



THE LEAGUE RULEBOOK

REVISION 11/22/16

RECENT REVISIONS:

- ✓ **Point Sparring Timeouts**
 - **No Coaching Timeouts are allowed in the Regular Season or Finals**

- ✓ **Continuous Sparring Equipment**
 - **Closed Fingered 12oz. Gloves must be used. No Open Fingered Gloves are allowed**
 - **Head Gear that cover the cheek bone area must be used OR Head Gear with Plastic Face Mask. No Metal Caged Masks are allowed.**

- ✓ **Continuous Sparring Continuation Position: For any Stoppage Of Play during a Continuous Round, the match will continue exactly where the fighters are positioned in the ring of play before the initial stoppage.**
 - **There will be no reset to the center fight line unless both fighters exit out the ring**

- ✓ **Continuous Sparring Tie Breaker**
 - **If there is a Tie after two continuous rounds, there will be a third round of 30 seconds. In the event of a second tie after the Over Time Round, the Center Judge will determine the winner based upon the action in the overtime round**

- ✓ **Self Defense Scoring Sheet**
 - **A New Scoring Sheet will be created to Score Self Defense.**
 - **Scoring aspects to be included will be**
 - **(1) Realism/Intensity (0 to 3) [Are Attacks authentic & threatening? Are Self Defense moves authentic?]**
 - **(2) Effectiveness (0 to 2) [Would Self Defense Moves really work?]**
 - **(3) Difficulty (0 to 2) [How challenging are Attacks vs. How sophisticated are counters?]**
 - **(4) Technique (0 to 3) [Did competitor display a variety of Techniques including Blocking, Jamming, Throwing Opponent Off Balance, and Evasion? Did competitor display a variety of counter attacks?]**

- ✓ **Point Sparring Upright Scoring Rule**
 - A competitor cannot score a point if they fall after connecting on a scoring hit (i.e. Diving Forward and Falling after a Hand Attack/Blitz OR Falling after a fading defensive kick, etc.).
 - If the impact of equal collision causes the scoring player to fall after a scoring hit then the score will not be counted.
 - “Falling” is defined as a knee, elbow, or gluteus hitting the ground. A Hand On The Ground is still deemed upright and is legal
 - If a player is pushed/thrown down by the opponent after a scoring hit and the scoring player falls then this rule does not apply and the player’s score will be counted

- ✓ **Point Sparring Exit Rule**
 - Any player willingly and voluntarily exiting out of the ring without being “Forced Out” during live action will have one point awarded to their opponent. No Warnings will be issued and the point will automatically be awarded to the opponent.
 - An “Exit” is defined as a player having at least one foot stepping out of bounds without re-establishing themselves in the ring of play within the allotted 2 seconds Out Of Bounds Countdown.
 - A player who has both feet entirely out of bounds without being forced out will receive an Exit Penalty and has no opportunity to re-establish themselves back in the ring of play. A majority vote of the officials must see call this both feet out exit penalty.
 - If a player lunges forward in an attacking motion and connects on a scoring hit first and then steps out of bounds afterwards, this Exit Rule does not apply and the scoring hit will count.
 - If the player lunges forward and misses on a scoring hit and steps out of bounds and does not re-establish themselves then an Exit Penalty will be issued
 - Once a Player steps out of bounds with at least one foot, they have 2 seconds to re-establish themselves back in the ring of play by getting both feet back in bounds by the 1 second arm count from the center ref OR must execute 2 fighting stance bounces
 - A Player will be disqualified after 4 Exit Penalties
 - If a Player is Forced Out (i.e. Punched or Kicked out of bounds by their opponent) this DOES NOT count as an EXIT.
 - An Exit Penalty will be signaled by judges by waving 5 fingers in a downward swaying motion below the hip. A majority of judges (two out of three judges) must call the Exit Penalty. A center judge alone may not issue an Exit Penalty.

- ✓ **Point Sparring Equipment: Eyeglass Spectacles**
 - Eyeglass Spectacles are not allowed
 - A player may wear Prescription Sport Goggles or Eye Contact Lens

- ✓ **Point Sparring Equipment: Groin Cup**
 - All Fighters (Continuous, Teams, Point) must wear a Groin Cup and will be checked at the beginning of each division

- ✓ **Six Point Sparring Equipment Check**
 - **All Side Judges will perform a Fighter Equipment Check for All Fighters at the Fight Line before the beginning of each match. They will check for:**
 - **1: Head Gear. Gear is strapped and fitted snug on the fighter**
 - **2: No Jewelry. No earrings, bracelets, or necklaces allowed.**
 - **3: Mouth Guard. Every fighter must wear a mouth piece.**
 - **4: Hand Gear. All fingers must fit snug into the hand and strapped on.**
 - **5: Groin Cup. Fighters will be asked to knock on their groin cup and prove they are wearing a protector.**
 - **6: Feet Gear. Toes must be covered and not sticking out and gear strapped on snug.**
 - **Any gear with loose Velcro will not be allowed and gear must be replaced**
 - **Any violation of the above Equipment Check, fighters will be given 2 minutes to get the appropriate equipment to the level of approval of The League.**

GENERAL RULES

COMPETITOR RESPONSIBILITIES: IT IS THE RESPONSIBILITY OF THE COMPETITOR TO KNOW THE RULES AND BE READY FOR COMPETITION WHEN CALLED TO DO SO.

IF THE COMPETITOR IS NOT AT HIS/HER RING WHEN THEIR DIVISION IS CALLED THREE TIMES BY THE RING COORDINATOR/ANNOUNCER, HE/SHE WILL BE DISQUALIFIED.

IF A COMPETITOR LEAVES THE RING AFTER THEIR DIVISION BEGINS AND IS NOT PRESENT WHEN HIS/HER NAME IS CALLED TO COMPETE, HIS/HER NAME WILL BE CALLED AGAIN AT RINGSIDE. IF HE/SHE IS STILL NOT PRESENT TO COMPETE, HE/SHE WILL HAVE TWO MINUTES TO SHOW UP TO COMPETE. IF HE/SHE IS STILL NOT PRESENT TO COMPETE, HE/SHE WILL BE DISQUALIFIED.

NO DIVISION/RING WILL BE HELD UP WAITING FOR ANOTHER COMPETITOR TO GET FINISHED WITH ANOTHER DIVISION IN ANOTHER RING.
(ABSOLUTELY NO REFUNDS)

UNIFORM: ALL COMPETITORS MUST WEAR A COMPLETE TOP AND BOTTOM (KARATE, KUNG FU, TAE KWON DO, OR SPORT MARTIAL ARTS UNIFORM). UNIFORM MUST BE IN GOOD STATE OF REPAIR. THE APPROPRIATE COLOR BELT OR SASH MUST BE WORN IN COMPETITION.

TSHIRTS, TANK TOPS AND SWEATSHIRTS ARE ALLOWED IN FORMS IF THEY ARE APART OF THE COMPETITORS OFFICIAL SCHOOL UNIFORM. SHOES MAY BE WORN IN FORMS COMPETITION IF THEY DO NOT DAMAGE OR MARK THE COMPETITION FLOOR.

RING STAR SPARRING SHOES ARE NOT ALLOWED IN SPARRING DIVISIONS.

RING COORDINATOR: THE DESIGNATED RING COORDINATOR IS IN CHARGE OF THE RING. THEY WILL DETERMINE THE ORDER OF PERFORMANCE AND DETERMINE SPARRING MATCHUPS. THEY WILL ALSO SETTLE INITIAL ARBITRARY ISSUES. ANY FURTHER ARBITRARY DECISIONS WILL BE SETTLED BY THE DESIGNATED KATA/SPARRING ARBITRATOR.

ARBITRATORS: IF A COMPETITOR HAS AN ISSUE WITH AN OFFICIAL OR A DECISION CALL, THE EVENTS' DESIGNATED RING ARBITRATOR CAN BE CALLED UPON FOR FINAL RESOLUTION. ALL DECISIONS BY AN ARBITRATOR ARE FINAL.

NUMBER OF OFFICIALS: 3 OFFICIALS ARE REQUIRED FOR ALL DIVISIONS. 5 OFFICIALS ARE DESIRED IN ALL BLACK BELT GRAND CHAMPION DIVISIONS, BUT NOT MANDATORY.

PROTESTS/ARBITRATIONS: ALL PROTESTS MUST BE MADE IN AN ORDERLY, PROFESSIONAL AND SPORTSMANLIKE MANNER.

ALL PROTESTS MUST BE MADE IMMEDIATELY. PROTESTS ARE NOT ALLOWED ONCE DIVISION HAS BEEN COMPLETED AND DIVISION HAS BEEN CLOSED. A COMPETITOR MAY BE PENALIZED OR EVEN DISQUALIFIED IF HE/SHE IS PROTESTING IMPROPERLY OR WITHOUT PROPER CAUSE.

A "COMPETITOR ACCOMMODATION" MAY BE MADE BY ARBITRATOR/RING COORDINATOR/EVENT PROMOTER IF INQUIRY WAS DUE TO STAFF ERROR AND DIVISION HAS BEEN COMPLETED OR CLOSED. THIS "ACCOMMODATION" MAY INCLUDE AWARDED OF A HIGHER PLACING, EARNED COMPETITOR POINTS FOR THAT SAID EVENT, OR INCLUSION IN GRAND RUNOFFS.

REMOVAL OF OFFICIALS: NO REMOVAL OF OFFICIALS MAY BE EXECUTED AT THE REQUEST OF A COMPETITOR OR PARENT. THE ONLY CASE WHERE AN OFFICIAL MUST BE REPLACED IS IF A COMPETITOR AND AN OFFICIAL COME FROM THE SAME DOJO/SCHOOL/TRAINING FACILITY.

LATE ENTRIES: ONCE A DIVISION HAS STARTED, NO ADDITIONAL COMPETITORS CAN BE ADDED.

WEIGHING-IN: IT IS MANDATORY FOR ALL ADULT FIGHTING COMPETITORS, WHO ARE IN WEIGHED DIVISIONS, TO WEIGH IN BEFORE COMPETITION. ALL COMPETITORS MUST FIGHT IN HIS/HER WEIGHT DIVISION. A COMPETITOR CANNOT FIGHT UP OR DOWN IN ANOTHER WEIGHT DIVISION FOR WHICH HE/SHE HAS NOT MADE PROPER WEIGHT. IT IS THE RESPONSIBILITY OF THE TOURNAMENT PERSONNEL TO WEIGH AND PROPERLY RECORD THE COMPETITORS' WEIGHT.

COMPETITION AGE

COMPETITION AGE: ALL COMPETITORS MUST ENTER DIVISIONS BASED UPON THE AGE THEY WERE ON JANUARY 1ST OF THAT SAID YEAR AT 12:00AM. COMPETITORS WHO TURN 18YRS+ AND 30YRS+ OF AGE DURING THE CIRCUIT SEASON (JAN 1ST TO DEC 31ST) ARE ALLOWED TO MOVE UP AND COMPETE IN THOSE DIVISIONS IF THE COMPETITOR WILL BE TURNING THAT AGE DURING THE CIRCUIT SEASON. COMPETITORS UNDER 18YRS THAT MOVE UP TO AN AGE BRACKET MUST STAY IN THAT BRACKET.

COMPETITORS 30+YRS MAY GO DOWN AND COMPETE IN THE 18-29YRS BRACKET.

PROOF OF AGE RULE: ALL COMPETITORS MUST HAVE PROOF OF AGE. IF THERE IS A LEGITIMATE REASON TO QUESTION A COMPETITORS' AGE, HE/SHE MUST PRESENT PROOF OF AGE. PLEASE PROVIDE A COPY OF COMPETITOR'S BIRTH CERTIFICATE, DRIVER'S LICENSE, OR OTHER ACCEPTABLE DOCUMENTS WITH YOU OR SEND A COPY IN WITH YOUR ENROLLMENT FORM.

- ANY DISCREPANCIES WITH THE AGE OF ANOTHER PLAYER MUST BE REPORTED BEFORE THE LAST TOURNAMENT OF THE REGULAR SEASON. AFTER THE LAST TOURNAMENT OF THE REGULAR SEASON, ALL PLAYERS WILL BE LOCKED IN THEIR RESPECTIVE DIVISIONS THEY HAVE BEEN COMPETING IN ALL SEASON LONG.

RANK RULES

RANK RULE: A COMPETITOR MUST COMPETE AT THE HIGHEST BELT LEVEL THEY HAVE EARNED IN THE MARTIAL ARTS/COMPETED IN A SPORT MARTIAL ARTS TOURNAMENT.

A COMPETITOR MAY COMPETE IN A DIVISION OF WHICH HE/SHE HAS NOT EARNED A RANK IN, AS LONG AS THEY ARE GOING UP IN DIVISION . A COMPETITOR CAN NEVER COMPETE IN A LOWER BELT DIVISION THAN THE LEVEL OF BELT HE/SHE HAD EARNED IN THE MARTIAL ARTS.

FOR COMPETITORS SWITCHING SCHOOLS/TEAMS, ALTHOUGH THEY MAY BE OF LOWER RANK AT THE NEW SCHOOL, THEY MUST COMPETE IN THE HIGHEST DIVISION THEY HAVE COMPETED IN A LEAGUE EVENT.

COMPETING ON OTHER CIRCUITS: IF A COMPETITOR PARTICIPATES IN ANOTHER CIRCUIT AT A HIGHER BELT LEVEL, THEY MUST STAY COMPETING AT THAT BELT LEVEL. FOR EXAMPLE, A COMPETITOR IS A PURPLE BELT, BUT COMPETED IN A BLACK BELT DIVISION ON ANOTHER CIRCUIT OR TOURNAMENT, THEY MUST COMPETE AT THAT HIGHEST BELT DIVISION.

BELT COLORS:

NOVICE- WHITE, YELLOW, GOLD, ORANGE

INTERMEDIATE- PURPLE, BLUE, GREEN

ADVANCE- RED, BROWN

EXPERT- BLACK

SPLIT BELT OR COLORED STRIPED RANK BELTS RULE: VINYL TAPE ON THE ENDS OF BELTS DOES NOT CHANGE RANK STATUS. IT IS RECOMMENDED THAT ALL COMPETITORS WEAR A SOLID COLOR BELT TO AVOID ANY DISCREPANCIES AND MISPLACEMENT. COMPETITORS WEARING A BELT WITH A BLACK SOLID STRIPE WILL BE MOVED UP TO THE NEXT RANKING (EXAMPLE: ORANGE BELT WITH A PURPLE STRIPE WILL BE MOVED UP TO INTERMEDIATE; GREEN BELT WITH A BROWN STRIPE WILL BE MOVED UP TO ADVANCED LEVEL).

FIRST TIMER DIVISIONS

FIRST TIMER DIVISIONS: ALL BELTS ARE ALLOWED IN THESE DIVISIONS.

PARTICIPATION POINTS ARE TRACKED IN THE LEAGUE POINT STANDINGS FOR THESE DIVISIONS FOR QUALIFYING PURPOSES FOR THE SAID YEAR OF THE LEAGUE FINALS. THE LEAGUE DOES NOT TRANSFER POINTS FROM FIRST TIMER DIVISIONS TO REGULAR RING DIVISIONS.

FIRST TIMER DIVISIONS ARE INTENDED FOR COMPETITORS COMPETING IN THEIR FIRST SEASON IN THE LEAGUE CIRCUIT. IT IS OUR GOAL TO MAKE THEIR FIRST FEW TOURNAMENTS A FUN AND MOTIVATING EXPERIENCE. THE EMPHASIS OF THESE DIVISIONS IS PARTICIPATION AND GAINING COMPETITION EXPERIENCE.

THE LEAGUE BOARD OF GOVERNORS MAY DISALLOW COMPETITORS TO COMPETE IN FIRST TIMER DIVISIONS BASED UPON SUPERIOR SKILL LEVEL AT THEIR DISCRETION THROUGHOUT THE REGULAR SEASON. IF THIS IS EXECUTED, PARTICIPATION POINTS THAT HAVE BEEN ACCUMULATED WILL BE TRANSFERRED TO THE REGULAR DIVISION THE COMPETITOR IS PLACED AT.

FIRST TIMER RULES

KATA: EACH COMPETITOR WILL PERFORM THEIR KATA ONCE, AND WILL IMMEDIATELY RECEIVE A SCORE.

SPARRING: EACH COMPETITOR WILL FIGHT A MINIMUM OF (2) MATCHES, PAIRED WITH ANOTHER COMPETITOR OF CLOSE PHYSICAL SIZE AND BELT RANK.

ALL FIRST TIMER SPARRING MATCHES HAVE A 5 POINT CEILING AND A 1:30 MINUTE REGULATION ROUND. (SEE UNDER BELT SPARRING RULES)

WORLD LEAGUE FINALS FIRST TIMER RULES

KATA: THIS DIVISION WILL RUN JUST LIKE THE REGULAR KATA DIVISIONAL FORMAT. NO SEEDS IN THIS DIVISION. ALL QUALIFIERS WILL BE RANDOMLY DRAWN TO DETERMINE ORDER OF PERFORMANCE.

SPARRING: THIS DIVISION WILL BE A DOUBLE ELIMINATION DIVISION. NO SEEDS IN THIS DIVISION. ALL QUALIFIERS WILL BE RANDOMLY DRAWN TO DETERMINE MATCHUPS.

GENERAL SPARRING RULES

SPARRING SAFETY EQUIPMENT: ONLY APPROVED FOAM TYPE SPORT MARTIAL ARTS SPARRING GEAR WILL BE ALLOWED.

MANDATORY EQUIPMENT INCLUDE: HEADGEAR, HAND GEAR, FEET GEAR, MOUTHPIECE, AND GROIN AREA PROTECTORS ARE MANDATORY. HARD PLASTIC PADS USED FOR OTHER SPORTS ARE NOT ALLOWED (I.E. SOCCER SHIN PADS). THE COMPETITORS' EQUIPMENT WILL BE CHECKED AND IF IT IS DEEMED UNSAFE, HE/SHE WILL BE ASKED TO CHANGE THE EQUIPMENT BEFORE HE/SHE CAN COMPETE. EQUIPMENT MUST BE IN GOOD STATE OF REPAIR AND MUST BE FREE OF HEAVY TAPING, TEARS OR ANY OTHER REPAIRS THAT MAY CAUSE INJURY. ALL FINGERS MUST NOT PROTRUDE THE HAND PADS, AND ALL TOES MUST NOT PROTRUDE ON FOOTPADS AS WELL.

MMA TYPE GLOVES ARE NOT ALLOWED.
NO RING STARS TYPE FOOT SHOES ARE ALLOWED IN LEAGUE EVENTS.

THE GROIN AREA IS NOT A LEGAL TARGET. SINCE THIS IS A SPORT OF SEMI-CONTACT, IT IS ADVISED AND RECOMMENDED THAT ALL COMPETITORS, INCLUDING FEMALES, WEAR A GROIN AREA GUARD. FEMALES MAY, AT THEIR OWN RISK, ELECT NOT TO WEAR ONE.

NO EYEGLOSS SPECTACLES ARE ALLOWED. A PLAYER MAY WEAR PRESCRIPTION SPORT GOGGLES OR EYE CONTACT LENS.

FAILURE TO OBSERVE THESE RULES WILL RESULT IN FORFEITURE IF A COMPETITOR CANNOT CONFORM. SEMI-CONTACT IS PERMITTED TO THE HEAD, SO IT IS HIGHLY RECOMMENDED THAT A FACE SHIELD BE USED FOR ALL YOUTH COMPETITORS.

LENGTH OF MATCH: 2-MINUTE RUNNING TIME, NO TIMEOUTS ALLOWED, 10 POINT CEILING, 5 POINT SPREAD FOR ALL UNDER BELT DIVISIONS

2-MINUTE RUNNING TIME, ACCUMULATED POINTS, NO CEILING, NO TIMEOUTS IN BLACK BELT DIVISIONS. THERE IS A 10-POINT SPREAD RULE IN ALL BLACK BELT DIVISIONS.

30-SECOND SPARRING OVER TIME PERIOD: IF A MATCH IS TIED AT THE END OF 2 MINUTES, AN EXTENDED 30-SECOND OVERTIME PERIOD WILL ENSUE. PLAYER WITH MOST POINTS IN OVERTIME WINS THE MATCH

IN THE RESULT OF A TIE AFTER THE FIRST OVERTIME PERIOD, A SECOND 30-SECOND OVERTIME PERIOD WILL TAKE PLACE. 30-SECOND OVERTIME PERIODS WILL CONTINUE UNTIL A FIGHTER HAS MORE POINTS THAN HIS COMPETITOR.

AFTER (4) OVERTIME PERIODS, THE CENTER REF HAS THE CHOICE TO GO TO A SUDDEN DEATH CLASH (FIRST POINT WINS) TO COME TO A CONCLUSION.

SPARRING ELIMINATION MATCHES: ONCE THE FINAL CALL FOR THE SPARRING DIVISION HAS BEEN MADE AT RINGSIDE AND THE DIVISION IS READY TO BE SET UP, THE COMPETITION CARDS SHOULD BE COLLECTED BY THE SCOREKEEPER/RING COORDINATOR ONLY. CENTER REFEREES OR SIDE JUDGES MAY NOT PAIR UP COMPETITORS, TOUCH THE PLAYER CARDS, OR DETERMINE MATCHUPS.

MATCHES SHOULD ALWAYS BE SELECTED BY RANDOM. ONLY CERTAIN ALLOWANCES MAY BE GIVEN TO COMPETITORS FROM THE SAME SCHOOL THAT IS MATCHED UP IN THE FIRST ROUND OF COMPETITION. THIS IS DETERMINED BY PLAYERS WEARING THE SAME UNIFORM OR CONTAINING THE SAME PATCH/EMBLEM/LOGO. ASSOCIATED SCHOOLS OR TEAMS TRAINING TOGETHER DOES NOT EQUATE IN TWO PLAYERS FROM THE SAME SCHOOL/TEAM.

THE SCOREKEEPER/RING COORDINATOR WILL MAKE SURE THE COMPETITORS FROM THE SAME SCHOOL ARE NOT PAIRED UP WITH EACH OTHER IN EACH ROUND. ALTHOUGH SCOREKEEPERS WILL DO THEIR BEST, THERE WILL BE NO GUARANTEES REGARDING SAME SCHOOL MATCHUPS AFTER THE FIRST ROUND.

POINT VALUES AND WINNER DETERMINATION:

FOR ALL UNDER BELT/BLACK BELT DIVISIONS: ALL LEGAL HAND TECHNIQUES, AND KICKS TO THE BODY WILL BE AWARDED (1) ONE POINT. ANY KICKS TO THE HEAD AND ANY SPINNING KICKS TO THE BODY/HEAD FROM A STANDING POSITION WILL BE AWARDED (2) TWO POINTS.

SPECIFIC TECHNIQUE POINT VALUES:

- FADE AWAY JUMP BACK SIDE KICKS TO THE BODY ARE (1) POINT EACH

GRAND CHAMPION BOUTS: IN THE GRAND CHAMPION RUNOFFS, ELIMINATION MATCHES ARE 10 POINT CEILING, 5 POINT SPREAD

ALL GRAND CHAMPION FINAL MATCHES ARE ONE 3-MINUTE ROUND.

SIX POINT SPARRING EQUIPMENT CHECK: ALL SIDE JUDGES WILL PERFORM A FIGHTER EQUIPMENT CHECK FOR ALL FIGHTERS AT THE FIGHT LINE BEFORE THE BEGINNING OF EACH MATCH. THEY WILL CHECK FOR:

- 1) HEAD GEAR: GEAR IS STRAPPED AND FITTED SNUG ON THE FIGHTER'S HEAD.
- 2) NO JEWELRY: NO EARRINGS, BRACELETS, OR NECKLACES ALLOWED.
- 3) MOUTHGUARD: EVERY FIGHTER MUST WEAR A MOUTHPIECE.
- 4) HAND GEAR: ALL FINGERS MUST FIT SNUG INTO THE HAND AND STRAPPED ON.
- 5) GROIN CUP: FIGHTERS WILL BE ASKED TO KNOCK ON THEIR GROIN CUP AND PROVE THEY ARE WEARING A GROIN PROTECTOR.
- 6) FEET GEAR: TOES MUST BE COVERED AND NOT STICKING OUT AND GEAR STRAPPED SNUG.

ANY GEAR WITH LOOSE VELCRO WILL NOT BE ALLOWED AND GEAR MUST BE REPLACED.

ANY VIOLATION OF THE ABOVE EQUIPMENT CHECK, FIGHTERS WILL BE GIVEN 2 MINUTES TO GET THE APPROPRIATE EQUIPMENT TO THE LEVEL OF APPROVAL OF THE LEAGUE.

COACHING & TIME OUTS

COACHING TIME OUTS: COACHING IS ALLOWED BUT THERE ARE NO COACHING TIMEOUTS ALLOWED IN SPARRING MATCHES. COACHES MAY CONFER WITH THEIR PLAYER BEFORE, DURING, & AFTER A FIGHT; BUT COACHES MAY NOT STOP A FIGHT MID-MATCH TO COMMUNICATE WITH THEIR PLAYER.

SPARRING EQUIPMENT TIME OUTS: ALL EQUIPMENT ADJUSTMENT TIMEOUTS MUST BE HANDLED BY THE CENTER REFEREE. IF A PLAYER NEEDS A PAUSE IN THE MATCH TO FIX STRAPPING OR THERETO OF FEET EQUIPMENT, HAND EQUIPMENT, HEAD EQUIPMENT, ETC, IT MUST BE DIRECTLY HANDLED BY THE CENTER REFEREE AND NOT THE PLAYER OR COACH. PENALTY POINTS MAY BE GIVEN FOR THIS DELAY.

INJURY TIME OUTS: THE CENTER REF WILL CLASSIFY EACH INJURY AS A "LOW LEVEL MINOR INJURY", "A HIGH LEVEL MINOR INJURY", OR A "MAJOR INJURY".

"LOW LEVEL MINOR INJURY": A PLAYER IS GIVEN 90 SECONDS TO RECOUP FROM INJURY

"HIGH LEVEL MINOR INJURY": A PLAYER IS GIVEN 5 MINUTES TO RECOUP FROM INJURY

"MAJOR INJURY": CENTER REF MUST IMMEDIATELY END THE MATCH AND ISSUE A DISQUALIFICATION OF THE OPPONENT OR A FORFEITURE OF THE INJURED PLAYER

A PLAYER IS ONLY ALLOWED ONE MEDICAL TIMEOUT PER FIGHT, UNLESS THE OPPOSING PLAYER EXECUTED AN ILLEGAL TECHNIQUE WHICH RESULTED IN THE INJURY OF THE PLAYER.

THE OPPOSING PLAYER MAY CONFER WITH THEIR COACH DURING AN INJURY TIMEOUT.

IF THE INJURED PLAYER CANNOT CONTINUE AFTER THE ALLOTTED TIME, THEY MUST FORFEIT DUE TO INJURY.

ANY INJURED PLAYER MUST HAVE MEDICAL CLEARANCE TO CONTINUE.

OFFICIAL TIME OUTS: A CENTER REF MAY CONSULT WITH THEIR SCOREKEEPER STAFF AND CALL AN OFFICIALS TIME OUT TO RESOLVE MATCH UP ISSUES/SCORING ISSUES.

A CENTER REF MAY ALSO ISSUE AN OFFICIAL'S TIME OUT IN ORDER TO CALM DOWN AN ESCALATING FIGHT IN WHICH PLAYERS ARE ON THE BRINK OF UNSPORTSMANLIKE BEHAVIOR.

DURING THIS TIMEOUT, PLAYERS MAY CONFER WITH THEIR COACHES.

COACHING: COACHING IS ALLOWED BUT ONLY UNDER THE FOLLOWING GUIDELINES-

- NEVER, AT ANY TIME, CAN A COACH ENTER THE RING WITHOUT THE REFEREE'S PERMISSION
- NO ABUSIVE, VIOLENT, UNSPORTSMANLIKE OR OVERZEALOUS COACHING
- COACHES OR COMPETITOR CAN ASK FOR TIMEOUT
- COACHES CAN NEVER INTERFERE WITH THE PROPER RUNNING OF THE RING OR THE DECISIONS OF THE JUDGES
- ONLY ONE COACH IS ALLOWED PER FIGHTER AND THEY MUST BE POSITIONED IN THE APPROPRIATE COACHES BOX
- CENTER REFEREE HAS THE ADDED POWER TO REMOVE A COACH FOR CONSTANT ABUSE/RULE INFRACTION

REFEREES

CENTER REFEREES: CERTIFIED LEAGUE CENTER REFEREES ARE THE MOST EXPERIENCED PERSON IN THE RING AND ARE THOROUGHLY VERSED ON THE RULES AND ORDER OF COMPETITION. HE/SHE PROMOTES THE SAFETY OF COMPETITORS, ENFORCES THE RULES, AND ENSURES FAIR PLAY. TO THIS END, HE/SHE STARTS AND STOPS THE MATCH, AWARDS POINTS, MAKES PENALTY DECISIONS, ADMINISTRATES THE VOTING OF THE OTHER JUDGES, COMMUNICATES CLEARLY WITH THE SCOREKEEPER AND TIMEKEEPER, AND ANNOUNCES THE WINNER OF EACH MATCH.

ADDED POWERS OF THE CENTER REFEREE:

- 1) MATCH STARTS/STOPS WITH HIS/HER COMMAND, NOT THE COMMAND OF THE TIMEKEEPER, SCOREKEEPER OR COACH
- 2) HAS FINAL DECISION ON ANY DISPUTES ON SCORE UNLESS AN ARBITRATOR IS CALLED
- 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 PENALTIES
- 6) HAS POWER TO ISSUE EQUIPMENT TIME OUT OR OFFICIATING TIME OUT

SIDE JUDGES: THE SIDE JUDGES CALL POINTS/PENALTIES AS THEY SEE THEM. THE CENTER REFEREE, TO HELP IN DETERMINING PENALTIES OR WARNINGS, MAY CONSULT THEM, ALTHOUGH THE CENTER REFEREE MAY NOT PERSUADE THEM. IT IS THE MAJORITY VOTE OF THE SIDE JUDGES AND CENTER REFEREE THAT DETERMINES A SCORING POINT.

SIDE JUDGES MAY BORDER AROUND THE OUTER EDGES OF THE RING. THEY MAY MANEUVER IN A 'L' SHAPE ALONG THE EDGES OF THE RING, BUT MAY NEVER STEP INTO THE ACTUAL RING OF PLAY. THE ONLY JUDGE ALLOWED IN THE RING OF PLAY IS THE CENTER REFEREE.

EURO STYLE POINT CALLS: WHEN THE CENTER REFEREE BELIEVES THERE HAS BEEN A SIGNIFICANT EXCHANGE OF TECHNIQUES OR WHEN SIGNALLED TO DO SO BY A SIDE JUDGE, HE/SHE SHALL CALL OUT THE WORD, "STOP!" IN A LOUD VOICE.

AT THE MOMENT THE "STOP!" COMMAND IS MADE, ALL REFEREES JUDGING THE FIGHT MUST MAKE THEIR CALL, OTHERWISE THEIR CALL MAY BE DISQUALIFIED. JUDGES DO NOT WAIT FOR FIGHTERS TO COME BACK TO THE FIGHT LINE TO MAKE THEIR POINT CALL. ALL JUDGES MUST MAKE THEIR CALL AT THE MOMENT THE POINT IS SCORED.

AS THE PLAYERS RETURN BACK TO THEIR STARTING FIGHT LINES THE DECISION ON IF A POINT CONFIRMATION BY THE JUDGES SHOULD HAVE ALREADY BEEN MADE.

WHEN THE "STOP!" CALL IS MADE BY THE CENTER REF, JUDGES MAY MAKE THE FOLLOWING CALLS:

CALLS A REFEREE OR SIDE JUDGE MAY MAKE: WHEN THE CENTER REFEREE BELIEVES THERE HAS BEEN A SIGNIFICANT EXCHANGE OF TECHNIQUES, OR WHEN SIGNALLED TO DO SO BY A SIDE JUDGE, HE/SHE SHALL CALL OUT THE WORD, "STOP!" IN A LOUD VOICE. THE CENTER REFEREE SHALL THEN RETURN THE PLAYERS TO THEIR STARTING FIGHT LINES AND SIMULTANEOUSLY AND ASSERTIVELY IN THE FOLLOWING MANNER:

- **SIDE JUDGE SEES A POINT:** HE/SHE SHOULD HOLD UP ONE ARM. 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 SIGNALLED BY THE CENTER REFEREE, A JUDGE RAISES THE ARM AND POINTS TO THE COMPETITOR WHO SCORES THE POINT. IF A COMPETITOR SCORES A ONE POINT TECHNIQUE THE JUDGE SHOULD POINT WITH ONLY ONE FINGER. IF A TWO POINT TECHNIQUE IS BEING CALLED, THE JUDGE SHOULD POINT WITH TWO FINGERS.
- **NO POINT SCORED:** A CENTER REFEREE OR SIDE JUDGE CROSSES HIS/HER WRISTS AT WAIST LEVEL POINTING DOWNWARD TO INDICATE THAT HE/SHE BELIEVES THAT A POINT WAS NOT SCORED.
- **CLASH:** CENTER REFEREE OR SIDE JUDGE MAKES A MOTION AS THOUGH THEY ARE HITTING BOTH FISTS TOGETHER, INDICATING THAT BOTH COMPETITORS SCORED AT THE SAME TIME. JUDGES MAY NOT GIVE POINTS TO BOTH PLAYERS SIMULTANEOUSLY IN ONE CALL.
- **PENALTY:** THE CENTER REFEREE OR JUDGE POINTS HIS ARM TOWARDS THE OFFENDING COMPETITOR WITH HIS THUMB POINTING DOWN.
- **DISQUALIFICATION:** A DISQUALIFICATION VOTE IS TAKEN SEPARATELY FROM ANY OTHER VOTE. THE CENTER REF WILL REQUEST TO HUDDLE WITH THE TWO SIDE JUDGES AND WITHOUT PERSUADING OR INFLUENCING THE SIDE JUDGES, INFORM THEM TO MAKE A DECISION ON WHETHER A FIGHTER SHOULD BE DISQUALIFIED FOR AN IMPROPER INFRACTION. WHEN A DISQUALIFICATION VOTE IS ASKED FOR, THE REFEREE WILL SAY, "JUDGES CALL". THE JUDGES WILL THEN HOLD THEIR ARMS OUT WITH A CIRCULAR MOTION WITH THEIR FINGER POINT TOWARDS THE COMPETITOR WHO IS TO BE DISQUALIFIED.
- **EXIT PENALTY:** AN EXIT PENALTY WILL BE SIGNALLED BY JUDGES BY WAVING 5 FINGERS IN A DOWNWARD SWAYING MOTION BELOW THE HIP. A MAJORITY OF JUDGES (2 OUT OF 3 JUDGES) MUST CALL THE EXIT PENALTY. A CENTER JUDGE ALONE MAY NOT ISSUE AN EXIT PENALTY.

LATE CALLS: ALL JUDGES 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 REFEREE CAN DISQUALIFY THE CALL. CENTER REFEREE/ARBITRATOR MAY MAKE AN EXCEPTION, SUCH AS (NOISE NOT ALLOWING THE SIDE JUDGES TO HEAR THE CENTER REFEREE MAKE A CALL FOR POINTS OR THE HONEST MISTAKE OF RAISING THE WRONG HAND OR POINTING AT THE WRONG COMPETITOR SHOULD BE TAKEN INTO CONSIDERATION NOT TO DISQUALIFY THE CALL.

SHOULD A LATE CALL AFFECT THE SCORE OF A CLASH, THE CENTER REF MAY REQUEST FOR A RE-CALL IN WHICH THE JUDGES WILL RE-SCORE THE CURRENT CLASH.

SHOULD A SPECIFIC JUDGE CONTINUE TO MAKE LATE CALLS, THEY MAY BE REQUESTED TO BE REMOVED BY A CENTER REFEREE OR A COACH.

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 (2) POINT TECHNIQUE BEFORE POINTS CAN BE AWARDED, OTHERWISE ONLY ONE POINT IS AWARDED.

WHAT IS A POINT?: A POINT IS A CONTROLLED LEGAL SPORT KARATE TECHNIQUE SCORED BY A COMPETITOR IN BOUNDS AND UP-RIGHT WITHOUT TIME BEING CALLED THAT STRIKES A COMPETITOR WITH THE ALLOWABLE AMOUNT OF FOCUSED TOUCH CONTACT.

LEGAL TARGET/SCORING AREAS: LIGHT TOUCH TO THE SIDE OF THE HELMET, RIBS, CHEST, ABDOMEN, KIDNEYS

SPARRING PENALTIES

INFRACTION RULE: A SPARRING MATCH CAN NEVER BE DETERMINED AND END BY AN INFRACTION/PENALTY. IF A MATCH IS TIED, AND PLAYER 'A' RECEIVES THEIR LAST POINT BY A PENALTY POINT BEFORE REGULATION TIME, AND THE PENALTY POINT DECIDES THE WINNER OF THE FIGHT, THE MATCH MUST CONTINUE. IN ORDER TO COMPLETE THE BOUT, EITHER: (SCENARIO 1) PLAYER 'A' MUST SCORE ONE (1) MORE POINT **OR** (SCENARIO 2) PLAYER 'B' MUST SCORE TWO (2) POINTS. FIRST PLAYER TO COMPLETE EITHER OF THOSE OPTIONS WILL END THE MATCH.

IF THE MATCH GOES ABOVE THE ALLOWABLE POINT CEILING OR ALLOWABLE POINT SPREAD, AND THE INFRACTION RULE COMES INTO PLAY, THE MATCH WILL CONTINUE AS OUTLINED ABOVE.

IF, AT THE END OF REGULATION TIME EITHER PLAYER HAS MORE POINTS THAN THE OTHER WITHOUT THE PENALTY POINT AS THE DECIDING POINT, THEN THE PLAYER WITH THE MOST POINTS WINS THE BOUT.

ILLEGAL TARGET AREAS: SPINE, BACK OF THE NECK, THROAT, SIDES OF THE NECK, KNEES, GROIN, AND BACK

ILLEGAL TECHNIQUES:

(ILLEGAL TECHNIQUES WARRANTING A PENALTY POINT IF EXECUTED)

- GROIN KICK
- HEAD BUTTS
- HAIR PULLS
- BITES
- SCRATCHES
- ELBOWS
- KNEES
- EYE ATTACKS OF ANY KIND
- TAKE DOWNS OR SWEEPS
- SLAPPING
- GRABBING FOR MORE THAN TWO SECONDS
- UNCONTROLLED BLIND TECHNIQUES
- THROWING
- ANY UNCONTROLLED OR DANGEROUS TECHNIQUES DEEMED UNSAFE BY CENTER REF/ARBITRATOR
- CARTWHEEL KICK

GROUND FIGHTING: THERE IS ABSOLUTELY NO GROUND FIGHTING. ANY STOMPS, PUNCHES OR KICKS TO THE HEAD OR BODY OF A DOWNED COMPETITOR IS GROUNDS FOR PENALTY POINTS OR DISQUALIFICATION. MATCH PLAY MUST BE STOPPED BY THE CENTER REFEREE ONCE A PLAYER FALLS TO THE GROUND OR HAS A KNEE/ELBOW/HIP TOUCHING THE FLOOR.

IF A PLAYER HAS A HAND(S) TOUCHING THE FLOOR WHILE KICKING (I.E. SUPPORTING BALANCE HANDS FOR EXECUTION FOR A KICK) THEY ARE STILL DEEMED STANDING UP AND ELIGIBLE TO SCORE/BE SCORED UPON.

GRABBING: A COMPETITOR MAY GRAB THE UNIFORM TOP/PANTS OF HIS/HER OPPONENT IN AN ATTEMPT TO SCORE WITH A SPORT MARTIAL ARTS TECHNIQUE FOR ONLY ONE SECOND IMMEDIATELY AFTER WHICH TIME HE/SHE MUST RELEASE THE UNIFORM.

PENALTIES: THERE ARE NO WARNINGS FOR BREAKING THE RULES. PENALTY POINTS WILL BE AWARDED FOR EACH SPARRING INFRACTION. AFTER THE 4TH PENALTY POINT IS GIVEN, A COMPETITOR CAN BE DISQUALIFIED. IF THE SEVERITY OF THE FIRST RULES VIOLATION IS DEEMED BY THE CENTER REFEREE TO BE TOO SEVERE/EXCESSIVE A DISQUALIFICATION CAN BE ISSUED IMMEDIATELY.

A COMPETITOR CANNOT BE PENALIZED AND STILL RECEIVE A POINT ON THE SAME CALL. A COMPETITOR CAN RECEIVE A POINT FOR A PROPER TECHNIQUE AND RECEIVE ANOTHER POINT ON A PENALTY CALL CALLED ON THEIR OPPONENT. IF, IN THE OPINION OF THE REFEREE AND/OR MEDICAL PERSONNEL, A COMPETITOR CANNOT CONTINUE BECAUSE OF AN INJURY CAUSED BY AN ILLEGAL PENALIZED ATTACK EXECUTED BY HIS/HER OPPONENT, THE OFFENDING COMPETITOR SHALL BE AUTOMATICALLY DISQUALIFIED REGARDLESS OF SCORE.

SPARRING PENALTIES:

- ATTACKING ILLEGAL AND NON TARGET AREAS
- RUNNING OUT OF THE RING TO AVOID FIGHTING
- FALLING TO THE FLOOR TO AVOID FIGHTING
- CONTINUING AFTER BEING ORDERED TO STOP
- BLIND, NEGLIGENT OR RECKLESS ATTACKS
- DISPLAYING UNSPORTSMANLIKE BEHAVIOR BY THE COMPETITOR, COACH,
- USING ILLEGAL TECHNIQUES
- EXCESSIVE STALLING
- UNCONTROLLED TECHNIQUES
- DELAY OF TIME
- EXCESSIVE CONTACT

BLOOD RULE: A PLAYER MAY BE DISQUALIFIED FOR DRAWING BLOOD ONLY IF THE BLOW TO THE HEAD IS DEEMED EXCESSIVE. IF THE BLOW WAS NOT DEEMED EXCESSIVE, YET BLOOD IS DRAWN, THE MATCH CONTINUES (WITH THE APPROVAL OF MEDICAL PERSONNEL)

IF MATCH RESUMES AND CALLS ARE MADE BY JUDGES, AND THEN BLOOD STARTS TO SHOW A PLAYER CANNOT BE DISQUALIFIED. THE MATCH WILL CONTINUE WITH THE APPROVAL OF THE MEDICAL PERSONNEL. IF A FIGHTER CANNOT CONTINUE BECAUSE OF BLOOD, IT WILL RESULT IN A FORFEIT DUE TO INJURY.

IN THE CASE OF AN EQUAL CLASH WHERE TWO FIGHTERS COLLIDE WITH EQUAL CONTACT, NO DISQUALIFICATION IS GIVEN IF BLOOD IS DRAWN. THE FIGHT MAY NOT CONTINUE WITHOUT MEDICAL PERSONNEL APPROVAL.

NON COMPETING PENALTY: NON-COMPETING PENALTY: 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.

OUT OF BOUNDS: A COMPETITOR IS OUT OF BOUNDS AS SOON AS HE/SHE HAS AN ENTIRE FOOT OUT OF THE RING BOUNDARY OR HAS ANY BODY PART OUTSIDE OF THE RING. AN OUT OF BOUNDS COMPETITOR CANNOT SCORE A POINT WHILE OUT OF BOUNDS. AN INBOUNDS COMPETITOR CAN SCORE ON AN OUT OF BOUNDS COMPETITOR IF THE CENTER REFEREE HAS NOT CALLED FOR A STOPPAGE OF PLAY. THE CENTER REF MUST PERFORM A 2-SECOND COUNT ONCE A COMPETITOR STEPS OUT OF BOUNDS. AFTER 2 SECONDS THE CENTER REF MUST CALL FOR A STOPPAGE OF THE MATCH AND RESET THE COMPETITORS BACK TO THE FIGHT LINE. (SEE EXIT PENALTY)

A FIGHTER MAY RE-ESTABLISH THEMSELVES IN BOUNDS AFTER STEPPING OUT OF BOUNDS BY ESTABLISHING BOTH FEET BACK INTO THE RING OF PLAY FOR A 1 SECOND ARM COUNT AND/OR 2 FIGHTING STANCE BOUNCES.

POINT SPARRING EXIT RULE: A PLAYER WILLINGLY AND VOLUNTARILY EXITING OUT OF THE RING DURING LIVE ACTION WITHOUT BEING "FORCED OUT" WILL HAVE ONE POINT AWARDED TO THEIR OPPONENT. NO WARNINGS WILL BE ISSUED AND THE POINT WILL AUTOMATICALLY BE AWARDED TO THE OPPONENT.

AN "EXIT" IS DEFINED AS A PLAYER HAVING ONE FOOT (ENTIRE FOOT) STEPPING PAST THE OUT OF BOUNDS BOUNDARY LINE WITHOUT RE-ESTABLISHING THEMSELVES IN THE RING OF PLAY WITHIN THE ALLOTTED 2 SECONDS OUT OF BOUNDS COUNTDOWN.

ONCE A PLAYER STEPS OUT OF BOUNDS WITH AT LEAST ONE FOOT, THEY HAVE 2 SECONDS TO RE-ESTABLISH THEMSELVES BACK INTO THE RING OF PLAY BY BEING IN BOUNDS FOR A 1 SECOND ARM COUNT BY THE CENTER REF OR MUST EXECUTE 2 BOUNCES IN THE RING OF PLAY TO AVOID AN EXIT PENALTY.

A PLAYER WHO HAS BOTH FEET ENTIRELY OUT OF BOUNDS WITHOUT BEING FORCED OUT WILL RECEIVE AN AUTOMATIC EXIT PENALTY AND HAS NO OPPORTUNITY TO RE-ESTABLISH THEMSELVES BACK INTO THE RING OF PLAY.

IF A PLAYER LUNGES FORWARD IN AN ATTACKING MOTION AND CONNECTS ON A SCORING HIT FIRST AND THEN STEPS OUT OF BOUNDS AFTERWARDS, THIS EXIT RULE DOES NOT APPLY AND THE SCORING HIT WILL COUNT.

IF THE PLAYER LUNGES FORWARD AND MISSES ON A SCORING HIT AND STEPS OUT OF BOUNDS AND DOES NOT RE-ESTABLISH THEMSELVES THEN AN EXIT PENALTY WILL BE ISSUED.

A PLAYER WILL BE DISQUALIFIED AFTER 4 EXIT PENALTIES .

IF A PLAYER IS FORCED OUT (I.E. PUNCHED OR KICKED OUT OF BOUNDS BY THEIR OPPONENT) THIS DOES NOT COUNT AS AN EXIT.

AN EXIT PENALTY WILL BE SIGNALLED BY JUDGES BY WAVING 5 FINGERS IN A DOWNWARD SWAYING MOTION BELOW THE HIP. A MAJORITY OF JUDGES (2 OUT OF 3 JUDGES) MUST CALL THE EXIT PENALTY. A CENTER JUDGE ALONE MAY NOT ISSUE AN EXIT PENALTY.

UPRIGHT SCORING RULE: A COMPETITOR CANNOT SCORE A POINT IF THEY FALL AFTER CONNECTING ON A SCORE (I.E. DIVING FORWARD AND FALLING AFTER A HAND ATTACK/BLITZ OR FALLING AFTER A FADING KICK, ETC.).

IF THE IMPACT OF EQUAL COLLISION CAUSES THE SCORING PLAYER TO FALL AFTER A SCORING HIT AND THE SCORING PLAYER FALLS THEN THE SCORE DOES NOT COUNT.

“FALLING” IS DEFINED AS A KNEE, ELBOW, OR GLUTEUS HITTING THE GROUND. A HAND ON THE GROUND STILL IS DEEMED UPRIGHT AND IS LEGAL.

IF A PLAYER IS PUSHED/THROWN DOWN BY THE OPPONENT THEN THIS RULE DOES NOT APPLY AND THE PLAYER’S SCORE WILL BE COUNTED.

CONTINUOUS SPARRING

CONTINUOUS SPARRING: THIS IS A SEMI-CONTACT DIVISION, THIS IS NOT A FULL CONTACT DIVISION.

THIS IS A 2 ROUND, CONTINUOUS SPARRING MATCHUP. EACH ROUND IS 1 MINUTE LONG. ROUNDS WILL BE SCORED BY THREE SIDE JUDGES USING THE 10-POINT MUST SYSTEM. THE CENTER REFEREE DOES NOT SCORE THE FIGHT, BUT CONTROLS THE RULES & FIGHT FLOW INSIDE THE RING.

SHOULD JUDGES DECLARE FIGHTER A DEFEATED FIGHTER B IN A SPECIFIC ROUND THEY WILL SCORE THE ROUND 10-9 IN FAVOR OF FIGHTER A. IF A JUDGE DECLARES FIGHTER A WAS OVERLY DOMINATING OF FIGHTER B, THEY WILL SCORE THE ROUND 10-8 IN FAVOR OF FIGHTER A. IF A JUDGE DECLARES A TIE IN THE ROUND AND THERE WERE NO CLEAR WINNER, THEY WILL SCORE THE ROUND 9-9.

AFTER TWO ROUNDS, EACH JUDGES SCORE CARD IS TALLIED AND A WINNER IS DETERMINED. IN CASE OF A TIE, A THIRD AND FINAL ROUND IS FORCED AND A WINNER IS DECLARED AFTER THAT ROUND.

A FIGHTER CANNOT PUNCH MORE THAN FOUR (4) TIMES WITHOUT EITHER THROWING A KICK OR DISENGAGING FROM HIS/HER OPPONENT. A FIGHTER CAN KICK AS MANY TIMES CONSECUTIVELY AS THEY CHOOSE.

PENALTIES ARE ISSUED BY THE CENTER REFEREE. THEY CAN BE GIVEN FOR:

- (A) TOO MANY CONSECUTIVE PUNCHES [SEE CONSECUTIVE PUNCH RULE ABOVE]
- (B) RUNNING/STEPPING OUT OF BOUNDS (WITH TWO FEET OUT) OR EXCESSIVE FALLING TO THE FLOOR (EXCEPTION IS GETTING KICKED/PUSHED OUT OF BOUNDS)
- (C) ILLEGAL OR LOW BLOWS TO ILLEGAL TARGETS
- (D) EXCESSIVE CONTACT

A PLAYER WHO RECEIVES FOUR (4) PENALTIES WILL LOSE ONE POINT FROM EACH JUDGES’ SCORECARD FOR THE ROUND. A PLAYER WILL LOSE ONE POINT OFF OF EACH JUDGE’S SCORECARD FOR EVERY PENALTY THEREAFTER.

ONLY 12OZ. CLOSED FINGERED GLOVES ARE ALLOWED IN CONTINUOUS SPARRING DIVISIONS. NO OPEN FINGERED GLOVES ARE ALLOWED

ONLY HEAD GEAR THAT COVER THE CHEEK BONE AREA MUST BE USED OR HEAD GEAR WITH ACRYLIC/PLASTIC FACE MASK. NO METAL CAGED MASKS ARE ALLOWED.

THIS IS A SEMI-CONTACT DIVISION, THERE IS NO FULL CONTACT, NO KNOCKOUTS ALLOWED IN THIS DIVISION. ANY PLAYER ENGAGING IN THIS BEHAVIOR WILL BE DISQUALIFIED FROM THE DIVISION AND MAY BE SUBJECT TO SUSPENSION FROM THE LEAGUE.

A FIGHTER WHO IS FORCED OUT OF RING OF PLAY BY BEING "KICKED OUT" OR "PUNCHED OUT" WILL NOT BE ISSUED A PENALTY. A FIGHTER WHO IS ALSO KICKED DOWN OR PUNCHED TO THE GROUND WITHIN THE RING OF PLAY WILL ALSO NOT BE ISSUED A PENALTY. ALTHOUGH, SCORING REFEREES MAY USE THIS AS A SCORING WEIGHT WHEN MAKING A DECISION ON SCORING A ROUND. A FIGHTER WHO IS CONSTANTLY BEING FORCED OUT VIA PUNCHED OUT OR KICKED OUT SHOWS ZERO RING GENERALSHIP.

FOR ANY STOPPAGE OF PLAY DURING A CONTINUOUS ROUND, THE MATCH WILL CONTINUE EXACTLY WHERE THE FIGHTERS ARE POSITIONED IN THE RING OF PLAY BEFORE THE INITIAL STOPPAGE. THERE WILL BE NO RESET TO THE CENTER FIGHT LINE UNLESS BOTH FIGHTERS EXIT OUT THE RING.

CONTINUOUS SPARRING: A CENTER REF WILL NOT STOP AND RESET THE FIGHT DURING THE LAST 10 SECONDS OF A CONTINUOUS ROUND IF A FIGHTER HAS LESS THAN 3 PENALTIES. THE ONLY EXCEPTION IS FOR (1) EXCESSIVE CONTACT OR (2) FALLING TO THE GROUND.

IF THERE IS A TIE AFTER TWO ROUNDS, THERE WILL BE A THIRD ROUND OF 30 SECONDS. IN THE EVENT OF A SECOND TIE AFTER THE OVER TIME ROUND, THE CENTER JUDGE WILL DETERMINE THE WINNER.

KATA RULES

NUMBER OF OFFICIALS: 5 OFFICIALS ARE DESIRED BUT NOT MANDATORY IN ALL KATA DIVISIONS.

AT LEAST 3 JUDGES ARE REQUIRED. WHEN 5 JUDGES ARE OFFICIATING, THE HIGH AND LOW SCORES MUST BE THROWN OUT, AND THE REMAINING 3 SCORES ARE TALLIED; IF THERE IS A TIE THE HIGH AND LOW SCORES ARE TALLIED TO BREAK THE TIE AND DETERMINE THE WINNER.

ORDER OF COMPETITION: ONCE THE FINAL CALL FOR THE KATA AND WEAPON DIVISIONS HAS 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. ALL COMPETITORS WILL PERFORM BEFORE ANY SCORES ARE AWARDED.

KATA ATTIRE: EACH COMPETITOR MUST PRESENT HIM/HERSELF TO THE CENTER REFEREE AND JUDGES SUITABLY ATTIRED WITH PROPER UNIFORM AND EQUIPMENT AND PHYSICALLY PREPARED TO COMPETE.

KATA INTRODUCTIONS: NO KATA INTRODUCTIONS (NAME OF COMPETITOR, DOJO, KATA, STYLE, ETC) ARE REQUIRED IN KATA PERFORMANCES. A PLAYER WILL NOT BE DOCKED NEGATIVE POINTS SHOULD THEY NOT CHOOSE TO EXECUTE A KATA INTRODUCTION.

A PLAYER MAY JUST BOW INTO THE RING AND PROFICIENTLY BEGIN THEIR KATA PERFORMANCE. IF A PLAYER WISHES, THEY MAY ANNOUNCE THE NAME OF THEIR FORM BEFORE THEY BEGIN.

RING SIZE: RINGS ARE 20' X 20' WHEN POSSIBLE AND RING BORDERS WILL BE CLEARLY MARKED

COMPETITORS CANNOT BE MARKED OFF NEGATIVE POINTS IF THEY STEP OUT OF AN IRREGULAR SIZED RING.

COMPETITORS WILL BE MARKED OFF ON THE 'CONTROL' ASPECT OF THE KATA JUDGES SCORE SHEET AT EACH JUDGE'S DISCRETION.

SCORING RANGES:

REGULAR KATA DIVISIONS

- NOVICE	6.50-6.60
- INTERMEDIATE	7.70-7.80
- ADVANCED	8.80-8.90
- BLACK BELT	9.90- 10.0

GRAND CHAMPION DIVISIONS

- UNDERBELT GRAND	8.90 – 9.90
- BLACK BELT GRAND	9.90 – 10.0

IF A GRAND DIVISION HAS MIXED DIVISIONAL RANKS, THE HIGHER SCORING RANGE WILL BE USED FOR THE HIGHEST RANK PARTICIPATING IN THE GRAND RUNOFFS.

KATA SCORING GUIDE: KATA JUDGES WILL BASE THEIR SCORES UPON FOUR OVERALL KATA COMPONENTS: TECHNIQUE, FOCUS/INTENSITY, CONTROL, AND DIFFICULTY.

EACH KATA JUDGE WILL BE PROVIDED A TRADITIONAL KATA SCORING GUIDE SHEET WHICH WILL LIST THESE FOUR COMPONENTS IS AS FOLLOWS:

- TECHNIQUE (0 POINTS TO 4 POINTS) [0 IS LOWEST SCORE POSSIBLE, 4 IS HIGHEST]
- FOCUS/INTENSITY (0 POINTS TO 2 POINTS) [0 LOWEST SCORE, 2 HIGHEST SCORE]
- CONTROL (0 POINTS TO 2 POINTS) [0 LOWEST SCORE, 2 HIGHEST SCORE]
- DIFFICULTY (1 POINT TO 2 POINTS) [1 LOWEST SCORE, 2 HIGHEST SCORE]

EACH KATA JUDGE WILL BE PROVIDED A CREATIVE/OPEN KATA SCORING GUIDE SHEET WHICH WILL LIST THESE FOUR COMPONENTS IS AS FOLLOWS:

- MARTIAL ARTS ELEMENT (0 POINTS TO 3 POINTS) [0 IS LOWEST SCORE POSSIBLE, 3 IS HIGHEST]
- FOCUS/INTENSITY (0 POINTS TO 2 POINTS) [0 LOWEST SCORE, 2 HIGHEST SCORE]
- CONTROL/BALANCE (0 POINTS TO 2 POINTS) [0 LOWEST SCORE, 2 HIGHEST SCORE]
- DYNAMICS/RISK (0 POINT TO 3 POINTS) [1 LOWEST SCORE, 3 HIGHEST SCORE]

FOR EACH COMPETITOR, A JUDGE WILL CIRCLE THE NUMBER SCORE FOR EACH SCORING CRITERIA THAT THEY BELIEVED THE COMPETITOR DESERVED. THEY WILL THEN TALLY UP THE TOTAL, MULTIPLY IT BY .01 AND ADD IT TO THE BASE SCORE. THE BASE SCORE IS DETERMINED BY THE BELT RANK OF THE DIVISION.

FOR EXAMPLE, TOTAL = $8 \times .01 = .08$

BASE SCORE IF $9.90 + .08 = 9.98$

TIES: TO BREAK TIES FOR 1ST, 2ND, AND 3RD PLACE WHEN THERE ARE ONLY THREE JUDGES, COMPETITORS MUST PERFORM A SECOND TIME.

THE PLAYER HAS THE OPTION TO PERFORM THE SAME FORM OR USE A DIFFERENT FORM IN THE TIE BREAKER PLACING ROUND.

KATA PENALTIES

COACHING: COACHING IS NOT ALLOWED AT RINGSIDE OF ANY FORM DIVISION.

STARTING A FORM OVER PENALTIES: IF A COMPETITOR STARTS HIS/HER KATA OVER BECAUSE OF A MEMORY LAPSE/SLIP OR FALL OR ANY OTHER REASON DUE TO HIS/HER OWN NEGLIGENCE, HE/SHE MAY NOT PERFORM THE KATA AGAIN. THE CENTER REFEREE WILL INSTRUCT THE JUDGES TO SCORE THE PLAYER AT THE LOWEST BASE SCORE (I.E. 6.00, 7.00, ETC)

NO POINT IS DEDUCTED FOR NOVICE ATHLETES IN REGULAR DIVISIONS AND MAY RESTART ONE TIME WITHOUT A PENALTY. THEREAFTER IT IS OBVIOUS THAT THE PLAYER HAS FORGOTTEN THE FORM, AND THE LOWEST BASE SCORE WILL BE GIVEN IF THE PLAYERS STALLS AGAIN.

TIME LIMIT: EACH KATA, WEAPON, OR CREATIVE ROUTINE MUST BE 3 MINUTES OR LESS. ANY KATA THAT GOES OVER THE ALLOWED TIME LIMIT WILL HAVE A DEDUCTION OF .05 OFF OF EACH JUDGE'S SCORECARD. THE TIME STARTS AND JUDGING BEGINS ONCE THE COMPETITOR ENTERS THE COMPETITION RING.

THE DEDUCTION WILL BE MARKED OFF AFTER JUDGES GIVE THEIR SCORES.

STEPPING OUT OF THE RING: ANY PLAYER STEPPING OUT OF THE RING WILL HAVE A DEDUCTION MARKED OFF OF EACH REFEREE'S SCORECARD AT EACH JUDGE'S DISCRETION UNDER THE 'CONTROL' ASPECT ON THE KATA SCORE SHEET

LATE ENTRIES: ONCE A DIVISION HAS STARTED NO ADDITIONAL COMPETITORS CAN BE ADDED.

SPECIFIC KATA GUIDELINES

JAPANESE/OKINAWAN/CHINESE/KOREAN/TRADITIONAL/ETC:

COMPETITORS IN THESE DIVISIONS MUST EXHIBIT A KATA OR WEAPON ROUTINE THAT REFLECTS THE ESSENCE AND TRADITIONAL VALUES OF THE DIVISION NAME IN WHICH THEY ARE COMPETING. THE KATA DOES NOT HAVE TO BE A CLASSICAL FORM HANDED DOWN OVER THE YEARS, BUT SHOULD NOT DEVIATE TOO FAR IN FORM AND CONTENT FROM THE STYLE'S CLASSICAL FORM MOVEMENTS, OTHERWISE THE COMPETITOR RISKS DISQUALIFICATION OR DOWNGRADING.

CREATIVE/EXTREME DIVISIONS: COMPETITORS IN THESE DIVISIONS MUST DISPLAY DYNAMIC, GYMNASTIC, EXTREME MOVEMENTS IN THEIR ROUTINE. THE ROUTINE MUST REFLECT A MIXTURE OF A STRONG SENSE OF BASIC MARTIAL ART MOVES/STANCES, CREATIVITY, A HIGH LEVEL OF DIFFICULTY IN MOVEMENT AND A RISK FACTOR MUST BE INVOLVED.

NO MUSIC IS ALLOWED IN THIS DIVISION. NO TRADITIONAL KATAS ARE ALLOWED IN THIS DIVISION.

CREATIVE/EXTREME MUSICAL DIVISIONS: ALL COMPETITORS ARE RESPONSIBLE FOR THEIR OWN MUSIC AND PLAYER (BATTERY OPERATED ONLY, NO EXTENSION CORDS). ALL MUSIC BOXES MUST STAY OUTSIDE THE COMPETITION AREA AND CAN ONLY BE PLACED IN A RING IF ALLOWED BY THE RING COORDINATOR.

COMPETITORS IN MUSICAL DIVISIONS MUST DESIGN & EXECUTE THEIR FORM IN HARMONY WITH THEIR MUSIC CHOICE.

TRADITIONAL WEAPON DIVISIONS: WEAPONS THAT THE COMPETITOR IS BEING JUDGED ON FOR ABILITY TO USE, MUST HAVE A RESEMBLANCE AND EVOLUTION TO TRADITIONAL MARTIAL ARTS WEAPONRY.

THROWING OF A WEAPON , UNLESS USING A CHAIN/ROPE, IS NOT ALLOWED. HOWEVER TOSsing OF A WEAPON UPWARD WITH INTENT TO CATCH IS ALLOWED.

A COMPETITOR WHO 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.

EXTREME WEAPON DIVISIONS: PLEASE FOLLOW THE SAME GUIDELINES OUTLINED ABOVE IN 'EXTREME/CREATIVE KATA'. NO TRADITIONAL WEAPON KATAS ARE ALLOWED.

WEAPON INSPECTIONS: ALL WEAPON INSPECTIONS WILL BE CONDUCTED PRIOR TO THE DIVISION STARTING BY THE CENTER REFEREE. ANY DISPUTES ABOUT AN INELIGIBLE WEAPON MUST BE SETTLED BEFORE THE DIVISION BEGINS. A PLAYER CANNOT BE DISQUALIFIED FOR AN INELIGIBLE WEAPON ONCE A DIVISION HAS STARTED.

TRADITIONAL SYNCHRONIZED KATAS: THE MEMBERS OF THE TEAM MUST DEMONSTRATE COMPETENCE IN ALL ASPECTS OF THE TRADITIONAL KATA PERFORMANCE, AS WELL AS SYNCHRONIZATION.

CREATIVE SYNCHRONIZED KATAS: THE MEMBERS OF THE TEAM MUST DEMONSTRATE COMPETENCE IN ALL ASPECTS OF THE CREATIVE PERFORMANCE, AS WELL AS SYNCHRONIZATION. NO TRADITIONAL KATAS ARE ALLOWED IN THIS DIVISION.

TRADITIONAL SELF DEFENSE:

A PLAYER IN THE SELF DEFENSE DIVISION CANNOT HAVE MORE THAN 4 ATTACKERS.

4 MINUTE TIME LIMIT FOR THE ENTIRE SELF DEFENSE PRESENTATION. OFFICIAL TIME WILL BEGIN WHEN PLAYER(S) STEP INTO THE RING.

PLAYER MUST MEET REQUIREMENT TO DEMONSTRATE THE MOVES IN SLOW MOTION FIRST THEN IN REAL TIME (FAST) MOTION AFTERWARDS.

COMPETITORS MUST DEMONSTRATE PROFICIENCY IN 3 SELF DEFENSE ASPECTS:

- 1) A OPEN HAND GRAB
- 2) AN IMPACT WEAPON (I.E. KNIFE/CLUB)
- 3) A STRIKE (PUNCH OR KICK)

CHOREOGRAPHED SELF DEFENSE:

A PLAYER IN THE SELF DEFENSE DIVISION CAN HAVE UNLIMITED NUMBER OF ATTACKERS. MUSIC AND PROPS ARE ALLOWED.

4 MINUTE TIME LIMIT FOR THE ENTIRE SELF DEFENSE PRESENTATION. OFFICIAL TIME WILL BEGIN WHEN PLAYER(S) STEP INTO THE RING.

NO NEED TO DISPLAY SELF DEFENSE MOVES SLOW MOTION LIKE IN TRADITIONAL SELF DEFENSE.

COMPETITORS MUST DEMONSTRATE PROFICIENCY IN MARTIAL ARTS AND SELF DEFENSE TACTICS.

SELF DEFENSE SCORING:

SCORING ASPECTS FOR SELF DEFENSE DIVISIONS INCLUDE:

- (1) REALISM/INTENSITY (0 TO 3) [ARE ATTACKS AUTHENTIC & THREATENING? ARE SELF DEFENSE MOVES AUTHENTIC?]
- (2) EFFECTIVENESS (0 TO 2) [WOULD SELF DEFENSE MOVES REALLY WORK?]
- (3) DIFFICULTY (0 TO 2) [HOW CHALLENGING ARE ATTACKS VS HOW SOPHISTICATED ARE COUNTERS?]
- (4) TECHNIQUE (0 TO 3) [DID COMPETITOR DISPLAY A VARIETY OF TECHNIQUES INCLUDING BLOCKING, JAMMING, THROWING OPPONENT OFF BALANCE, AND EVASION? DID COMPETITOR DISPLAY A VARIETY OF COUNTER ATTACKS?]

QUALIFYING FOR THE WORLD LEAGUE FINALS

COMPETITORS MAY RECEIVE LEAGUE POINTS IN THEIR PARTICULAR DIVISION AND RESPECTIVE REGION BY:

- (1) PRE-REGISTERING/REGISTERING FOR AN EVENT. A COMPETITOR RECEIVES X AMOUNT OF POINTS FOR PRE-REGISTERING FOR A TOURNAMENT. PRE REG DEADLINES ARE NOTED ON THE LEAGUE WEBSITE LISTING/EVENT FLYER. POINT VALUES ARE DETERMINED BY THE SPECIFIC EVENT, AS SOME EVENTS HAVE HIGHER POINT VALUES THAN OTHERS.
 - A. 5-DIAMOND RATING *****: 50 POINTS FOR REGISTRATION
 - B. 4-DIAMOND RATING ****: 35 POINTS FOR REGISTRATION
 - C. 3-DIAMOND RATING ***: 25 POINTS FOR REGISTRATION
 - D. 2-DIAMOND RATING **: 15 POINTS FOR REGISTRATION
 - E. 1-DIAMOND RATING: 15 POINTS FOR REGISTRATION
- (2) WIN A GRAND CHAMPION DIVISION. A COMPETITOR WILL RECEIVE AN ADDITIONAL 20 POINTS FOR WINNING THEIR RESPECTIVE GRAND CHAMPION DIVISION.
- (3) PLACING IN THE TOP 3 PLACING POSITIONS OF A DIVISION. A COMPETITOR RECEIVES (7) POINTS FOR PLACING FIRST PLACE, (5) POINTS FOR PLACING SECOND PLACE, AND (3) POINTS FOR PLACING 3RD PLACE IN A REGULAR LEAGUE EVENT.

PLAYERS MAY RECEIVE HIGHER POINT VALUES FOR PLACING POSITIONS FOR HIGHER RATED TOURNAMENTS/DOUBLE POINT TOURNAMENTS.

QUALIFYING POINT TOTAL FOR NATIONAL CONFERENCE EVENTS:
THE QUALIFYING POINT TOTAL FOR A SEED IN THE WORLD LEAGUE FINALS IS BASED UPON THE MINIMUM QUALIFYING POINT TOTAL OUTLINED FOR EACH CONFERENCE

ANY PLAYER WHO EARNS THE QUALIFYING POINT TOTAL WITHIN EACH CONFERENCE WILL EARN A SEED IN THEIR RESPECTIVE DIVISION.

WILDCARDS: COMPETITORS WHO PARTICIPATE IN THE WORLD LEAGUE FINALS AND ARE BELOW THE QUALIFYING POINT TOTAL IN THEIR RESPECTIVE REGION WILL ENTER THE FINALS AS A WILDCARD.

WORLD LEAGUE FINALS ELIMINATIONS

FINALS – SPARRING DOUBLE ELIMINATION FOR SEEDED PLAYERS:

ALL SEEDED COMPETITORS IN SPARRING DIVISIONS RECEIVE DOUBLE ELIMINATION STATUS. A COMPETITOR MUST LOSE TWICE BEFORE BEING OFFICIALLY ELIMINATED FROM THE DIVISION. THE ONLY EXCEPTION WHERE A PLAYER IS ELIMINATED WITHOUT LOSING TWICE IS IF A PLAYER IS DISQUALIFIED FOR AN EXCESSIVE MISCONDUCT.

FINALS – SPARRING WILDCARDS (SINGLE ELIMINATION THROUGHOUT ALL ROUNDS): WILDCARD COMPETITORS RECEIVE ONLY SINGLE ELIMINATION IN EACH ROUND OF SPARRING. WILDCARDS DO NOT EARN DOUBLE ELIMINATION STATUS, REGARDLESS IF THEY WIN THE WILDCARD ROUND OR NOT. ONCE A WILDCARD LOSES ONE MATCH, THEY ARE ELIMINATED.

FINALS ELIMINATIONS - SPARRING: ALL COMPETITORS IN SPARRING DIVISIONS WHO MEET THE QUALIFYING POINT TOTAL WILL BE SEEDED # 1-10 IN EACH OF THEIR RESPECTIVE CONFERENCES IN THE WORLD LEAGUE FINALS.

ANY PLAYERS WHO MEET THE QUALIFYING POINT TOTAL AND IS SEEDED # 11 AND LOWER IN THEIR CONFERENCE WILL AUTOMATICALLY RECEIVE A # 10 SEED IN THE WORLD LEAGUE FINALS.

IN THE FINALS, ELIMINATIONS BEGIN WITH THE WILDCARD SEEDS (IF ANY). WILDCARD SEEDED COMPETITORS CONTINUE FIGHTING OFF IN A SINGLE ELIMINATION RUNOFF UNTIL THERE IS ONLY ONE WILDCARD COMPETITOR LEFT. REMEMBER, WILDCARD SEEDS RECEIVE SINGLE ELIMINATION STATUS THROUGHOUT THE ENTIRE DIVISION, EVEN THROUGHOUT THE SEEDED ROUNDS.

ONCE THE WILDCARD SEED IS DETERMINED, THAT COMPETITOR JOINS ALL COMPETITORS RATED # 10 IN EACH OF THE 20+ CONFERENCES IN THE LEAGUE. ALL # 10 RATED COMPETITORS COMPETE IN A DOUBLE ELIMINATION RUNOFF.

EACH # 10 SEED IS RANKED WITH A CORRESPONDING LETTER (I.E. 10A, 10B, 10C, 10D, ETC). THE LETTER CORRESPONDS TO THE OVERALL RANKING THAT PLAYER HAS IN THEIR SEEDED BRACKET. THUS, 10A IS THE HIGHEST RANKING # 10 SEED, 10B IS THE SECOND HIGHEST # 10 SEED, ETC. THESE SEEDED RANKINGS FOR EACH BRACKET IS DETERMINED BY A NUMBER OF FACTORS INCLUDING (1) SEEDS EARNED FROM A SECOND AND/OR THIRD CONFERENCE, AND (2) OVERALL POINTS EARNED.

THESE LETTER RANKINGS ASSIST WITH THE INITIAL PAIRINGS WITHIN EACH SEEDED BRACKET AND THE DOUBLE ELIMINATION PROCESS. THEY ALSO ASSIST WITH DETERMINING BYES, WITH THE HIGHEST RANKING PLAYER RECEIVING BYES WHEN NECESSARY.

WHEN THERE IS ONLY ONE PLAYER LEFT AFTER THE # 10 SEEDED BRACKET, THAT PLAYER MOVES UP TO THE # 9 SEEDED BRACKET AND THE PROCESS REPEATS ITSELF.

WHEN THERE IS ONLY ONE PLAYER LEFT AFTER THE # 9 SEEDED BRACKET, THAT PLAYER MOVES UP TO THE # 8 SEEDED BRACKET AND THE PROCESS ONCE AGAIN REPEATS ITSELF. THIS PROCESS CONTINUES UNTIL THE DIVISION CLIMBS ALL THE WAY THROUGH THE # 1 SEEDED BRACKET AND ONLY ONE PLAYER IS LEFT. THAT ONE PLAYER LEFT STANDING IS THE DIVISIONAL WINNER IN THE LEAGUE FINALS.

FINALS ORDER OF PERFORMANCE – KATAS/WEAPONS/OPEN:

ALL COMPETITORS IN KATA DIVISIONS WHO MEET THE QUALIFYING POINT TOTAL WILL BE SEEDED #1-10 IN EACH OF THEIR RESPECTIVE CONFERENCES IN THE WORLD LEAGUE FINALS.

ANY PLAYERS WHO MEET THE QUALIFYING POINT TOTAL AND IS SEEDED #1 1 AND LOWER IN THEIR CONFERENCE WILL AUTOMATICALLY RECEIVE A #10 SEED IN THE WORLD LEAGUE FINALS.

EACH #1 SEED IS RANKED WITH A CORRESPONDING LETTER (I.E. 1A, 1B, 1C, 1D, ETC). THE LETTER CORRESPONDS TO THE OVERALL RANKING THAT PLAYER HAS IN THEIR SEEDED BRACKET. THUS, 1A IS THE HIGHEST RANKING #1 SEED, 1B IS THE SECOND HIGHEST #1 SEED, ETC. THESE SEEDED RANKINGS FOR EACH BRACKET IS DETERMINED BY A NUMBER OF FACTORS INCLUDING (1) SEEDS EARNED FROM A SECOND AND/OR THIRD CONFERENCE, AND (2) OVERALL POINTS EARNED.

THESE LETTER RANKINGS ASSIST WITH DETERMINING THE ORDER OF PERFORMANCE.

IN THE FINALS, THE HIGHEST RATED #1 SEED RECEIVES FIRST CHOICE IN ORDER OF PERFORMANCE. IF THERE ARE 15 COMPETITORS IN THE DIVISION, THE HIGHEST RATED #1 SEED COMPETITOR CAN DECIDE IF THEY WANT TO PERFORM IN THE 10TH POSITION OR THE LAST 15TH POSITION.

AFTER, THE SECOND HIGHEST RATED #1 SEED COMPETITOR IN THE DIVISION CHOOSES THEIR PERFORMANCE POSITION, FOLLOWED BY THE THIRD HIGHEST #1 SEED, ETC. WHEN ALL #1 SEEDS HAVE CHOSEN THEIR POSITION, THEN ALL #2 SEEDS CHOOSE THEIR POSITION, FOLLOWED BY #3 SEEDS, ALL THE WAY DOWN TO THE #10 SEEDS.

ALL WILDCARD COMPETITORS ARE RANDOMLY FILLED IN THE REMAINING POSITIONS LEFT.