

## **TOURNAMENT RULES & REGULATIONS**

1. The tournament director reserves the right to combine the divisions when appropriate.
2. Kihon, Kata & Kumite divisions will be run by modified single elimination.
3. Selection of Judges & Referees will be determined by experience, rank, & knowledge..
4. Judges, Referees & Instructors: No shouting advice or coaching to your students or other competitors after they have been called to gather for their division.
5. Fingernails & toenails must be trimmed short.
6. Applause is allowed but cheering and other noises should be kept to a minimum.
7. Karate club banners are not allowed.
8. Hachimaki (head band), jewelry or metal hair clips of any kind will **NOT** be permitted. Rubber band or pony tail retainer is permitted.

### **FLAG SPARRING: 2 person and 3 vs 3 Team Competition**

1. Matches are 1½ minutes using stop time.
2. If both second belts come off at the same time, stop the time & put both second belts back on & finish the match.
3. If tied after full time, the Referee will declare a winner based on overall performance.

### **FLAG SPARRING: (3 person) SKF of MI RULES** (Contact Robert Sherby at Robert@karatemi.com if more information is desired. Complete set of rules available at [www.michigankaratetournament.com](http://www.michigankaratetournament.com).)

1. Same rules as 2 person flag sparring above plus; if needed, one (1) minute sudden death overtime period.

### **KUMITE RULES: FACE CONTACT, MODIFIED USA-NKF RULES**

1. The result of a match is determined by a contestant obtaining 8 points or the highest number of points when time runs out. Matches are 2 minutes long using stop time.
2. Competitors age 17 & under, no touch or contact to the head, face or neck (including the face mask & head protector) is allowed with hand techniques. Jodan kicks may make the lightest touch ("skin touch") & still score.
3. Competitors age 18 & above may perform non-injurious light controlled "touch" contact to the head, face & neck (but not the throat) with hand & foot techniques.
4. Competitors in back-to-back matches will get a 2 minute rest period between matches.

### **KUMITE RULES: BODY CONTACT - SKF OF MI RULES**

Contact must be kept light when scoring to the body. Touching is not needed to score. Coming close to the target with control is all that is needed. However, the competitor must be able to reach with the technique and it should not be fully extended.

### **CRITERIA FOR DECISION**

1. In individual matches, if after full time there are no scores or scores are equal, the decision shall be made by a final vote of the four judges & the Referee each casting their vote.
2. If short on judges, the decision shall be made by the three judges.

### **JOGAI PENALTIES**

1 <sup>st</sup> time out of bounds:	Chukoku	-- first warning
2 <sup>nd</sup> time out of bounds:	Keikoku	-- second warning
3 <sup>rd</sup> time out of bounds:	Hansoku Chui	-- warning of disqualification
4 <sup>th</sup> time out of bounds:	Hansoku	-- disqualification (loss of match)

**INSTRUCTORS:** Please make sure that your students have the necessary equipment to compete in this tournament.