



2024

KOEI-KAN TOURNAMENT RULES OF COMPETITION

General Rules of Conduct

1. **Age Determination:** A competitor's age for competition is based on the competitor's age on the date of the tournament.
2. **Rank Determination:** A competitor is required to compete in the highest rank that he/she holds in any style. I. Examples: 1) If the competitor has ever competed as a Black Belt, he/she must always compete in that ranked division. 2) If a competitor is a Brown/Blue Belt in one karate style and begins training in another style making them a White/Yellow Belt, he/she must compete at the highest Belt Level **ever** obtained.
3. **Uniforms:** All competitors are to wear a clean **white** unmarked karate uniform and may display a single patch or emblem identifying their respective karate organization, school, or system on the left breast of the jacket.
4. **Competitor Responsibility:** Competitors are responsible for listening for their divisions and arriving at staging in a timely manner with all their equipment needs. If the competitor is not in the ring prior to the division starting, the score/timekeeper shall notify the Tournament Announcer and a final call will be made for the competitor. If the competitor is not in the division within a reasonable time, the division will be started, and the competitor may not be permitted to enter. There will be no refunds for missed divisions.
5. **Spectator Responsibility:** Only competitors, judges, scorekeepers, and timekeepers, EMT's, and other designated staff are allowed on the floor. All spectators should remain in the assigned seating areas. Competitors may be disqualified if their spectators are not following the rules. Competitors are responsible for their spectators.
6. **Protesting:** If you have a protest, you should get your instructor/coach or a senior black belt from your school and approach the center judge. The center judge should call upon the Tournament Director. Protests must be done before the division is over.
7. **Sportsmanship:** Any acts or statements which are insulting, offensive, or otherwise inappropriate will result in disqualification without a refund. Competitors are responsible for their friends, family, and spectators.

Officials: Please dress appropriately, a navy-blue blazer, white shirt, plain light gray trousers, blue or black socks with black slip-on shoes for use on mats. At our Koei-Kan tournament, our ties reflect our ranks. Officials/Yudansha: First- and Second-degree black belts wear a black tie; Third and Fourth level black belts wear a red tie; Fifth and Sixth level black belts wear a blue tie; and Seventh and Eight level black belts wear a purple tie.

Coaches: Only 3 coaches per participating school will be allowed and **MUST** be registered **BEFORE** the Taikai, at a cost of \$50.00 each. Coaches must dressed appropriately in a uniform that can consist of a tracksuit, or in karate uniform pants, and a shirt with an emblem identifying their respective karate organization, school or system, and sneakers..

Kata/Kobudo Rules

Instructors, it is in your best interest to inform the tournament director before the day of competition in reference to the kata designated as beginner, novice, and intermediate and advanced. Please send an email.

All Competitors must perform Japanese/Okinawan Kata. Females and Males will compete together for open hand kata and kobudo in all age groups.

For open hand Kata:

- 10th-7th Kyu may perform any of the first 3 beginner kata in your respective karate system.
- 6th-4th Kyu may perform any of the first 5 kata in your respective karate system.
- 3rd-1st Kyu may perform any rank appropriate kata in your respective karate system.
- Black Belts may perform any black belt Kata of their system.

Weapons Kata:

Competition is limited to Novice, Intermediate and Advanced students only. Only traditionally recognized Okinawan/Japanese Kobudo kata is allowed. Weapons allowed for competition include nunchaku, long bo, eku, sai, tonfa, and kama.

Kata/Kobudo Scoring:

Hopefully each ring will have five Judges. Four Judges will sit around the perimeter of the ring with the Referee sitting in front of the score table. Score Keepers will advise the judging panel of the score range for the division being judged at that moment. Upon finalization of kata performance, the scores will be called out to the score keepers. The high and low scores will be dropped forever, and the remaining three scores will determine the final score. In case of ties the score, keepers will advise the system used. In the case of ties, the beginners may repeat their kata, and novice to advance must use a different kata each time. In the first-round, ages eleven and under, beginners and novice may restart their kata if judges deem appropriate.

Kumite Rules

MANDATORY GEAR FOR EVERYONE ALL DIVISIONS:

For insurance coverage purposes you **must wear** the following equipment during sparring **or forfeit** the kumite match: Head protection, mouth guard, shin/instep protection, hand protection, males must wear a groin cup. Optional equipment and exceptions are as follows: Arm guards any age and division are optional, Head protection optional for Adult Black Belt (18+) divisions ONLY, and at your **own** risk. Shin/instep protection optional for all brown & black belt divisions. Anyone of any age and gender can wear a chest protector. Gear must meet the Tournament Director's approval. If you are not sure, please contact the tournament director before the tournament by email.

- **Duration of Bouts:** All Beginner and Novice Divisions will be 1 ½ minutes and 5 points to win, all other bouts 2 minutes and 8 points to win. All bouts will be stop time.
- **Scoring:** All hand and foot techniques are worth one point.
- **Scoring areas:** All divisions; abdomen, chest, sides of back (not spine), sides of torso, ear of helmet with control.
- **Additional Scoring areas for Black Belts:** Head and Face glove touch control, Sides of neck with control.
- **Non-Acceptable Scoring Areas:** Open hand to front of face, Front of Throat, Groin, Arms, Legs, Joints, Instep, Kidneys and top of head. If a competitor's hand or foot touches a face shield, they will be penalized as though they hit the face of their opponent.
- **Face Contact:** All Divisions "skin touch" is allowed, but excessive transfer of energy to the target area is prohibited and will be penalized.
- **Prohibited behavior During a Kumite match** will result in penalties and half points awarded to opponent for, excessive contact regarding the target area, attacks and contact to joints, throat, below the pubic bone or groin and

legs. Sweeping the ankle or foot without attempting to score. Exiting the ring (jogai), avoiding the opponent, running around the ring and not engaging. Abusive, negative language to anyone.

- **Contact Fouls:** Excessive contact anywhere will be given a foul to the contestant who administered the contact and will lead to ½ points given to the other contestant who received the excessive technique.

Chukoku a warning for the 1st offense

Keikoku for the 2nd offense and ½ point given to opponent.

Hansoku Chui for the 3rd offense and ½ point given to the opponent.

Hansoku for the 4th offense and disqualification from the match.

- **Non-Contact fouls:** Jogai (out of bounds) will be kept on the score sheet, accumulation of four and the contestant will be disqualified.
- **Winning a Match:** The contestant who reaches the allotted points before time is up. Five (5) points for Beginner and Novice, and eight (8) points for intermediate and advanced. If time ends, the opponent with the most points wins the match. In the case of a tie (hikiwake), the contestants will conduct a match extension (encho-sen), and be considered a **new** match (sai shiai), with no points, or penalties on the board, it is a NEW match (encho-sen) and contestants of all age groups will have ONLY (1) one minuet for “sudden death” The contestant who earns the first point will win. In the case of another hikiwake the referee will call for the judges to choose a winner. There can be no third hikiwake, a decision must be made. The judge’s vote plus the referee’s vote/judgment will determine the winner.
- **10 second rule procedure:** In the event that a competitor falls, is thrown or knocked down and does not return to their feet immediately, the Referee shall signal to the timekeeper to start the ten (10) second count-down by blowing the whistle, raise their hand and call for the doctor.
- **Referee and Judging:** This should be fair to all contestants. With one referee and four judges in a ring there must be confirmation of three for a point or penalty. If there is only one referee and two judges in a ring, there MUST be confirmation of two for the point or penalty. With only three in a ring, the referee will be in front of the table and the two other judges will be seated on the opposite side on each corner of the mat.
- **Coaches:** The coach will be assigned a specific place by the referee in conjunction with the tournament director. This will be close to the competition area and the coach allowed free and uninterrupted access to the contestants between bouts.