

PKSA KARATE SEPTEMBER SHOWDOWN 2010

SCORING THE COMPETITORS

General Info

Safety is our first priority, followed by sportsmanship and having fun!

Each ring will have three or five judges. The center judge is seated in the middle and controls the ring, including granting permission to begin and the calling for the display of score. The scorekeeper will call the names of the competitors when it is their turn to perform, and the name of the competitor "on deck".

When called to perform, the competitor will: come to the edge of the ring facing the center judge, bow, proceed into the ring, announce the name of their form or the list of breaks they will perform, and ask permission to begin. Upon completion of their performance the competitor will bow and follow the directions of the center judge.

The center judge will not score competitors until the first three competitors have performed. At which time the first three competitors will be called back into the ring to receive their scores. Each of the first three competitors will be asked to turn around individually and scored. After that, all other competitors will be scored upon completion of their performance.

If there are **three** judges, all scores will be totaled to determine the winners. If a tie should occur, the tied contestants will perform an additional form simultaneously to decide the winner.

If there are **five** judges, the highest and lowest scores will be set aside, the three remaining scores will be added together. The winners will be chosen based on these totals. If a tie should occur, the high and low scores will be added into the total. If a tie still exists in forms competition, the tied contestants will perform an additional form simultaneously to decide the winner. In breaking, each competitor will be given one more board to break.

BREAKING

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Maximum 3 station break; 2 trys per station only

No max or minimum on boards

Board sizes are 4 inches, 6 inches, 8 inches, 10 inches

Breaks are judged on complexity and difficulty. A completed break scores higher than an incomplete break.

The 1st three competitors in each division will break and THEN be scored.

Boards can be purchased the day of the tournament at PKSA Karate.

Tied breaking contestants shall be given 1 board to break to determine the winner. Upon completion of the tie breaking performance, both competitors will be asked to turn around for the judges' decision. The judges will indicate their selection by pointing to the competitor of their choosing. The winner will be the competitor with the most votes.

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FREE SPARRING

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Matches: Each match will be 2 minutes long or until one contestant leads by 3 points. For example: if red opponent has one point and white has three, the match continues until white has four points. If a tie exists at the end of 2 minutes, sudden death overtime will occur. At this time the first contestant to score a point wins the match and there is no three point spread required.

GENERAL:

CONTACT: To prevent injury, all competitors are asked to control all strikes to their opponent by delivering techniques with LIGHT or NO CONTACT! Halo Range: should be appropriate to the competitor's rank and age. Leg sweeps and throws are **NOT** legal or allowed for any rank and will result in warnings.

Points may be awarded for a competitor stepping into an opponents' technique.

Judges will shout STOP when seeing a point.

Judges will shout WARNING calls, a consensus of 3+ judges agreeing for a warning being issued.

Center ring judges can vote for points, warnings, etc.

Legal Techniques for Beginner to Intermediate (White belt to Green belt):

Legal hand techniques are punches. NO FACE PUNCHES. The legal target zones for hand and foot techniques are limited to the front torso, above the belt, below the neck, and no further back than the side seams of the competitor's uniform top. Kicks can also be made to the front and side of the head gear. Leg sweeps and throws are **NOT** legal or allowed and will result in warnings.

Legal Techniques for Advanced Color and Black Belts (Red & Black Belt):

Legal hand techniques are punches, knife hands, ridge hands and back-fist. All kicks are legal techniques. The legal target zones are the front torso, and the front and side of the headgear. Leg sweeps and throws are **NOT** legal or allowed and will result in warnings.

Warnings will be given for:

Illegal techniques, or strikes to illegal areas; Excessive Contact; Running out of the ring to avoid fighting; Deliberately turning away to present only the back as a target; Grabbing or Holding.

Minus 1 point shall be given upon receiving the second warning.

Automatic Disqualifications:

Upon receiving the third warning for the same offense

Causing bleeding or redness of the face as a result of excessive contact

Malicious contact with intent to cause injury

Un-sportsman like conduct (at center judge's discretion)

Mandatory Sparring Equipment:

Martial Arts Uniform

Protective Foam Dipped Head Gear, hand & foot pads

Mouth Piece

Protective Cup (for males)