



# Badger State Games Martial Arts Rules

## **ZERO TOLERANCE RULE:**

Blatant disrespect toward officials or other competitors, brawling or total disregard for the rules will result in immediate disqualification of a competitor be it through their own actions or actions from an outside source on their behalf.

Blatant disrespect will be defined as yelling, name calling, improper gesturing, improper taunting, throwing of equipment, interrupting the ring without due process or threatening any official or competitor.

Brawling will be defined as physical confrontation between 2 or more people with the sole intent of causing bodily harm or damage to one another. Any fights where "street" techniques are being used (Example: Elbows, eye gouging, purposeful groin shots, hair pulling).

**COMPETITOR:** Each competitor must present himself/herself to the referee suitably attired with proper Uniform, equipment 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 time.

## **DELAY OF TIME PENALTY:**

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

**Form:** .01 points will be deducted from the offending competitor's final score. Each minute the competitor is not ready to compete, .01 points will be deducted for his/her final score. If a competitor is still not ready to compete after 3 minutes, he/she will be disqualified.

**RANK RULE:** A competitor must compete at the highest belt level they have earned in the martial arts. 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 a proof of age document. If there is a legitimate reason to question a competitor's age, he/she must present a proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age.

**UNIFORM:** All competitors must wear a complete (top and bottom) traditional or professional sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate color belt or sash must be worn in competition.

**Sparring:** 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 the sparring divisions.

**Form & Weapons:** T-shirts, tank tops and sweatshirts are allowed in form if they are part of the competitor's official school uniform. Uniforms in the form and weapons divisions are allowed more liberties because form is not one-on-one competition where the uniform could cause a decisive disadvantage or advantage to a competitor. Removal of the uniform top is allowed if the removal is considered relevant to the artistic expression or safety of the competitor. Shoes may be worn in form competition if they do not damage or mark the competition floor.

**COMPETITOR RESPONSIBILITIES:** It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in(if required) and at the appropriate ring when competition begins. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete (see delay of time rule). 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 (see delay of time rule).



# Badger State Games Martial Arts Rules

**REQUIRED AND RECOMMENDED SAFETY EQUIPMENT:** Headgear; hand and footpads, mouthpieces, groin cups (for male competitors only) are mandatory for all competitors in sparring divisions. The competitor's equipment will be checked and if it is deemed unsafe, he/she will be asked to change the equipment before he/she can compete. Insufficiently padded gloves, foot, and head gear will not be allowed. Equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury. The tournament's official rules arbitrator ultimately determines the approval or denial of the equipment.

**Hand Pads:** A soft padded surface must cover the fingers, wrist and any striking surface of the hand. **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. A properly fitted mouthpiece is required. Shin pads, face shields and rib/chest guards are highly recommended for additional safety to all sparring competitors.

**REFEREES:** The referee is the most experienced official in the ring and is thoroughly versed on the rules and order of competition. He/she promotes the safety of the competitors, enforces the rules and ensures fair play. To this end, he/she starts and stops the match, awards points, makes penalty decisions, 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 Referee:**

- 1) Match starts and ends only with his/her command (not the command of the timekeeper)
- 2) Has final decision on any disputes on score;
- 3) Has the power to issue warnings and award penalty points without a majority decision:
- 4) Can overrule a majority call only to issue a warning or a penalty point:
- 5) Automatically has power to disqualify a competitor who receives (3) penalty points;
- 6) Has power to issue time-outs. A competitor can ask for a time-out, but it is the determination of the referee to issue one.

**The disqualification of a competitor, where disqualification is not automatic, is determined only by a majority vote of the judges.**

**OFFICIALS:** Each ring should have a REFEREE, two to four JUDGES, a TIMEKEEPER and a SCOREKEEPER. The judges call points and rule infractions as they see them. They also vote on disqualifications. The referee also calls points and rules infractions but is also in complete control of the ring and ring personnel. Referees make all final decisions on penalty points and warnings (except for disqualifications) but can consult judges before making their decisions. It is the majority vote of the judges and referee that determines a scoring point and a disqualification.

**CALLS AN OFFICIAL MAY MAKE:** When the referee believes there has been a significant exchange of techniques, or when signaled to do so by a corner judge/s, he/she shall call out the word, "**STOP!**" in a loud voice. The referee shall then returns the competitors to their starting marks and address the judges by saying "**JUDGES CALL!**" All judges and the center referee cast their votes simultaneously and assertively in the following manner.

1. Judge Sees a Point - 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.
2. Point Calling - When signaled by the referee (referee says "Judges Call" in a loud clear voice) a judge raises the appropriate color (red or white usually) if colors are being used or points to the



# Badger State Games Martial Arts Rules

competitor who scores the point. If a competitor scores a two point kick, the officials should hold up or point with two fingers (index and middle fingers). If only one point is being called, the judge should point with only one finger (Index finger).

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

4. 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. Indicates the official was not in position to see if a point scored. (When using this signal, it has the same effect as saying "no point", but it indicates to the referee, competitors and fans the reason why you are not calling the point).

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

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

7. 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 wrist 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 referee, the corner judges are making a late call intentionally, the referee can disqualify the call and/or judge (noise not allowing the judges to hear the referee and the honest mistake of raising the wrong color or pointing at the wrong competitor should be taken into consideration not to disqualify the call or judge).

**NUMBER OF OFFICIALS:** Two or four judges and one referee are allowed in all Black Belt weapons, forms and sparring divisions. At least two judges and one referee are required in all sparring divisions and under black belt form and weapon divisions.

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

**PROTEST:** A competitor has the right to protest an infraction of the rules or if a possible mistake was made (not a judgment call). If a competitor wishes to protest, he/she should first let the referee know he/she believes there has been an infraction of the rules or a mistake has been made. If the referee cannot properly settle the protest to the players satisfaction the referee will summon the promoter to the ring

**All protests must be made in an orderly, proper and sportsmanlike manner. All protests must be made immediately. Protests are not allowed once competition has resumed (after the fact protest). A competitor may be penalized or even disqualified if he/she is protesting improperly or without proper cause.**

**LATE ENTRIES:** Once a division has started (the first competitor has started his/her form/weapon routine or the first divisional fight has started) no competitor/s can be added to that division.



# Badger State Games Martial Arts Rules

**BE ON TIME!** If a competitor arrives late after an order has been determined, but the first competitor or divisional fight has not started, that competitor must go first.

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

**WEIGHING-IN:** It is mandatory for all adult fighting competitors - who are in weighed divisions - to weigh in before competition. Only one official weigh-in is required. 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 the proper weight. It is the responsibility of the tournament personnel to weigh and properly record the competitor's weight. If a competitor is caught falsifying their weight, they may be disqualified.

## **COMPETITION:**

**Form/Weapon/Breaking:** Once the final call for the division has been made at ring side, competition cards will be collected and shuffled thoroughly. The competitor cards will then be drawn randomly for the order of competition.

**Sparring:** Once the final call for the sparring division has been made at ring side the division is ready to be set up. The competition cards should be collected and counted to see if byes are needed. If byes are needed, they will be picked randomly (See bye chart to see how many byes are needed). Matches should always be selected by random, but certain allowances **may** be given to competitors from the same school or team that is matched up in the first round of competition.

**Competitors cannot pick whom they want or do not want to fight.**

## **SPLITTING DIVISIONS:**

Tournaments running individual age groups can split the division at 16 competitors. Tournaments running combined age groups can split the division at 12 competitors. Splitting the division will be based first on gender, secondly by age or (size for sparring), and thirdly by belt. Additional division paperwork must be used and noted that it is a second division from the original group.

## **SPARRING RULES**

**LENGTH OF MATCH:** Two minute running time unless one competitor has a five point advantage. If a match is tied at the end of two minutes, sudden victory (first person to score a clean point) overtime period will determine the match.

**POINT VALUES AND WINNER DETERMINATION:** All legal hand techniques that score will be awarded one (1) point. All legal kicking techniques that score will be awarded two (2) points. All penalty points awarded will be awarded one (1) point. The competitor who earns a five (5) point advantage or whoever is ahead at the end of the two minutes is declared the winner. All grand championship matches are two minute running time and total points (10 point slaughter rule will be in effect).

**MARJORITY VOTE:** Points are awarded by a majority vote of all judges. The majority of judges do not have to agree on the same technique being scored, only that a point was scored.

**A majority of the judges calling the point must call a two (2)-point kick before two points can be awarded.** Otherwise only one point is awarded.

**WHAT IS A POINT:** A point is a controlled legal sport karate technique scored by a competitor in-bounds and up-right (not considered down) without time being called, that strikes a competitor with the allowable amount of focused touch contact to a legal target area.



# Badger State Games Martial Arts Rules

## **LEGAL TARGET AREAS:**

**Black belt Adults:** Entire head, ribs, chest, abdomen, collarbone and kidneys.

**Under belts and Jr. Black Belts:** Entire head (no face contact), ribs, chest, abdomen, collarbone and kidneys. *A face mask is considered part of the face and is an illegal target for under belts and Jr. Black Belts.*

**ILLEGAL TARGET AREAS:** Spine, back of neck, throat, sides of the neck, groin, legs, knees and back.

**NON-TARGET AREAS:** Hips, shoulders, buttocks, arms, and feet.

**LEGAL TECHNIQUES:** Legal techniques are all controlled sport karate techniques, except those listed as illegal.

**ILLEGAL TECHNIQUES:** Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, take downs on a hard surface floor, slapping, grabbing, uncontrolled blind techniques, any takedowns or other uncontrolled dangerous techniques that are deemed unsafe in sport karate.

**SWEEPS:** Sweeps not to take down an opponent, but only to obstruct the balance so as to follow up with a sport karate technique can only be executed to the back of the front leg at mid-calf or below. A sweep must be deemed a proper sweep and not a kick, to be legal. A point is only given when the legal sweep or takedown is effectively and legally followed up with an appropriate sport karate technique **immediately**.

**LIGHT TOUCH CONTACT:** Means there is no penetration or visible movement of the competitor as a result of the contact. Light touch is required to all legal target areas in all black belt sparring.

**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.

**WARNINGS AND PENALTIES:** One and only one warning is allowed for breaking the rules before a penalty point is awarded. After the first warning is given, a penalty point is awarded for each and every rules violation. If a competitor receives three warnings (two penalty points) in any one match, he/she will be disqualified. If the severity of the first rules violation is deemed by the referee to be too severe, a penalty point can be issued immediately.

**Other Penalty Rules:** 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 another point from a penalty call against his/her competitor (two points awarded). If, in the opinion of the referee and/or the medical personnel, a competitor cannot continue because of an injury caused by an illegal penalized attack executed by his/her competitor, the offending competitor shall be automatically disqualified.

**Other Cause for Penalization:** Attacking illegal and non-target areas, using illegal techniques, running out of the ring to avoid fighting, falling to the floor to avoid fighting, continuing after being ordered to stop, excessive stalling, blind, negligent or reckless attacks, uncontrolled techniques, showing unsportsmanlike behavior by the competitor, his/her coaches, friends, etc., excessive contact, and delay of time are examples of possible penalizations.

**DRAWING BLOOD:** Blood is not an automatic disqualification. The center referee must deem contact to be excessive in nature.

**DISQUALIFICATION:** Requires a majority vote by all officials, unless it is an automatic disqualification. **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. **Wrong**



# Badger State Games Martial Arts Rules

**Division:** If any competitor competes in a division he/she does not qualify to compete in due to age, weight, rank, gender, style, etc., he/she will be disqualified.

**COACHING:** The luxury of having a coach is something that most competitors do not have access to. Therefore, it sometimes can become an unfair advantage over a competitor who does not have a coach. The rules are made and enforced so no one competitor has an advantage or disadvantage over another competitor. Therefore, coaching is allowed but only under the following guidelines:

1. Never, at any time, can a coach enter the ring without the referee's permission.
2. No abusive, violent, unsportsmanlike or overzealous coaching.
3. Coaches cannot ask for a time out (only the competitor may ask for a time out)
4. Coaches can never, at any time, 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 anyway. 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. A referee can ask for a disqualification of a contest, but requires a majority vote of all judges.

**OUT-OF-BOUNDS:** A competitor is out-of-bounds as soon as he/she does not have at least one foot touching inside or on the boundary line. An out of bounds competitor cannot score a point while out of bounds. In bounds competitor can score on an out of bounds competitor if the center referee has not called stop.

## FORM RULES

**TIME LIMIT:** Each form or weapons routine must be three (3) minutes or less. The time starts once the competitor enters the competition ring.

### SCORING RANGES OF FORM AND WEAPONS:

**Under belts:** The scoring range for under belts will be 8.50 – 9.00 with average score starting at 8.75.

**Black belts:** The scoring range will be 9.50 to 10.00 points with the average score starting at 9.75. One scoring range simplifies form and weapon scoring. In the nighttime finals the range for scoring grand champions form and weapons rounds is 9.90 to 10.00. The Scoring range should be narrowed in divisions that have small amount of competitors. (Suggestion: Count the competitors in the division and multiply that by .02 and then subtract that number from 10.00 (10 competitors equal .20-10.00 = 9.80). Therefore the range for 10 competitors would be 9.80 to 10.00, with 9.90 as your average score.

**TIES:** Ties for 1<sup>st</sup> through 4<sup>th</sup> place will be settled as follows:

**Black Belts:** If 5 judges preside: The high and low scores will be added back into the scores to determine the winner. If a tie still exists after the high and low scores were added back in, competitors must run their forms again, but have a choice of running the same form or a different form if they choose. Judges can either rescore or do a show of hands to determine the winner. If 3 judges preside: Competitors must run their form again, but have a choice of running the same form again or a different form, if they choose. Judges can either rescore or do a show of hands to determine the winner.

**Under Belts:** Competitors must run their form again, but have a choice of running the same form again or a different form if they choose. Judges can either rescore or do a show of hands to determine the winner.

Ties for 5<sup>th</sup> through 8<sup>th</sup> place are never broken. They will remain tied and all will receive Points.



# Badger State Games Martial Arts Rules

**DISQUALIFICATIONS:** If a competitor performs an illegal move in their division (Example: Perform an extreme move in a traditional division) or drop a weapon in a weapons division they will be disqualified.

**Black Belt Adults & Youth:** Black belts have the choice of either finishing their form or bowing out at the time of the infraction. They will receive a "no score" from the judges.

**Under Belt Adults:** Same as black belts, the performer has a choice of either finishing their form or bowing out at the time of the infraction. They will receive a "no score" from the judges

**Under Belt Youth:** Under belt youths will be allowed to finish their form after the infraction is committed. During the time of scoring they will receive lowest possible score available signaling to the score keepers that they have been disqualified due to the infraction.

**TRADITIONAL, CREATIVE, AND EXTREME FORM DIVISIONS:** Competitors in these divisions must exhibit a form or weapon routine that reflects the essence and values of the division name in which they are competing. Otherwise, the competitor risks disqualification or down grading.

**Extreme Extreme Forms–** The Extreme Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, (1) at least half of the form must originate from martial arts techniques, and (2) the competitor must execute at least one technique that involves an inverted move or greater than 360 degree spin. Emphasis is placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty, and showmanship. In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed. Inclusion of other movements, or the performance of a form or weapons form meeting the criteria above for a Traditional or Creative form, will result in a downgrade by the judges, or upon a unanimous vote of the judges, a "no score" as a form inappropriate for the division.

**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.

**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 not a mistake. **If the competitor is a black belt the center referee will instruct the scorekeeper to subtract .50 points from the competitor's final score.** The three-minute time limit will start over. A competitor can only start over one 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.