

2012 AKA Competition Rules

I. COMPETITOR

- a. Each competitor must present him/herself to the referee suitably attired with proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as deemed by the center referee, the competitor may be penalized for delay of time.

II. RANK RULE

- a. A competitor must compete at the highest belt level they have earned in the martial arts.
 - i. Competitor may choose to compete at a higher rank but once they do so they must continue to compete at that rank through out the competition season.
 - ii. Once a competitor competes as a black belt legally, he/she must always compete as a back belt.
 - iii. A competitor can never compete in a lower belt division than the level of belt he/she has earned in the Martial Arts.

III. PROOF OF AGE RULE

- a. All competitors must have a proof of age document. If there is a legitimate reason to question a competitor's age, he/she must present a proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age.

IV. LEGAL AGE RULE

- a. All competitors have the option of competing in the same division all year long for rating purposes, by establishing a legal competition age for the year. The age a competitor is on June 30th of the current competition year is their legal competition age for that year.
- b. They can compete all year at that age so he/she can earn rating points in one age division all year. A competitor can always compete in his/her chronological age.

V. UNIFORM RULE

- a. All competitors must wear a complete (top and bottom) traditional or sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate color belt or sash must be worn in competition.
 - i. **Sparring**
 1. All sparring uniforms must have sleeves that reach at least to the middle of the forearm.
 2. No T-shirts, sweats, tank tops or shoes are allowed in the sparring divisions.
 3. Ringstar sparring shoes are allowed
 - ii. **Form & Weapons**
 1. T-shirts and, tank tops are allowed in form if they are part of the competitor's official school uniform. Uniforms in the form and weapons divisions are allowed more liberties because form is not one-on-one competition where the uniform could cause a decisive disadvantage or advantage to a competitor.
 2. Removal of the uniform top is allowed if the removal is considered relevant to the artistic expression or safety of the competitor.
 3. Shoes may be worn in form competition if they do not damage or mark the competition floor.

VI. COMPETITOR RESPONSIBILITIES

- a. It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in and at the appropriate ring when competition begins.
 - i. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she may not be able to compete (see delay of time rule and late entry rules for more details).
 - ii. If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times within 10 seconds at ringside. If he/she is still not present to compete, he/she will be disqualified (see delay of time rule for more details).

VII. REQUIRED AND RECOMMENDED SAFETY EQUIPMENT RULE

- a. Headgear; hand and footpads, mouthpieces, groin cups (for male competitors only) are mandatory for all competitors in sparring divisions. The competitor's equipment will be checked and if it is deemed unsafe, he/she will be asked to change the equipment before he/she can compete.
 - i. **Hand Pads**
 1. A soft padded surface must cover the fingers, wrist and any striking surface of the hand.
 2. No open finger gloves such as Mixed Martial Arts gloves or World Taekwondo Federation sparring gloves or JKA open thumb gloves will be allowed.
 - ii. **Foot Pads**
 1. A soft padded surface must cover the instep, sides, toes, ankle and back of the heel of the foot.
 2. The bottom of the foot does not have to be padded.
 3. Ringstar foot gear is allowed as proper foot wear.

4. World Taekwondo Federation foot gear will not be allowed proper foot gear.

iii. Head Gear

1. The front, sides and back of the head must be covered by a soft padded surface.
 2. Face masks are recommended but not mandatory. A mouth guard must still be worn even with a face mask.
- b. Insufficiently padded gloves, foot, and head gear will not be allowed. Equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury. The tournament's official rules arbitrator ultimately determines the approval or denial of the equipment. A properly fitted mouthpiece is required. Shin pads and rib/chest guard are highly recommended for additional safety to all sparring competitors.
- c. Competitors who do not have the proper safety equipment will not be allowed to spar. **NO EXCEPTIONS!**

VIII. CENTER REFEREE/JUDGE

- a. The center referee is the most experienced official in the ring and is certified and thoroughly versed on the rules and order of competition. He/she promotes the safety of the competitors, enforces the rules and ensures fair play. To this end, he/she starts and stops the match, awards points, makes penalty decisions, administers the voting of the other judges, communicates clearly with the scorekeeper and timekeeper, and announces the winner of each match.
- i. Added Powers of the Center Referee**
1. Match starts and ends only with his/her command (not the command of the timekeeper)
 2. Has final decision on any disputes on scores, outside of the arbitrator.
 3. Has the power to issue warnings and award penalty points without a majority decision
 4. Can overrule a majority call only to issue a warning or a penalty point
 5. Automatically has power to disqualify a competitor who receives (3) penalty points
 6. Has power to issue time-outs. A competitor can ask for a time-out, but it is the determination of the referee to issue one.
 7. Can call for a rescore from other officials if he/she feels that their score is unfair to a competitor. (Example: Official scores first competitor at 8.65 and then the second competitor at 8.75 with no visual proof that the first competitor messed up their routine to justify such a difference in scoring.)

IX. OFFICIALS/JUDGES

- a. An official is a certified black belt or brown belt and who is well versed on the rules and order of competition. Each ring must have a certified referee and two or four certified officials, and a certified timekeeper/scorekeeper. The judges call points and rule infractions as they see them. They also vote on disqualifications. It is the majority vote of the officials and center referee that determines a scoring point and a non-automatic disqualification.
- b. **Calls an official can make.**
- i. When the center referee believes there has been a significant exchange of techniques, or when signaled to do so by a corner judge(s), he/she shall call out the word, "STOP!" in a loud voice. The referee shall then return the competitors to their starting marks and address the judges by saying "JUDGES CALL!" All judges and the center referee cast their votes simultaneously and assertively in the following manner:**
- 1. Judge Sees a Point**
- a. He/she should hold up both colors or hold up one arm if colors are not being used. At the same time, he/she yells out the word "**CALL!**" in a loud, clear voice to let the referee know he/she has a call.
 - b. **Point Calling**
 - i. Call
 1. When signaled by the referee (referee says "Judges Call" in a loud clear voice) a judge raises the appropriate color (red or white usually) if colors are being used or points to the competitor who scores the point.
 2. If a competitor scores a two point kick, the officials should hold up or point with two fingers (index and middle finger).
 3. If only one point is being called, the judge should point with only one finger (Index finger).
 - ii. No Point Scored
 1. An official crosses his/her wrist at waist level or holds both colors down to indicate that he/she believes that a point was not scored.
 - iii. Did Not See If A Point Was Scored

1. The official holds his/her hand over his/her eyes indicating that he/she could not see whether a point was scored or not. This indicates that the official was not in position to see if a point scored. (When using this signal, it has the same effect as saying "no point", but it indicates to the referee, competitors and fans the reason why you are not calling the point)

c. Clash

- i. Officials make a motion as though they are hitting both fists together, indicating that both competitors scored at the same time.

d. Penalty

- i. The judge waves the color of the offending competitor in a circular motion. If no colors are used the judge will point toward the offending competitor with one finger pointing downward in his/her direction.
- ii. Excessive contact call is indicated by raising color of offending competitor and striking the palm of the opposite hand towards the violated competitor. If no colors are used judge will back of the fist and strike the palm of their opposite hand towards the violated competitor.

e. Disqualification

- i. A disqualification vote is taken separately from any other vote. When a disqualification vote is asked for, the referee will say, "**JUDGES CALL**". The judges will then hold the color or hold their hand up, at an angle towards the disqualified competitor. If the judge does not feel the competitor should be disqualified, he/she crosses his/her wrist or holds both colors down at waist level.

2. Late Calls

- a. All officials should make their calls at the same time. If, in the opinion of the referee, the corner judges are making a late call intentionally, the referee can disqualify the call and/or judge (noise not allowing the judges to hear the referee and the honest mistake of raising the wrong color or pointing at the wrong competitor should be taken into consideration not to disqualify the call or judge).

c. Number of Officials

- i. Two or four judges and one referee are allowed in all Black Belt weapon, form and sparring divisions.
 1. Judges must be minimum age of 18 and have the rank of black belt for all black belt divisions and adult under belt divisions. For Jr. Under Belt Divisions judges must be a minimum of 16 years of age and minimum rank of brown belt (or equivalent). Note that brown belts (or equivalent) are only used as a last resort when no other black belt judge is available.
 2. A minimum of two judges and one referee are required in all sparring divisions and under black belt form and weapon divisions.

d. Removal of officials

- i. If a competitor feels that an official should be removed from a form or weapon division for good reason, he/she must file a protest before the division begins. If a competitor feels that an official should be removed from a sparring division, he/she may file a protest at any time. It is totally up to the center referee and the rules arbitrator to determine if an official should be removed.

e. Protests

- i. A competitor has the right to protest an infraction of the rules or if a possible mistake was made (not a judgment call). If a competitor wishes to protest, he/she should first let the referee know he/she believes there has been an infraction of the rules or a mistake has been made. The referee will summon the arbitrator to the ring (if the referee cannot properly settle the protest to the player's satisfaction) to render a decision.
- ii. All protests must be made in an orderly, proper and sportsmanlike manner. All protests must be made immediately. Protests are not allowed once competition has resumed (after the fact protest). A competitor may be penalized or even disqualified if he/she is protesting improperly or without proper cause.

X. TIMEKEEPER/SCOREKEEPER

- a. A certified timekeeper/scorekeeper may be both martial artist and non martial artist. It is the duty of the timekeeper/scorekeeper to correctly record the scores of all referees and officials and keep time of competitors during their weapons/forms routine and keep time of sparring matches.
- b. During forms the referee and officials will hold up their scores. The timekeeper will repeat the scores in a loud clear voice so that the referee and officials can hear their scores repeated back for verification and so that the scorekeeper can record the right scores.

- c. During sparring the timekeeper will keep track of each match, while the scorekeeper will record scores as directed by the center referee.

XI. THE RING

- a. The size of the fighting and form adult black belt rings shall be approximately 20'x 20'. Starting lines should be marked approximately six feet apart in the middle of the ring. Additionally, each ring should be posted with a ring number visible to competitors, officials, and medical personnel from across the floor. All youth and under black belt adult rings shall be a minimum of 16' x 16' approximately.

XII. COMPETITION

a. Empty Hand and Weapon Forms Rules

i. TRADITIONAL, CREATIVE, MUSICAL AND EXTREME DIVISIONS

- 1. Competitors in these divisions must exhibit a form or weapon routine that reflects the essence and values of the division name in which they are competing. Otherwise, the competitor risks disqualification or down grading.

a. Traditional Forms and Weapons

- i. These forms must capture the essence of classic martial arts movements, showcasing the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. Forms may be unmodified or modified from what a system or school considers being the original version of the form.
- ii. Performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division: more than two kicks with the same leg without putting the foot down in between; front or back flips; cartwheels; front or side leg splits or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here. Music is not allowed in this division at any time.
- iii. Forward/Backward shoulder rolls and butterfly kicks are considered traditional techniques as they are utilized in some traditional martial arts and maybe used in this division.
- iv. There is no Kiai/Kihap rule. Competitors may Kiai/Kihap as many time as they feel ads to the form.
- v. There is no kick rule. Competitors may kick as high as they feel necessary to ad to the form regardless of style.
- vi. Judges can not score competitors based on what they feel is or is not the correct version of a traditional form.

b. Creative Forms and Weapons

- i. The Creative Division allows forms to include contemporary martial arts techniques that have evolved over the last 30 years. These may be added to traditional form, or the form may be devised in its entirety by the competitor or his/her instructor. The Creative Division was formerly known as the Open and before that the *American* Division. A form in the Creative Division must **ONLY** include techniques which originate from martial arts and like the Traditional Division, emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus Spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other *creative* martial arts techniques are permitted. Movements that involve more than a 360 degree spin, require the body to be inverted more than parallel to the floor, or are similar to movements found in gymnastics and/or non martial arts disciplines, or forms that meet the above definition of strictly traditional forms, will result in a downgrade by the judges or, upon a unanimous vote of the judges, a "no score" as a form inappropriate for the division. Music is not allowed in this division at any time. No extreme gymnastic-type movements, where the body is inverted or the body rotates more than 360 degrees in a single move, are allowed in the Creative Form and Weapons divisions.
- ii. Forward/Backward shoulder rolls and butterfly kicks are considered traditional techniques as they are utilized in some traditional martial arts and maybe used in this division.

- iii. Judges must base their scoring on the uniqueness of the form as well as the execution of its techniques. (Example: A nicely executed traditional form that adds two new moves should not score higher than a form that has been created from scratch)

c. Extreme Forms and Weapons

- i. The Extreme Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, (1) at least half of the form must originate from martial arts techniques, and (2) the competitor must execute at least one technique that involves an inverted move or greater than 360 degree spin. Emphasis is placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty, and showmanship. In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed. Inclusion of other movements, or the performance of a form or weapons form meeting the criteria above for a Traditional or Creative form, will result in a downgrade by the judges, or upon a unanimous vote of the judges, a "no score" as a form inappropriate for the division. Music may be included into the routine only during Night Time Finals/Grand Championships. Music is not allowed during the regular eliminations.

d. Musical Forms and Weapons

- i. The Musical Divisions requires a form or weapons form meeting the above criteria for a Traditional, Creative, and Extreme form, choreographed in a general sense to the beats or rhythm of music chosen and provided by the competitor. Primary emphasis shall be placed on innovative choreography of moves to the music, however, the basic criteria listed above for all forms must also be observed. Simply performing a Traditional, Creative, or Extreme form with background music, or a form not meeting the basic criteria for all forms above, will result in a downgrade by the judges, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division.
- ii. Each competitor must provide a music player of reasonable and non-intrusive size at ringside to play his or her music, and an attendant at the player who must be present at all times during the performance. As each form begins, a music volume check must be made, during which time the player attendant will look to the center judge for a nod of approval or a signal to lower the volume. Once this volume is set, it may not be increased during the performance of the form.

2. Presenting to the judges

- a. Out of respect to the judges, competitors are minimally required to announce their name and who they represent be it a team or a school

3. Starting a form over

- a. If a competitor starts his/her form over because of a memory lapse or any other reason due to his/her own negligence, he/she may perform the form again.
 - i. Under belts will be able to restart their form over with no penalty added to their final score. This may happen only once. A second restart will result in .30 (3/10th) of a point subtracted from their final score
 - ii. Black belts will have .50 (5/10th) of a point subtracted from their final score.
 - iii. Time limits will be reset at each restart.

4. Weapons Safety Rule

- a. Intentional release and catch or placing the weapon down on the ground in a controlled manner is allowed and will not be penalized.
- b. A competitor who unintentionally drops his/her weapon will be automatically disqualified. Jr. Under Belts (7-older), Jr. Black Belts, Adult Under Belts, and Adult Black Belts will receive no score. Jr. Under Belts 6 & Under will receive lowest possible score available.
- c. If a competitor recklessly or carelessly misuses his/her weapon, he/she may be penalized or disqualified.

- d. If a competitor's weapon breaks or comes apart during his/her routine, he/she will be disqualified.
- 5. Time Limits**
- a. Each form or weapons routine must be three (3) minutes or less. The time starts once the competitor enters the competition ring. Four (4) minutes is allowed for each form or weapons routine in the Night Time Finals. Each team form and/or demo routine must be four (4) minutes or less. Any competitor, team form or team demo that goes over the allowed time limit is automatically disqualified.
- 6. Order of competition**
- a. Once the final call for the form and weapon divisions has been made at ring side and the divisional seeds have been taken out (if seeding is required) the competition cards will be collected and shuffled thoroughly. The competitor cards will then be drawn randomly for the order of competition.
- ii. Scoring for Forms & Weapons**
- 1. Under belts scoring range:** The scoring range for under belts will be 8.00 – 9.00 with average score starting at 8.50
 - 2. Black belts scoring range:** The scoring range will be 9.00 to 10.00 points with the average score starting at 9.50. One scoring range simplifies form and weapon scoring. In the nighttime finals the range for scoring grand champions form and weapons rounds is 9.90 to 10.00.
 - 3. Adjusting the ranges as needed**
 - a. The Scoring range should be narrowed in divisions that have small amount of competitors. (Suggestion: Count the competitors in the division and multiply that by .02 and then subtract that number from 10.00 (10 competitors * .02 = .20. 10.00-.20 = 9.80). Therefore the range for 10 competitors would be 9.80 to 10.00, with 9.90 as your average score.
 - 4. Scoring competitors**
 - a. All competitors will be scored on an individual basis. Judges will no longer wait for the first three competitors to go first before scoring.
 - 5. Adding scores**
 - a. If five judges are used, the highest and lowest scores will be tossed out.
 - b. If three judges are used all scores will be recorded.
 - c. Penalty points will be taken off of the final score.
 - d. Ties for 1st through 4th place will be settled as follows:
 - i. If five judges preside: The high and low scores will be added back into the overall scores to determine the winner.
 - ii. If a tie still exists after the high and low scores were added back in Scorekeeper must look at the scores and determine who received the majority of the higher scores. (Example: Competitor A receives 8.82, 8.85, 8.84, 8.83, 8.86 and Competitor B receives 8.80, 8.86, 8.82, 8.85, and 8.87. Both scores add up to 44.20 but Competitor B would be the winner since Competitor B received the majority of the higher scores).
 - iii. If three judges preside and a tie is determined judges will first use the method described in section ii.
 - iv. If a tie still exists after implementing the scores, the center judge may have the competitors must run their forms again or a form of their choice or the center may determine the tie breaker through their own methodology.
 - v. Ties for 5th through 8th place are never broken.
 - 6. Delay of Time Penalty**
 - a. If a competitor is not ready to compete for any reason after the order has been chosen a deduction of .01 (1/100th) of a point will be deducted from the offending competitor's final score for each minute they are not ready up to 3 minutes. If a competitor is still not ready to compete after 3 minutes, he/she will be disqualified.
 - b. If a competitor is not ready to compete due to competing in another division in another ring, the penalty will not apply. Please see Late Entries rule for details.
 - 7. Late Entries**
 - a. Once a bow in for the division is made and the order is determined, the Scorekeeper will write the word "closed" at the bottom of the sheet after the last person listed. Any competitor showing up after that, but prior to the first person competing will have to go first.

- b. Once a division has started (the first competitor has started his/her form/weapon routine) and a person shows up late, they will be unable to compete in that division. **NO EXCEPTIONS!**

8. Other Disqualifications

- a. If a competitor performs an illegal move in their division (Example: Perform and extreme move in a traditional division) or drop a weapon in a weapons division they will be disqualified.
 - i. **Black Belt Adults & Youth:** Black belts have the choice of either finishing their form or bowing out at the time of the infraction. They will receive a “no score” from the judges. They will not be allowed to restart their form
 - ii. **Under Belt Adults:** Same as black belts, the performer has a choice of either finishing their form or bowing out at the time of the infraction. They will receive a “no score” from the judges. They will not be allowed to restart their form
 - iii. **Under Belt Youth:** Under belt youths will be allowed to finish their form after the infraction is committed. During the time of scoring they will receive lowest possible score available signaling to the score keepers that they have been disqualified due to the infraction. They will not be allowed to start their form

b. Sparring Rules

- i. **Length of Matches:** Under Belts: Two minute running time unless five points are scored before time has expired. Black Belts: Two minute running time unless seven points are scored before time has expired. If a match is tied at the end of two minutes, sudden victory (first person to score a point) overtime period will determine the match.
- ii. **What is a Point**
 - 1. A point is a controlled legal sport karate technique scored by a competitor, in-bounds, that strikes an opponent with the allowable amount of focused touch contact to a legal target area.
 - 2. **Majority vote:** Points are awarded by a majority vote of all judges. The majority of judges do not have to agree on the same technique being scored, only that a point was scored. **A majority of the judges calling the point must call a two (2)-point kick before two points can be awarded.** Otherwise only one point is awarded.
 - 3. **Legal Target Areas**
 - a. **Black belt Adults:** Entire head and face (controlled light contact), ribs, chest, abdomen, collarbone and kidneys.
 - b. **Under belts and Jr. Black Belts:** Entire head (no face contact), ribs, chest, abdomen, collarbone and kidneys.
 - 4. **Illegal Target Areas**
 - a. **All ranks:** Spine, back of neck, throat, sides of the neck, groin, legs, and knees.
 - b. **Under Belts and Jr. Black Belts:** Front of the face is considered an illegal target area even with face mask.
 - 5. **Non-target Areas**
 - a. Hips, buttocks, arms, and feet.
- iii. **Legal Techniques:** Legal techniques are all controlled sport karate techniques, except those listed as illegal.
 - 1. **Grabbing:** A competitor may grab the uniform top of his/her opponent in an attempt to score with a sport karate technique for only one second (**immediately**), after which time he/she must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent in an attempt to score.
 - 2. **Sweeps:** Sweeps not to take down an opponent, but only to obstruct the balance so as to follow up with a sport karate technique can only be executed to the back for the front leg at mid-calf or below. A sweep must be deemed a proper sweep and not a kick, to be legal.
- iv. **Illegal Techniques:** Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, any take downs, ground fighting, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in sport karate.
- v. **Contact Definition**

1. **Light touch contact:** Means there is no penetration or visible movement of the competitor as a result of the contact. Light touch is required to all legal targets area in all black belt sparring.
 2. **Moderate touch contact:** Means slight penetration or slight target movement. Moderate touch contact may be made to all legal target areas except the headgear and face.
- vi. Point Values and Winner Determination**
1. All legal hand techniques that score will be awarded one (1) point.
 2. All legal kicking techniques that score will be awarded two (2) points.
 3. All penalty points awarded will be awarded one (1) point.
 4. The competitor who earns five (5) points by the end of the two minutes or whoever is ahead at the end of the two minutes is declared the winner.
 5. All grand championship matches are two minute running time and total points (10 point slaughter rule will be in effect).
- vii. Warnings and Penalties**
1. One and only one warning is allowed for breaking the rules before a penalty point is awarded. After the first warning is given, a penalty point is awarded for each and every rules violation. If a competitor receives three warnings (one verbal and two penalty points) in any one match, he/she will be disqualified. If the severity of the first rules violation is deemed by the referee to be too severe, a penalty point can be issued immediately.
 2. A competitor cannot be penalized and still receive a point on the same call.
 3. A competitor can receive a point for a proper technique and another point from a penalty call against his/her competitor (two points awarded).
 4. If, in the opinion of the referee and/or the medical personnel, a competitor cannot continue because of an injury caused by an illegal penalized attack executed by his/her competitor, the offending competitor shall be automatically disqualified.
- viii. Cause for Penalization**
1. Attacking illegal and non-target areas, using illegal techniques, running out of the ring to avoid fighting, falling to the floor to avoid fighting, continuing after being ordered to stop, excessive stalling, blind, negligent or reckless attacks, uncontrolled techniques, showing unsportsmanlike behavior by the competitor, his/her coaches, friends, etc., excessive contact, and delay of time are examples of possible penalization.
 2. **Out-of-Bounds**
 - a. A competitor is out-of-bounds as soon as he/she does not have at least one foot touching inside or on the boundary line.
 - b. An out of bounds competitor cannot score a point while out of bounds. In bounds competitor can score on an out of bounds competitor if the center referee has not called stop.
 - c. If a competitor is fighting and goes out of bounds, they will not be penalize as running out of bounds. Center referee shall stop the match and place both competitors back to the starting point.
- ix. Delay of Time Penalty**
1. A penalty point will be issued for each minute the competitor is not properly ready to compete. Upon 3 penalty points the offending competitor will be disqualified.
 2. If a competitor is not ready to compete due to competing in another division in another ring, the penalty will not apply. Please see Late Entries Rule for details.
- x. Late Entries**
1. Once a bow in for the division is made and competitors are matched up, the Scorekeeper will write the word "closed". Any competitor showing up after this causing re-matching of competitors will be ineligible for any 'Buy' that may be available.
 2. Once the division has started (first match has began) and the person shows up late, they will not be able to compete. **NO EXCEPTIONS!**
- xi. Other Disqualification**
1. Requires a majority vote by all officials, unless it is an automatic disqualification.
 2. If, in the majority opinion of the officials, it is considered that the competitors are not making an obvious attempt to fight in the true spirit of competition, both competitors will be warned and if it continues, will be disqualified.
 3. If any competitor competes in a division he/she does not qualify to compete in due to age, weight, rank, gender, style, etc., he/she will be disqualified.
- xii. Coaching**

1. A **Coach** is defined as anyone who is trying to help one competitor in anyway. A coach could be but is not limited to a friend, parent, team mate or official coach. The center referee can issue a warning to a competitor for each time his/her coach is interfering with a match or disrupting fair play between contestants. A center referee can ask for a disqualification of a contest, but requires a majority vote of all judges, unless a violation of the No Tolerance Rule is committed.
2. The luxury of having a coach is something that most competitors do not have access to. Therefore, it sometimes can become an unfair advantage over a competitor who does not have a coach. The rules are made and enforced so no one competitor has an advantage or disadvantage over another competitor. Therefore, coaching is allowed but only under the following guidelines:
 - a. Never, at any time, can a coach enter the ring without the referee's permission.
 - b. No abusive, violent, unsportsmanlike or overzealous coaching
 - c. Coaches cannot ask for a time out (only the competitor may ask for a time out)
 - d. Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges.

xiii. Weighing In

1. It is mandatory for all adult fighting competitors, who are in weighed divisions, to weigh in before competition. Only one official weigh-in is required.
2. All competitors must fight in his/her weight division.
3. A competitor cannot fight up or down in another weight division for which he/she has not made the proper weight.
4. It is the responsibility of the tournament personnel to weigh and properly record the competitor's weight.
5. If a competitor is caught falsifying their weight, they may be disqualified.

xiv. Order of Competition

1. Once the final call for the sparring division has been made at ring side and the seeds have been taken out (if seeding is required) the division is ready to be set up. The competition cards should be collected and counted (if competition cards are not used, count the competitors) to see if byes are needed. If byes are needed, they will be picked randomly (See bye chart to see how many byes are needed). Matches should always be selected by random, but certain allowances **may** be given to competitors from the same school or team that is matched up in the first round of competition. They may be separated randomly from each other in the first round if possible. **(Competitors can not pick whom they want or do not want to fight.)**
2. In the youth division, the competitors should be lined up by height (Smallest to the tallest) and split into tall and short divisions if required or offered. Determining tall and short divisions is for **safety reasons**, not just to split the division equally. A true break in size should be found to determine the taller competitors from the shorter competitors. Once the tall and short divisions are determined by height, determine who fights whom by random draw.

XIII. MEDICAL REPORTS

- a. All injuries must be reported to the medical staff on hand regardless of extent of the injury.

XIV. ZERO TOLERANCE RULE

- a. Blatant disrespect toward Officials, Timekeeper/Scorekeepers or other competitors
 - i. Blatant disrespect will be defined as yelling, name calling, improper gesturing, improper taunting, interrupting the ring without due process or threatening any official or competitor.
- b. Brawling or total disregard for the rules will result in immediate disqualification of a competitor be it through their own actions or actions from an outside source on their behalf.
 - i. Brawling will be defined as physical confrontation between 2 or more people with the sole intent of causing bodily harm or damage to one another. Any fights where "street" techniques are being used (Example: Elbows, eye gouging, purposeful groin shots, hair pulling).

AKA Official Bye Chart

Amount of Competitors	Total Byes Needed
3	1
4	0
5	3
6	2
7	1
8	0
9	7
10	6
11	5
12	4
13	3
14	2
15	1
16	0
17	15
18	14
19	13
20	12