



Karate

Age Division: Division is determined by age as of January 1, 2012.

Junior - Age 4-12

Junior Adult - Age 13-17

Adult - Age 18-34

Senior - Age 35-over

Schedule:

Saturday, June 9

8:00 AM - 9:00 AM Check- in

9:00 AM.- 2:00 PM Competition 17-under

2:00 PM - 6:00 PM Competition Adult classes

Events:

1. Kata
2. Weapons
3. Creative or Musical Kata
4. Board Breaking
5. Sparring
6. Self Defense
7. Padded Weapons

Rules:

1. All contestants will be in Karate or Kung Fu uniform in good repair.
2. Male and female contestants will compete against each other, with the exception of sparring.
3. Safety is the major concern in all events.

Please Note: Some events may be consolidated on the basis of participation.

FORMS

FINAL DECISIONS- Made only by the Rules Arbitrator.

UNIFORM- Player must wear a traditional or sport karate uniform with no foul language on it. T-shirts as a part of a school uniform are allowed in Chinese (soft style) divisions only. The top may be removed during the performance if appropriate for the division.

BELT RANK- Must Compete with the proper color belt worn for the division he/she is competing in and at the same rank in all divisions.

STYLE- Must Compete in the proper style division for the form which is being performed.

SEQUENCE- Luck of the Draw

AVAILABILITY- When the division has been declared closed and/or the charting has started, no late entries are accepted

TIME LIMIT- Up to three (3) minutes per performance is allowed from the time the player enters the ring or when any player's music is started, which ever is first.

RESTARTS- Competitors receive no penalty for the first restart.

MUSIC PLAYER- Unless provided by the promoter, the competitor must provide their own music player and someone to run it.

SCORING RANGE- Underbelts 5-8 (average 6.5) with five (5) Judges or underbelts 7-8 (average 7.5) with three (3) Judges. Finals scoring will be 9.95-10.

TIES- Both players compete again with the same or a different form (finals winners are determined by the Judges' show of hands). Second ties are broken by a show of hands.

WEAPONS

PROCEDURE- (same as forms).

SPECEFICATIONS- Weapons must be authentic to martial arts and must be protected from sharpness.

TIME LIMIT- Up to three (3) minutes per performance is allowed from the time the player enters the ring or when any player's music is started, which ever is first.

SELF DEFENSE

PROCEDURE- (same as forms exceptions)

PROPS- Only people and weapons can be used as props in traditional. No other props, music or skit dialogue in traditional. Props, music, dialogue and skills are allowed in contemporary (Choreographed fighting).

TIME LIMIT- Up to three (3) minutes per performance is allowed from the time the player enters the ring or when any player's music is started, which ever is first.

SPARRING

SAFETY EQUIPMENT- Mouth piece, groin cup (males), hand, foot, and head gear is required. Cups cannot be worn outside the uniform.

TIME LIMIT – Up to two (2) minutes running time.

TIME OUT- A player or coach can call one (1) time out per match for up to ten (10) seconds when play is already stopped.

SCORING AREAS-

1. Head, face ribs, chest, abdomen, groin and kidneys
2. All ranks must use either light or no contact (the individual player's option) to score to head scoring areas (and the groin if it is a scoring area); and light or moderate contact to score to body scoring areas.

SCORING- One (1) point for hand and kicking techniques, two (2) points for head and spin kicking techniques and three(3) points for spinning head kicks and spinning aerial kicks. (Kicks are only one point when either player is downed.)

NUMBER OF POINTS TO WIN- The player with the most points after two (2) minutes playing time or a ten (10) point or more spread.

JUDGING ERROR- a Judge making an admitted error may immediately change the error before the next play is started.

TIES- Result in sudden death overtime.

INJURY- The Center Referee or the medical Personnel may prohibit a player from continuing due to injury.