWO (2) FACE CONTACT FOULS RESULT IN DISQUALIFICATION

29. THREE (3) PENTALTIES OF ANY COMBINATION RESULT IN DISQUALIFICATION

30.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.

31. 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.

32. 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 OR Ring Coordinator has the FINAL say.

33. 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

34. 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!

CHANBARA:

1. Chanbara matches will be timed, 2-minute maximum running time.
2. Chanbara matches will go to five (5) points; the first Competitor to reach five 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, body, fingers, and toes; no points for striking the sword.
5. The sword is to cut the Opponent in order to receive a point, requirements for an effective score shall be proper form, control, speed, attitude, correct distance, and proper timing.
6. A stab MUST bend in order to receive a point.
7. All verified scoring techniques shall receive one (1) point.
8. ALL COMPETITORS MUST WEAR A HEADGEAR WITH A FACEMASK IN ORDER TO COMPETE! OPTIONAL EQUIPMENT INCLUDE: MOUTH GUARD AND GROIN PROTECTOR
9. If a Competitor drops his / her weapon the match shall continue until break is called.
10. If a Competitor drops their weapon and the Opponent scores it should be judged this way.
11. The out of bounds rules are the same as in Sparring for running out and fighting out.
12. The touch the line and you are out of bounds rule still applies.
13. Maximum Chanbara Sword total length is 40 inches, from end to end; providing it is from an approved manufacturer and of sufficient quality for use.
14. Prohibited acts which result in a penalty point being awarded to your opponent include; any deliberate attempt to hit an opponent with any disregard for competitor safety such as striking with the handle of, the weapon, grabbing an opponent's weapon to keep him/her from making an attack, and going out of bounds without being pushed, shoved or propelled out.

EVENTS FOR PKC TOURNAMENTS:

Sparring, Kata, Self Defense, Weapons, Chanbara

ADDITIONAL EVENTS:

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

GRAPPLING EVENTS:

Promoters must use Wrestling Mats or Swain Zebra Mats for events.

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” or “DISQUALIFICATION” – Fist in hand, point to person who was hit while making a circle

EXAMPLE #1:

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 Player.

EXAMPLE #2:

Points are Accumulative – MEANING...

Judge “A” calls a penalty point for Red Player

Judge “B” calls a contact point for Red Player

Judge “C” calls a point for White Player

Judge “D” calls a point for White Player

Center Referee calls a point for Red Player

Red Player gets a point. Three out of the five Judges called a point for Red Player.

Judge/Referee calls are accumulative, as shown in Example #2; calls need not match, just all be for the same Player.

**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!

All relevant information regarding tournaments will be posted to the PKC Region 4 Webpage