

**Uechi-ryu Karate Championship Series
(UKCS)
Tournament Rule Book
Version 10-15-2008**



GENERAL TOURNAMENT **RULES**

STATEMENT OF PURPOSE

It is our intent that the following rules must apply and be strictly adhered to by competitors, promoters, parents, spectators and referees for every tournament in the Uechi-ryu Karate Championship Series.

Tournament Rules

NOTE - A: All tournament results shall be posted on our related web site.

NOTE - B: Fairness Rule 1 – If a question ever arises that is not covered by this rulebook, the UKCS Tournament Rules Arbitrator and the designated Rules Team may, at their discretion, create a new rule on the spot. In addition, they have the authority to change or modify any existing rule that they believe would, by enforcing that rule, give an unfair advantage or outcome to any competitor. This fairness rule should only be used in extreme cases.

NOTE – C: Fairness Rule 2 – If a question ever arises that is not covered by this rulebook, the UKCS Tournament Rules Arbitrator or alternatively, in the absence of the Rules Arbitrator, the designated Rules Team may, at their discretion, create a new rule to address that instance. In addition, they have the authority to change or modify any existing rule that they believe would, by enforcing that rule, give an unfair advantage or outcome to any competitor. This fairness rule should only be used in extreme cases.

NOTE – D: Fairness Rule 3 - If there is a sufficient number of qualified officials, then no judge or referee should officiate in a division that their own student(s) is competing in. However, if a strict implementation of this Fairness Rule might result in a potential for inconsistent scoring/grading of a division, then it need not be enforced. If it is determined, by a preponderance of the evidence, that a teacher has used his/her position as a judge or referee to assist his/her student(s), then that teacher/official shall be removed and warned. If a teacher/official receives two warnings, not necessarily in the same tournament year, then that teacher/official will be removed from the roll of certified officials.

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General Rules:

COMPETITORS: Each competitor must present him/herself to the referee suitably attired with proper clean white uniform, Top and Bottom, no T-shirts (unless it is a white T-shirt worn under an appropriate Gi Jacket) and be 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 match. Each competitor must be a Uechi Ryu or Shohei Ryu Student.

Rank Designation Definitions for Youth Divisions:

Beginner - White Belts

Novice – Yellow Belts, Gold Belts, Orange Belts.

Intermediate – Purple Belts, Blue Belts, Green Belts

Advanced – Red Belts, Brown Belts

Junior Black Belt – Black with white stripe ages 9-15

Black Belt – Solid Black Belt ages 16 and 17

Belt Rank: A competitor must compete at the highest belt level they have earned in the martial arts. A competitor can never compete in a division in which he/she has not earned that rank. Once a competitor competes as a black belt, legally he/she must always compete as a black belt. A competitor can never compete in a lower belt division than the level of belt he/she has earned in the martial arts.

PROOF OF AGE RULE: All competitors must have proof of age. If there is a legitimate reason to question a competitor's age, the competitor must present proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age.

LEGAL AGE RULE: All competitors must compete in the age division that corresponds with their age at the date and time of the event. If a competitor's birthday falls on the day of the event, the competitor must compete in the age group that corresponds to the age that that competitor now has become.

COMPETITOR'S RESPONSIBILITIES:

It is the responsibility of the competitor to know and understand the rules, and to be ready for competition when called to do so. He/she must be suitably attired, weighed-in, if required, for sparring and at the appropriate ring when competition begins. If the competitor is not at his/her ring ready to compete when competition begins, they will be penalized.

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 at ringside. If he/she is still not present to compete, he/she will be disqualified.

If a competitor is caught lying to any tournament official regarding any rule or regulation of the tournament, the competitor may be immediately disqualified. Example: The referee asks the competitor if he is wearing a cup, and the competitor says, "Yes." If it is then discovered that the competitor is not wearing a cup, the competitor can be immediately disqualified for lying to an official.

DELAY OF TIME PENALTY

Sparring: An automatic warning will be issued to the competitor. A penalty point will then be issued for each minute the competitor is not properly ready to compete. Upon receiving three (3) penalty points, the offending competitor will be disqualified.

Form: One-half (0.5) of a point will be deducted from the **offending competitor's final score. For each thirty (30) seconds the competitor is not ready to compete, another one-half (0.5) of a point will be deducted from his/her final score. If a competitor is still not ready to compete after two (2) minutes, he/she will be disqualified.**

LATE ENTRIES:

Once a division has started (the first competitor has started his/her form/weapon routine or the first fight fighting division has started), no competitor(s) can be added to that division.

BE ON TIME NO EXCEPTIONS

COMPETING IN DIFFERENT DIVISIONS:

A competitor has the option to move into one higher age or rank division if there is no other competition in the division that he/she was originally signed up for.

SEEDING: No seeding of any type in any forms, weapons, or fighting divisions.

Officials:

The referee is the most experienced official in the ring, and is thoroughly versed in the rules.

The referee promotes the safety of the competitors, enforces the rules and ensures fair play.

The referee is the only one who can start and stop time.

Any judge can stop the match to call for a point. The Judge will shout out CALL

Only the referee can award points, make penalty decisions and administer the voting of the other judges.

The referee communicates and directs the scorekeeper and timekeeper, and announces the winner of each match.

Added Powers of the Referee:

The match begins and ends only with his/her command (not the command of the timekeeper).

The referee has the final decision on any disputes on score.

The referee has the power to issue warnings and award penalty points without a majority decision.

The referee can overrule a majority call to issue a warning or a penalty point.

The referee has the power to issue time-outs. A competitor can ask for a time-out, but it is the decision of the referee to issue one.

The disqualification of a competitor, where disqualification is not automatic, is determined only by a majority vote of the judges and referee. Except for unsportsmanlike conduct.

The center referee can disqualify a competitor on his or her own accord for unsportsmanlike conduct. (Bad Conduct, Malicious contact)

The center referee alone can determine penalties or warnings.

REMOVAL OF OFFICIALS:

Form: If a competitor feels that an official should be removed from a form or weapons division for good reason, he/she must file a protest before the division begins. It is entirely up to the rules arbitrator to determine if an official should be removed.

Sparring: 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 the sole authority of the rules arbitrator to determine if an official should be removed.

If a competitor feels that a center referee/head official should be removed from a form, weapons, or fighting division, he/she must file a protest before the division begins. It is sole authority of the rules arbitrator to determine if a head official should be removed.

PROTEST: A competitor has the right to protest an infraction of the rules or a possible mistake that was made (but not a judgment call).

If a competitor wishes to protest, he/she should first let the center referee know he/she believes there has been an infraction of the rules or a mistake has been made.

If the center referee cannot settle the protest to the competitor's satisfaction, the center referee will summon the rules arbitrator to the ring to render a decision. The rules arbitrator's decision is final.

All protests must be made immediately and in an orderly, proper and sportsmanlike manner.

Protests are not allowed once competition has resumed.

A competitor may be penalized or even disqualified if he/she is protesting improperly or without proper cause.

THE RING: ALL RINGS MUST BE AT LEAST 16 feet x 16 feet. If possible, ALL rings *should* be of the same dimension. Additionally, each ring should be posted with a ring number that is visible from across the floor to competitors, officials, and medical personnel. Distance between fighting opponents should be 40".

JUDGES:

The judges call points as they see them in sparring matches (the center referee stops the action and says, "Judges call."). All judges, including the center referee, then point to the competitor that scored.

The center referee may choose to consult with the judges on penalties and warnings. However, the center referee alone has the power to issue them.

NUMBER OF OFFICIALS: Five (5) officials are *recommended* in all black belt form, fighting, and weapon divisions. However, if that is not possible, at least three (3) officials are required. In all under black belt divisions there **must** be three (3) officials for weapons forms and kata. There **must** be at least TWO (2) Officials for point fighting. If there are only two officials the judging of the point will be unanimous. Head official cannot overrule side official.

CALLS AN OFFICIAL MAY MAKE:

First Call – Once a referee or judge makes their call, the call can not be taken back. It must stand, even if it was a mistake on the official's part.

When the referee believes there has been a significant exchange of techniques, or when signaled to do so by a corner judge, 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:

Judge Sees A Point - 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.

Point Calling - When signaled by the referee, a judge raises the appropriate color (red or white usually) if colors are being used, or points to the competitor who scored the point. The judge should point with only one finger (index finger).

No Point Scored - The official crosses his/her wrists at waist level or holds both colors down to indicate that he/she believes that a point was not scored.

Did Not See If A Point Was Scored - 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 the official was not in position to see if a point was scored. (When using this signal, it has the same effect as saying, "no point," but it indicates to the referee, competitors and spectators the reason why you are not calling the point).

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

Penalty - The official waves the color of the offending competitor in a circular motion. If no colors are used, the official waves the hand and arm in a circular motion while pointing at the offending competitor.

Disqualification - 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 point to the competitor who is to be disqualified. If the judge does not feel the competitor should be disqualified, he/she crosses his/her wrists or holds both colors down at waist level.

LATE CALLS: All officials should make their calls at the same time. If, in the opinion of the center referee, the corner judges are making a late call intentionally, the center referee can disqualify the call. Any noise that prevents the judges from hearing the referee, or the honest mistake of raising the wrong color or pointing at the wrong competitor should be taken into consideration, and should not disqualify the call.

WARNINGS & FOULS:

Warnings: – A warning is just that, a warning to the competitor. If a competitor is issued three (3) warnings, for the same infraction or a combination of infractions, their opponent will be awarded one point.

For each warning issued thereafter to the offending competitor, their opponent will be issued another point. Once a competitor is issued five (5) points, they win the match.

Fouls: A foul is more severe than a warning.

When the first foul is given to a competitor, a penalty point is awarded to their opponent. For every foul issued to the offending competitor thereafter, another point is awarded to their opponent.

If a competitor receives three (3) fouls in any one match, he/she will be automatically disqualified.

Other Penalty Rules: A competitor cannot be penalized with either a warning or a foul, and still receive a point on the same call. A competitor can receive a point for a proper technique and another point from a penalty. A warning or foul always overrules a point.

Other Cause for Penalization:

A competitor can be issued a warning for doing any one of the following rule infractions:

- 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.
- Displaying unsportsman-like behavior by the competitor, his/her coaches or friends.
- Excessive contact.
- Delay of time.
- Unintentionally stepping out of the ring while making no attempt to get back into the ring.

THIS IS NOT A TOTAL AND COMPLETE LIST.

Malicious techniques, uncontrolled attacks, or overly aggressive fighting, that result or may result in the injury to another, are grounds for disqualification.

Any verbal or physical insults or injury from the competitor's coaches, teachers, or friends to either the competitor's opponent or referees/judges are cause for immediate DISQUALIFICATION from the tournament and possible suspension from the series.

Note: The rules arbitrator has the authority to disqualify any competitor on the spot.

SUSPENSION:

A Competitor, Coach, Teacher, Parent, or anyone, that engages in disruptive behavior, and/or verbal insults, gets physical, or creates injury on any referee/judge, competitor's coaches, teachers, or friends or to anyone at the tournament; will be cause for immediate DISQUALIFICATION from the tournament and possible suspension from the series. The tournament series board of directors will decide if suspension is issued.

DISQUALIFICATION:

The majority of all officials must agree in the disqualification of any competitor, unless it is an automatic disqualification as stated in the rules. However, the center referee has the power to disqualify a competitor on his/her own accord if the competitor is acting in an unsportsmanlike manner or causing injury to another competitor.

Non-Competing Penalty: If, in the majority opinion of the officials, it is considered that a competitor is not making an obvious attempt to fight in the true spirit of competition, then that competitor will be warned, and if it continues, will be disqualified.

Wrong Division: If any competitor deliberately competes in a division he/she does not qualify to compete in due to age, weight, rank, gender or style, etc., he/she will be disqualified. No majority of judges needed. This is at the sole discretion of the tournament coordinator and rules arbitrator.

COACHING: Coaching is a luxury to which most competitors do not have access. Therefore, it sometimes can become an unfair advantage over a competitor who does not have coaching. 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:

At no time can a coach enter the ring without the referee's permission.

No abusive, violent, unsportsmanlike or overzealous coaching is permitted.

Coaches cannot ask for a time out (only the competitor may ask for a time out).

Coaches can never interfere with the proper running of the ring or the decisions of the judges.

A **Coach** is defined as anyone who is trying to help one competitor in any way. A coach could be, but is not limited to, a friend, parent, teammate 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. The first infraction is a warning. All succeeding infractions will result in a point for the competitor. 1 warning and 2 points will result in DISQUALIFICATION of the coached competitor; the disqualification requires a majority vote of all judges.

OUT-OF-BOUNDS: A competitor is out-of-bounds as soon as he/she has BOTH feet completely outside of the boundary line. If a competitor goes outside the boundary, with one (1) foot and no deliberate attempt to get back into bounds is made, he/she will be declared out of bounds and a warning will be issued. After the third (3rd) warning, the competitor's opponent will be issued one (1) point for each subsequent infraction.

An out-of-bounds competitor cannot score a point while out-of-bounds.

An in-bounds competitor can score on an out-of-bounds competitor if the center referee has not called stop.

POINT
FIGHTING RULES

POINT FIGHTING RULES

Ring Set Up: Once the final call for the sparring division has been made at ringside, the division is ready to be set up. The competition cards should be collected and counted. Set up is performed using the random straight bye system.

Matches should always be selected at random, but certain allowances **may** be given to competitors from the same schools that are matched up in the first round of competition. They may be separated randomly from each other in the first round if possible. **(Competitors cannot pick whom they want or do not want to fight.)**

Youth and Junior Black Belt Sparring: In the youth division, the competitors should be lined up by height (smallest to the tallest).

If need be - split into tall and short divisions if required or offered. Determination of 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.

Black Belt Sparring: In the adult division, the competitors should be lined up by height (smallest to the tallest).

Competitors from the same dojo *should not* fight each other in the first round, if possible. This rule cannot be enforced if the majority of students are from the same dojo.

YOUTH (17 & UNDER) - REQUIRED SAFETY EQUIPMENT: Approved headgear (see 'Head Gear' note below), hand and foot pads, mouthpieces, chest protectors, groin cups (for male competitors only) are mandatory for all youth competitors in all 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. All safety equipment – headgear, hand and foot pads - **MUST** be of a vinyl covered foam design ONLY!

Each male adult and youth fighting competitor must wear an athletic cup with the proper support clothing (jock strap). If the competitor is not wearing the correct safety equipment, the competitor will be disqualified.

Hand Pads: A soft padded surface must cover the fingers, wrist and any striking surface of the hand when closed.

Foot Pads: A soft padded surface must cover the instep, sides, toes, ankle and back of the heel of the foot. The bottom of the foot does not have to be padded.

Head Gear: The front, sides and back of the head must be covered by a soft padded surface. Insufficiently padded gloves, foot and headgear 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.

Mouth Piece: A properly fitted mouthpiece is required.

Rib/Chest Guard: All competitors, aged 17 and younger, must wear an approved rib/chest protector. The guard must sufficiently cover the abdomen.

Note: The chest protector must be the correct size for the competitor.

Each male, youth, fighting competitor must wear an athletic cup, with the proper support clothing jock strap. If the competitor is not wearing the correct safety equipment, the competitor will be disqualified.

YOUTH - RECOMMENDED SAFETY EQUIPMENT:

Shin pads - are highly recommended for additional safety for all sparring competitors.

Rib/Chest Guard – that covers the entire chest (Tae Kwon Do type), is highly recommended.

HEADGEAR WITH A FACE SHIELD/MASK is HIGHLY RECOMMENDED

UNIFORM RULE: All competitors must wear a complete (top and bottom) traditional, clean, white or white/black (if Black Belt Competitor) uniform in a good state of repair. The appropriate color belt must be worn in competition. All sparring uniforms must have sleeves that reach at least to the middle of the forearm. **No T-shirts, sweats, tank tops or shoes are allowed in any division (except that white T-shirts may be worn under a Gi Jacket).**

LENGTH OF MATCH: Two (2) minutes **running** time, unless five (5) points are scored before time has expired. If a match is tied at the end of two (2) minutes, sudden victory (first person to score a point) in the overtime period will win the match. If after a two (2) minute overtime period no one has scored, the officials will declare a winner, by a majority vote of the officials.

POINT VALUES AND WINNER DETERMINATION: Legal hand techniques that score will be awarded one (1) point. Legal kicking techniques that score will be awarded one (1) point. All penalty points awarded will be awarded one (1) point. The competitor who earns five (5) points by the end of the two (2) minutes, or whoever is ahead at the end of the two (2) minutes is declared the winner. All grand championship matches are two (2) minutes **running** time or total points.

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.

WHAT IS A POINT: A point is a controlled, legal, sport karate technique scored by a competitor in-bounds and upright, without time being called, that strikes a competitor with the allowable amount of focused, touch contact.

LEGAL TARGET AREAS FOR ALL JUNIOR BB, BLACK BELT DIVISIONS and Other Divisions Ages 12-17: Entire Head and face (except as noted below), ribs, chest, abdomen, collarbone and kidneys. No Contact allowed to the head & face*. Controlled contact is allowed to the ribs, chest, abdomen, collarbone, and kidneys.

LEGAL TARGET AREAS FOR UNDER AGE 12 (competing in the UNDER JUNIOR BLACK BELT DIVISIONS): Ribs, chest, abdomen, collarbone and kidneys. No Contact allowed to the head & face*. Controlled contact is allowed to the ribs, chest, abdomen, collarbone, and kidneys.

ILLEGAL TARGET AREAS UNDER AGE 12. Head and Face

ILLEGAL TARGET AREAS FOR ALL DIVISIONS. Back of neck, spine, back of neck, throat, sides of the neck, groin, legs, knees, back, hips, shoulders, buttocks, arms, and feet. NOTE* Kicking to the legs to set up another technique is inherent in Uechi-ryu training and will be allowed. Kicking to the legs with no follow up will result in a warning. All warning rules apply thereafter.

ILLEGAL TECHNIQUES:

- Head butts, hair pulls, bites, scratches, elbows & knee strikes, slapping, and eye attacks of any kind.
- Takedowns of any kind, ground fighting, foot stomps, kicks to the head of a downed competitor.
- Throws or any uncontrolled, dangerous techniques that are deemed unsafe in sport karate by the judges.
- Grabbing and holding onto the gi longer than one (1) second, deemed by the judges.
- Uncontrolled, blind techniques of any type.
- No spinning techniques to the head,
- No jumping or flying techniques. One foot must be on the ground at all times.

GRABBING: A competitor may grab the uniform top or leg of his/her opponent in an attempt to score with a sport karate technique for only one (1) second, after which time he/she must **immediately** release the uniform.

The uniform pants of an upright opponent may be grabbed for one (1) second in an attempt to score.

SWEEPS or GRABS: Sweeps or grabs may not be used to take down an opponent, but only to disrupt their balance, so as to follow up with a sport karate technique, and can only be executed to the back of the front leg at mid-calf or below. A sweep must be deemed a proper sweep, and not a kick to be legal. **No actual takedown can take place.**

Definition of Contact:

Youth Competitors: - **NO CONTACT** of any kind to the head or face of all youth competitors. Light touch cannot be made to the headgear in any youth competitor divisions age (12 and older), but must stop approximately two (2) inches or less away from the target without being blocked.

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.

HARD CONTACT: **Means visible penetration or noticeable target movement.** Hard touch contact is **not allowed** to be made to any legal target areas. This level of contact can cause physical damage or injury. This is grounds for **EXCESSIVE CONTACT:** **Means the competitor is showing no control of the level of power used in the match.** They are using their maximum strength in the match. This can and will cause injury to the other competitor. This is grounds for immediate disqualification.

MALICIOUS CONTACT: **Means the competitor is trying to hurt their opponent.** This is grounds for immediate disqualification.

Note: The head and face are **non-contact target** areas in all fighting divisions. Any contact no matter how slight or soft constitutes a foul.

Forms (Kata), and
Weapons Forms
Rules

Forms (Kata), and Weapons Forms,

SPECIAL KATA RULE: If there is only one competitor in a kata division, that competitor may compete in the next higher rank division, as long as it is a lateral move with respect to age. Example: If there is one competitor in the 8 & 9 year old, novice kata division, that competitor may compete in the 8 & 9 year old, intermediate kata division.

Definitions for Divisions:

Beginner - White Belts

Novice – Yellow Belts, Gold Belts, Orange Belts.

Intermediate – Purple Belts, Blue Belts, Green Belts

Advanced – Red Belts, Brown Belts

Junior Black Belt – Black with white stripe ages 9-15

Black Belt – Solid Black Belt ages 16 and 17

**Form competitors may perform any Uechi/Shohei Ryu kata they choose.
No kata restrictions.**

ORDER OF COMPETITION:

Once the final call for the form and weapon divisions have been made at ringside, the competition cards will be collected and shuffled thoroughly.

The competitor cards will then be drawn randomly for the order of competition.

The first three (3) competitors will perform before any scores are awarded.

After the third competitor is finished, the first competitor will be called to come back for scoring, followed by the second and third competitors. This is to give the judges a sampling of the quality of the competitors.

All competitors in the division will be judged in comparison to these first three (3) competitors.

UNIFORM RULE: All competitors must wear a complete (top and bottom) traditional, clean, white/black uniform in a good state of repair. The appropriate color belt must be worn in competition.

TIME LIMIT KATA:

Two (2) minutes or less.

The time starts once the competitor enters the competition ring.

Going over the time limit will result in automatic disqualification for the competitor(s).

SCORING RANGES OF FORM AND WEAPONS: There will be only one scoring range for all belts. The scoring range will be **9.50 to 10.00 points**. This is not to say that the level of proficiency of a 9.75 white belt form score is the same as a 9.75 Black Belt form score. We are grading white belts against white belts and Black Belts against Black Belts, etc. One scoring range simplifies form and weapon scoring.

TIES:

To break ties for 1st through 5th place:

The high and low scores will be added back in. (This procedure can only be done when there are five judges). If after adding back in the high & low scores there is still a tie, go to number two. If there are three judges, we automatically start with the number two tie breaking option.

The competitors that are tied must perform their kata again to break the tie. The same kata must be preformed. If after the tied competitors perform, and there is still another tie, go to number 3

The judges must vote for a winner.

Note: Ties for 6th through 8th place are never run off. If any ties for 6th through 8th remain after the above tiebreakers, they will remain tied and all will receive points and awards, as applicable.

STARTING A FORM OVER:

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.

The officials will score as though there was no mistake.

The center referee will then instruct the scorekeeper to subtract 0.50 points from the competitor's final score.

The three-minute time limit will start over. A competitor can only start over one (1) time for scoring.

If a competitor has to start over not due to his/her negligence, he/she will not be penalized on the start over.

WEAPON DIVISIONS: Safety Rule:

A competitor who unintentionally drops his/her weapon will be automatically disqualified.

If a competitor recklessly or carelessly misuses his/her weapon, he/she may be penalized or disqualified.

If a competitor's weapon breaks or comes apart during his/her routine, he/she will be disqualified.

Any weapon the judges deem "Not safe" will be disqualified.

ADDENDUM A

BYE FORMULA – POINT FIGHTING DIVISIONS

Random Straight method. Utilize a numeric sequence of 2-4-8-16-32-64-128...

Application: For example, there are 25 competitors.

Take the number 25 and subtract the number closest to, with out going over, the number 25 from the 2-4-8-16-32-64-128...list. 16 is the closest number therefore; $25 - 16 = 9$

Take the number 9 and then multiply it by 2 = 18. Always multiply this remaining number by 2.

The first 18 competitors fight. That means that 7 competitors receive first round byes. These byes are randomly selected from the competitors' cards.

After the first 18 fight there will be 9 competitors advancing. Add in the number of competitors that received first round byes (7), and 16 competitors fight in the second round. There will always be an even number in the second round.

END OF RULES