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Kyu Fest Tournament

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Competition Rules

United Southern Isshinryu Karate – KYU Fest Tournament

Rules of Competition

The rules below were designed and published with the interests of safety and fair play in mind. It is the responsibility of every competitor to read and understand these rules. While many of these rules were borrowed from contemporary competition rules, this event is not sanctioned or aligned by any of the common competition bodies, (i.e. NASKA, NBL, AAU, or WKF). Any competitor which does not agree with the rule stipulated below may opt to not register, but once registered is not entitled a refund in part or in whole. If any rule prevents a competitor from being able to compete he or she will not be entitled to any refund. This event is an exclusive invitational event for students of Isshin Ryu Karate, and without prejudice to other systems or styles which students may train in, competitors will be judged by the standards which define our system.

- I. **Divisions:** The tournament organizers reserve the right to adjust divisions in order to provide participants with a competitive event. This may involve dissolving smaller sub-divisions and moving participants up with higher ranks or older groups, or splitting larger ungainly groups to smaller more manageable one.

- I.1. Rank Divisions

- I.1.1. Beginner – (White, Yellow, Orange)

- I.1.2. Intermediate – (Green, Blue, Purple)

- I.1.3. Advanced – (Brown)

- I.2. Competitive Divisions

- I.2.1. Basics (white belt kids only)

- I.2.2. Kata

- I.2.3. Kumite (Sparring)

- I.2.4. Kobudo (Weapons Kata) (brown belt only)

RULES

2. **General Conduct and decorum**

- 2.1. **Uniforms** – All competitors must wear a traditional karate uniform and may not be what is considered a demo uniform, sports uniform, uniform of another system, street clothes or other customized specialty uniform.
 - 2.2. **Respect/Sportsmanship** – it is considered to be understood that all competitors will conduct themselves with the discipline and demonstration of respect toward fellow competitors, judges, instructors, volunteers and spectators. It is within the discretion of the organizers to disqualify any competitors from competition which blatantly demonstrates disrespect through poor sportsmanship, or verbal or physical abuse. Competitors which are disqualified for any reason are not entitled to a refund.
 - 2.3. **Timeliness** – Competitors should be at their ring when their division begins. The competition will be setup in such a way that most all competitors will compete in the same ring for the

duration of the event. Since most divisions will not overlap there should be no reason for a competitor to not be at their assigned ring. If a competitor must leave the ring area, they should first check in and let the scoring table know. How long a division waits will be determined by the head judge for that ring.

- 2.4. **Challenging rulings** – is not allowed. You as a competitor, parent, or instructor may not openly challenge a ruling directly. If there is a question pertaining to the manner in which a rule was exercised; then the concern should be addressed to an arbitrator or Master. If the ruling was made by a Master, an arbitrator must be requested. Video replays will not be allowed to be presented.
3. **Basics Division:** The Basics division is intended for white belt youth competitors who have not yet adequately learned their kata, in order to compete in the kata division. The purpose of this division is to inspire newer students to learn to prepare and achieve as well as get past the anxiety of the first competition.
 - 3.1. **Required Techniques:**
 - 3.1.1. Competitors will be instructed ringside as to the exact techniques that they will be required to perform. Likely scenario will be 2 hand techniques and 2 kicks one time on each side. These will be basic techniques.
 - 3.2. **Scoring :**
 - 3.2.1. Competitors will receive comment scores (i.e. great, unbelievable, awesome, etc.)
4. **Kata Division:** As this is an all Isshin Ryu tournament, kata performance will be limited to: *Seisan, Seiunchin, Naihanchi, Wansu, Chinto, Sanchin, Kusanku & Sunsu*. No modifications are allowed, but variations as taught in your dojo are permitted without prejudice however no gymnastic or acrobatic movements.
 - 4.1. **Presentations/Introductions** – are encouraged, but not required
 - 4.2. **Rank Appropriate Scoring** – As each kata corresponds with different rank levels and students at each level should have an increasing proficiency with older kata, the score will reflect the level of difficulty, which it presents to the competitor. In relationship to the degree of execution (i.e. *A brown belt performing Seiunchin will have higher expectations to perform that kata flawlessly, than one who is performing Kusanku*) However, this should not be a primary focal point of the score it should be utilized moreover when weighing out the merits of two closely performed kata.
 - 4.3. **Restart** – A competitor may restart their kata once if necessary, but will be assessed a **mandatory Half Point (.5) deduction** from the judges final **total** score by the scorekeeper.
 - 4.4. **Non-completion** – if after the second attempt the competitor is unable to complete the kata or the competitor stops before completing at least half the kata, and chooses to bow out, they will not be given a score.
 - 4.5. **Judging Standards and Ring Set up**
 - 4.5.1. Each ring should be manned by 5 judges
 - 4.5.1.1. If the ring can not be manned by 5 judges then 3 judges will be used
 - 4.5.2. Each Ring should be assisted by 1 Score keeper

- 4.5.3. Each Ring should be equipped with:
- 4.5.3.1. Kata Stats Sheet for each division.
 - 4.5.3.2. Pencils
 - 4.5.3.3. Calculator
 - 4.5.3.4. A “Judges” copy of the rules.
- 4.6. **Judging criteria** – Kata are judged on – Technique, Power, and Spirit.
- 4.6.1. Because of variations in teaching styles competitors will not suffer deductions for additions or deletions from a kata if it is the way the kata is taught in their dojo; but rather on execution of the techniques demonstrated. Judges may at their discretion, ask about bunkai (application) to determine whether the “error” they saw reflected skill or intention.
 - 4.6.2. In most cases we will attempt to have 5 judges in each ring
 - 4.6.2.1. When 5 judges are used the Highest & Lowest scores will be eliminated
 - 4.6.2.2. In the event of a tie the LOWEST score will be added back in. If there continues to be a tie, the HIGHEST score will be then added. If a tie still remains, then the tied competitors will perform their kata a 2nd time and be rescored.
5. **Weapon Kata:** As this is an all Isshin Ryu tournament, kata performance will be limited to: *Tokumine no kun, Urashi no Kun, Shishi no kun, Kusanku no sai, Chatanyara no sai, Hama higa no tonfa*. As in hand kata, no modifications other than dojo specific variations are allowed including but not limited to release movements or acrobatic or gymnastics.
- 5.1. ***Same general rules apply as in the Kata** - Additionally:
 - 5.2. **Scoring** – In addition to the kata scoring criteria mentioned above, weapons are additionally scored on control and handling.
 - 5.3. **Loss of control** the competitor releases the weapon or a hand comes off where it is not intended.
 - 5.4. **Dropping a weapon** – Players must demonstrate weapon control
 - 5.4.1. A competitor may pick up the weapons and resume or restart their kata once if necessary, but will be assessed a **mandatory Half Point (.5)** deduction from the judges final **total** score by the scorekeeper. – They will not be assessed both a “Restart penalty” and a “drop penalty” at this point.
 - 5.4.2. Disqualification on the 2nd drop
 - 5.5. **Weapon requirements** – Traditional Okinawan bo, sai and tonfa, made of hardwoods and steel are the standard. Weapons of other construct may be allowed at a cost of point deductions
 - 5.5.1. **Bo** – Standard Hardwood (oak, maple, etc) either straight or slightly tapered typically 1 ¼” in diameter to no less than 1” at the taper. The length should be at least the height of the competitor up to 6 ft.
 - 5.5.2. **Sai** – Standard steel construction extending beyond the elbow in length

5.5.3. Tonfa – While rare to see variations on this weapon the *materials rules for the Bo* and the *length rule for the Sai* will apply.

5.6. **Judging Standards** - At the beginning of the division the judges will inspect the weapons for standardization, Judges if the judges determine that a weapon provides the player an unfair advantage based on standardization defects they should first address the competitor and ask if it is possible for them to obtain another – standard weapon. If not then the judges should each make a personal decision to deduct on tenth from their starting score (.1) which should equal a total half point deduction from the overall final score. This should be done prior to the start of the kata which allows the judge to focus on the form and not weigh in the affect of the smaller lighter weapon; Therefore judged solely on its execution.

6. **Sparring/Kumite**

6.1. **Competition Standards**

6.1.1. Setting up

6.1.1.1. A standard 8 player tournament bracket¹ will be used

6.1.1.2. Players will be seeded based on pre-registration and random drawing

6.2. **Match standards**

6.2.1. Winning a match

6.2.1.1. Under Brown belt – first fighter to 3 points wins the match

6.2.1.2. Brown belt – first fighter to 5 points wins the match

6.2.2. Time Limit

6.2.2.1. None

6.2.2.1.1. A judge may, at their discretion, at the conclusion of 5 minutes of action in which little or no scoring is occurring, may elect to put the match on a 1 minute period, awarding the match to the competitor with the highest score.

6.2.2.1.2. In the event of a tie after the allotted time, the match will be awarded to the competitor who scored first

6.2.3. Single Elimination – With the exception of the Semi-Finals the loser of each round is eliminated. In the Semi-Finals the losers of that round will compete for 3rd & 4th place.

6.3. **Points**

6.3.1. All Divisions² – all legal strikes are 1 point

6.4. **Coaching**

6.4.1. No ring side coaching will be permitted

¹ Attached (A)

² Change from 2012 rules where brown belts were awarded 2 points for kicks.

- 6.4.2. All coaching instruction must be given prior to any matches.
- 6.4.3. Challenges to ruling must be made to a designated arbitrator

6.5. **Equipment**

6.5.1. Mandatory Equipment

- 6.5.1.1. *Head Gear*
- 6.5.1.2. *Hand Gear*
- 6.5.1.3. *Foot Gear*
- 6.5.1.4. *Mouth Pieces*
- 6.5.1.5. *Cups (males)-Must be worn under gi*

6.5.2. Type

- 6.5.2.1. *Standard safety gear only for Head, Hands, & Feet*
 - 6.5.2.1.1. No Boxing Gloves
 - 6.5.2.1.2. No Grappling Gloves, MMA style or Bag gloves
- 6.5.2.2. *Foot gear must completely cover the top & sides of the foot*
 - 6.5.2.2.1. "Shin-steps" alone will not be considered as foot gear
 - 6.5.2.2.2. No "Ring Star" type foot gear

6.6. **Allowed Targets**

- 6.6.1. Chest from collarbone to belt (light to Medium Contact)
- 6.6.2. Side/Ribs from armpit to belt (light to medium contact)
- 6.6.3. Kidneys (light to medium contact)
 - 6.6.3.1. *Strikes inside the spinal zone (in between the shoulder blades) are illegal*

6.6.4. Head – Sides and Front -**No Contact Permitted**

6.6.4.1. **Non-contacts points** –Scoring

- 6.6.4.1.1. Technique must be a legitimate technique thrown with adequate speed, power and control such that if it were continued on its path would make clean and solid contact
- 6.6.4.1.2. Straight techniques (i.e. Jab, back fist, front kick) should be pulled and retracted at the point which the appendage is not fully extended within 2 inches of the target – demonstrating that if the techniques would



have completed that contact would have been made

6.6.4.1.3. Round techniques (i.e. round kick, crescent kick, hook punch) may be thrown fully extended if the projected patch of the strike would otherwise carry it through the target.

6.7. **Disallowed Targets & Techniques**

6.7.1. Competitors may only strike with hands or feet, all other body weapons are prohibited. All open hand claws, slaps, straight fingers or spear hands are disallowed

6.7.2. Illegal targets - Contact to illegal targets will result in a penalty point and may at the discretion of the head referee result in a disqualification

6.7.2.1. *Head (non-contact points allowed)*

6.7.2.2. *Neck & Throat (no non-contact points)*

6.7.2.3. *Spine (no non-contact points)*

6.7.2.4. *Groin (no non-contact points)*

6.7.2.5. *Knees (no non-contact points)*

6.8. **Penalties & Infraction Definitions-** It is at the discretion of the head referee to determine whether a rules violation constitutes a Major or minor infraction Head referee can give a warning to either competitor without a majority – for dangerous techniques – illegal contact, low kicks, disrespect, running out of the ring. **MALICIOUS Contact/Intent will result in a disqualification.**

6.8.1. Minor/Incidental Infraction – a minor is when a violation occurs without intent or lack skill or control, typically considered incidental and a one-time event. (ie. a collision resulting in contact to the face)

6.8.1.1. First minor infraction results in a warning

6.8.1.1.1. A minor infraction and warning may be called by the Center Judge without a call for majority ruling by the corner judges

6.8.1.2. Second infraction of the same type results in a Penalty point to the other player.

6.8.1.2.1. The second infraction need not be the same type of violation in order to award a penalty point. (example: Player A is warned for a contact to the head and then later is warned for a low kick. The second infraction would result in a point awarded to the other player)

6.8.1.3. Third infraction of the same type will result in a disqualification – some infractions (i.e. running out of the ring) do not carry this penalty, and will instead continue to add points to the other player.

6.8.2. Penalty – a penalty is considered when a player intentionally or without care or control violates a contact or conduct rule.

6.8.2.1. First Penalty – as ruled on by a majority of the judges results in a point awarded to the other player.

6.8.2.2. Second Penalty – for the same violation, as ruled on by a majority of the judges results in a disqualification

6.8.3. Major Penalty – A major penalty is a violation of a contact or conduct rule which demonstrates a disregard for safety, discipline and respect for the other players, judges, volunteers, staff or spectators

6.8.3.1. Awarding a Major Penalty results in an immediate disqualification. Disqualification, may at the discretion of the arbitrator result in removal from the event.

6.8.3.2. A player which is disqualified in the semi final round for a Major Penalty will automatically forfeit the “fight back” round as well relinquishing the opportunity to fight for 3rd place.

6.9. Rulings

6.9.1. **Head Contact** – All head contact is prohibited in every division, however a strike which in the judge’s opinion is incidental (i.e. The opposing player’s movement cause them to be hit before the player can stop or retract their strike)

6.9.1.1. Incidental contact – minor infraction - Warning

6.9.1.1.1. Contact – Technique lacking required control without being malicious or excessive. – Penalty 1pt

6.9.1.1.2. 2nd Contact – Penalty 1 point

6.9.1.1.3. 3rd Contact – Major Penalty - Disqualification

6.9.1.2. Major – player exhibits no attempt to pull or control technique, such as following through after the strike, the drawing of blood or the rocking of the head – Penalty – Disqualification

6.9.1.3. Facemask contact- the facemask is considered an extension of the helmet and thereby the head. However judging the distance on the face based on the mask may require adjustment and the first light contact may be considered incidental. Subsequent contact will be rule as a head contact penalty.

6.9.1.3.1. Some facemasks extend out further than others. If the Center Judge believes that this situation poses an unfair advantage to the opposing player by limiting techniques that can be safely thrown to the head, the judge may at their discretion ask that the mask be removed or replaced with another

6.9.2. **Neck/Throat** – Same as Head Contact

6.9.3. **Strikes the Back** - any strike which passes the should blade zone is illegal

6.9.3.1. Incidental contact – minor infraction - Warning

6.9.3.2. Second incidental contact – Penalty 1pt

6.9.3.2.1. Contact – Technique lacking required control without being malicious or excessive. – Penalty 1pt



6.9.3.2.2. 2nd Contact – Penalty 1 point

6.9.3.2.3. 3rd Contact – Major Penalty - Disqualification

6.9.3.3. Excessive or Heavy Contact – player exhibits no attempt to pull or control technique, such as following through after the strike– Major Penalty – Disqualification

6.9.4. **Knees & Groin** – any strike directed at the target while below belt level (knees raised during a kick or a leg block qualify as incidental contact unless in the judge's opinion the strikes are deliberate.

6.9.4.1. Incidental contact – minor infraction - Warning

6.9.4.1.1. Second incidental contact – Penalty 1pt

6.9.4.2. Contact – Technique lacking required control without being malicious or excessive. – Penalty 1pt

6.9.4.2.1. 2nd Contact – Penalty point

6.9.4.2.2. 3rd Contact – Major Penalty - Disqualification

6.9.4.3. Excessive or Heavy Contact – player exhibits no attempt to pull or control technique, such as following through after the strike– Major Penalty – Disqualification

6.9.5. **Heavy Contact to Legal Targets of the Body** - player exhibits no attempt to pull or control technique, such as following through after the strike

6.9.5.1.1. 1st Instance Penalty 1pt

6.9.5.1.2. 2nd Instance – Penalty point

6.9.5.1.3. 3rd Instance – Major Penalty - Disqualification

6.9.6. **Out of Bounds** – Out of bounds rulings will be based on three situations –

6.9.6.1. Running out of Bounds – The player retreats from engagement to the boundaries with no reasonable attempt to counter or attack; Regardless of whether the result of going out of bounds was intentional or not.

6.9.6.1.1. 1st Instance – Warning

6.9.6.1.2. Each subsequent Instance – 1 point

6.9.6.2. Stepping out of Bounds – During the course of normal action both players near the edge of the ring, and the player steps out with just one foot – No penalty will be awarded

6.9.6.2.1. The player may be allowed to come back in bounds to score

6.9.6.2.1.1. If the player lands a technique on their opponent while their foot remains out of bounds – no point will be awarded

6.9.6.2.2. If the player's opponent lands a legal technique on them while they are partially out of bounds prior to the call for stoppage of action – the opponent will be awarded the point

6.9.6.2.3. Penalties for illegal techniques and targets apply regardless of whether either or both fighters are in bounds or out of bounds.

6.9.6.3. Fighting out of Bounds – During an engagement one or both fighters are carried out of the ring by the action – no penalties will be awarded

6.9.7. **Sweeps/Leg Checks & Kicks below the belt** – *Other than to Groin or Knee specifically

6.9.7.1. 1st Instance – Warning

6.9.7.2. 2nd Instance – 1pt Penalty

6.9.7.3. 3rd Instance - Disqualification.

6.9.8. **Ground fighting** – Is not permitted.

6.9.9. **Failure to stop or continuation of action after a call for stoppage.** *Unless Referee judges that it was malicious and flagrant disregard for the rule which may be ruled as a disqualification.*

6.9.9.1. 1st Instance – Warning

6.9.9.2. 2nd Instance – 1pt Penalty

6.9.9.3. 3rd Instance – Disqualification

6.10. **Judging Standards and Ring Set up**

6.10.1. Each ring should be manned by 5 judges

6.10.1.1. One (1) Center Judge (Head Referee)

6.10.1.2. Four (4) Corner Judges

6.10.2. Each Ring should be assisted by 1 Score keeper

6.10.3. Each Ring should be equipped with:

6.10.3.1. Bracket Charts for each division.

6.10.3.2. Pencils

6.10.3.3. A “Judges” copy of the rules.

We wish all competitors to have an enjoyable and enriching experience. If you have questions regarding the rules please ask in advance to avoid any conflicts or delays during the competition.

Kata & Weapons Competition Statistics Sheet

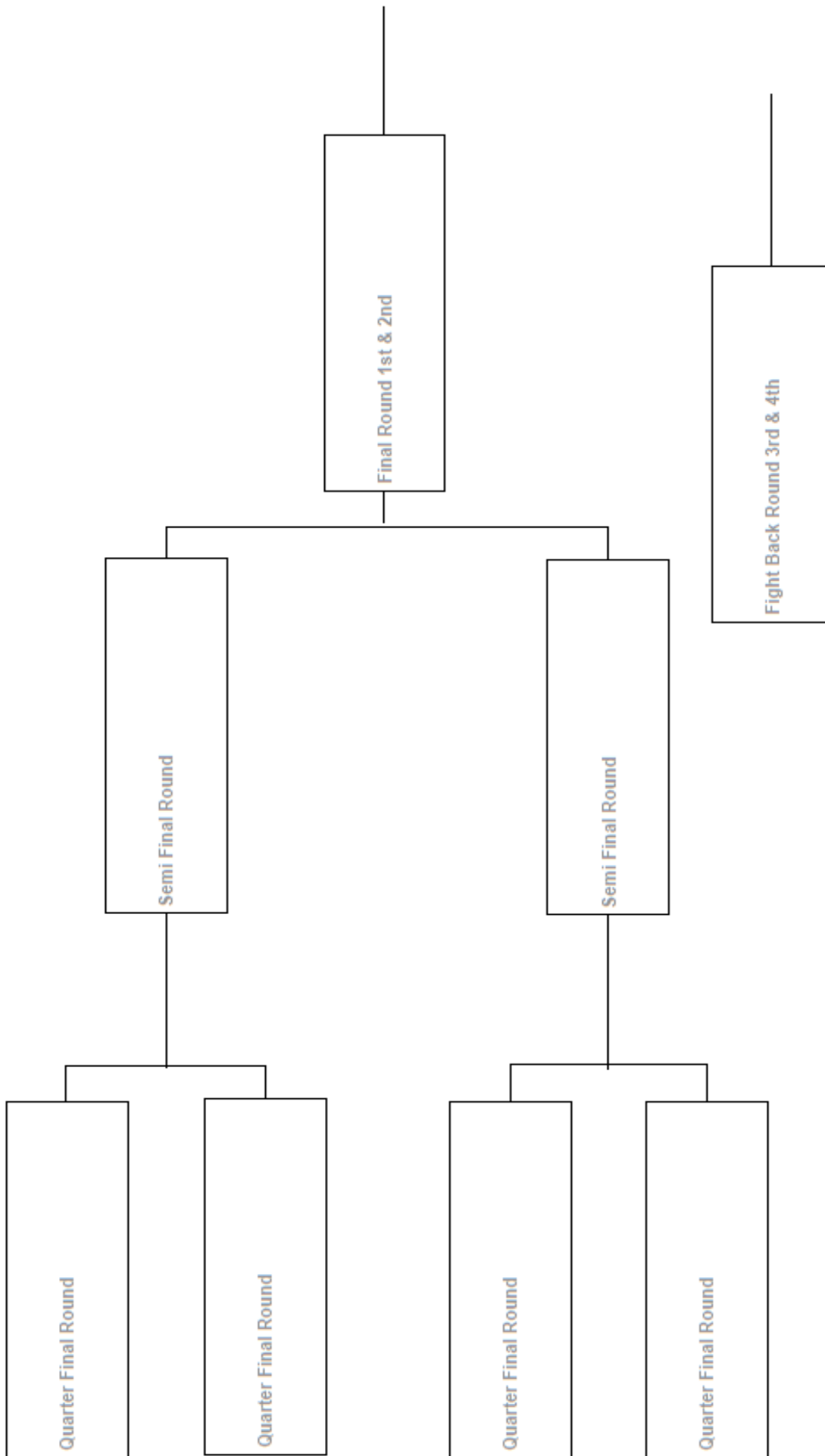
DIVISION _____

#	Competitor Name	Penalties	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Total
1								
2								
3								
4								
5								
6								
7								
8								

Instructions for Score Keepers

1. Mark any penalty deductions as directed by the head judge in the penalty column
2. When Reading judges score – call them Out Loud
3. Mark scores as given in boxes - be consistent with the order of the judges
4. Eliminate the Highest & lowest scores with single slash through the box (if there are 5 judges)
5. Apply penalty amount to each remaining score
6. Total the remaining scores in the total column

Judge 1	Judge 2	Judge 3	Judge 4	Judge 5



Bye Chart	
#Comp	# Byes
3	1
5	3
6	2
7	1

Instructions for Stats Keepers

- Mark the fighters names on the top & inside line of each box
- Listen only to the center judge's final call
- Mark "W" warning "P" for penalty "M" for Major & "DQ" for disqualification
- Move the Winner to the next line
- If there is a discrepancy between your stats & the score keeper notify the center judge