

Kyu Fest Competition Rules at a Glance

Kata & Weapons Kata

- Only Isshin ryu kata allowed (in both divisions)
- Scoring Range 6.0 – 7.0
- Throw out the High and Low score
- Tie Breakers
 - First – Add back the Low Score
 - If continued tie – Add back the High Score
 - If continued tie – Perform their kata again
 - Show of Hands for Judges Decision (Hantei)
- One Restart is allowed – Point deductions are made by score keeper
- Judges should use personal discretion to adjust their score if they deem weapons are not traditional and create an unfair advantage

Sparring

- Byes - *Players not placing 1-4th in Kata will receive the byes for sparring if available*
- Safety Gear
 - All players must be ready at the time of their match
 - Helmet, Hands, Feet, Mouth guard & Cups (for Males)
 - No Bag Gloves or MMA Gloves
 - No Shinsteps (only covering the instep) or RingStar™ style foot gear is acceptable
- Contact Rules
 - Contact Point Areas – Chest, Ribs, Kidneys
 - ABSOLUTELY NO HEAD CONTACT in ANY DIVISIONS
 - Controlled Non-Contact Points are allowed and should be called
 - No Spine
 - No Groin strikes
 - Light or Incidental Contact – WARNING
 - 2nd Contact, intentional or negligent – 1 penalty point awarded
 - Warning does not have to be given if there is a lack of care or an intent
 - **Intentional Malicious Contact** – disqualification at the judge's discretion
- Scoring
 - All Divisions - **1 Point** to All legal targets
- Out of Bounds
 - 1 foot out – is OUT – stop the match
 - Fighting out – no penalty
 - Running out – to avoid attack – Warning, then point on next occurrence
- Match
 - Under Brown Belt – 3 points
 - Brown Belt – 5 points
- Judging your own students
 - If your student steps into the ring you must **step aside** as head judge
 - *You may continue as a corner judge if needed*

Kata & Weapons: Players are seeded based on the order by which their registrations were received. There should be no randomization of the line-up .

- There should be Seven (7) players or less.
 - Cards should be collected and if anyone is missing have the announcer call out their name.
- Once a division is complete:
 - Check the scores and make sure that everything looks correct.
 - The high score and the low scores are removed and the three middle scores are added together.
 - In case of a tie - Add in the low score.
 - If there is still a tie - Add in the high score.
 - If there is still a tie - The players will perform another kata;
 - This can be the same kata or a different kata.
 - Judges call (show of hands) decision - Hantei
 - There are four trophies in these divisions.
 - Anyone 17 and under that doesn't place in the top four gets a **medallion**.
 - Call up all of the **medallion winners first and present the medallions** as "Finalist"
 - Then call up 4th place, 3rd place, 2nd place and 1st place winners.
 - Present the trophies.
- For players that don't win a trophy
 - Score keeper should write "Bye" on the back of their cards.
 - Inform all of the players to get their fighting gear on because they will be competing right after the next division.
 - You will start this division immediately after their kata – No "Fillers"

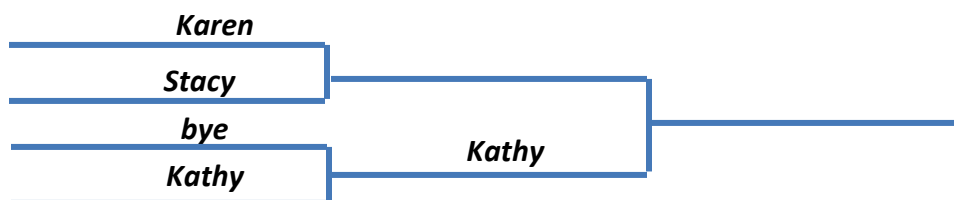
Kumite: Players are not seeded – However those who did not place in the top 4 in kata will be eligible to receive any byes available.

- 3 players – 1 bye – other two compete 1st round
- 4 players – no byes
- 5 players – 3 byes and two players compete in the first round.
- 6 players – 2 byes and four players compete in the first round.
- 7 players – 1 bye and six players compete in the first round.







Move the players who received the byes directly to the 2nd round in the bracket

EXAMPLE:

Akata division has five players, there will be one that gets a bye on the back of their card. If this same group goes into the Kumite competition, the one player gets an automatic bye and the head judge will then pull two more cards randomly to complete the byes in the first round. All three of these players will be written into the second round of the competition. The two that need to fight will be placed in the first two slots in the first round.



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Call		Notes
Prepare to Call for Point		All judges should call their point simultaneously. A standard neutral starting position is important.
Call for Point		Make your call quickly and obvious. Be consistent.
No Score / Clash / Blocked Technique		This should be rare, but if players are engaging simultaneously with no clear techniques landing or if you witness a technique which by your vantage point was obviously blocked call it as such.
No See		Should be rare but based on your vantage point the technique which the stop was called for may have occurred where you were unable to see and therefore cannot fairly award a point
Violation Observed		Without taking your eyes off the action stand erect and raise your hand 90 degrees from the shoulder and rotate in a small circle. DO NOT CALL for STOPPAGE – the Referee will call for stop if he/she sees the violation or there are more than one.
Violation		Like a point the referee will stop the action – advise “Calling for Penalty” - “Judges Call” then point down ward toward the offender’s side of the ring

Referees (Center judge): If you stop for a penalty you can also call for point on the same stoppage – the Penalty should be called first. If the point call is intended for the “offending” player, the point cannot be awarded. If the point is called for the other player the can be awarded their point, PLUS any penalty points if applicable.