



# United States Karate Alliance

## SUMMARY OF TOURNAMENT RULES

### Sparring (Kumite)

#### 1.0 Match

The winners of matches below Black Belt shall be the competitor who has scored three (3) points or the most points scored prior to expiration of time; Black Belt winners will have scored five (5) points or the most points scored prior to the expiration of time.

#### 2.0 Duration of Match

Time limit of all matches shall be two (2) minutes running time. The Center Referee is the only person authorized to stop time (i.e. equipment repair, injury or safety of competitors). In the event of tied score, the match will continue into a sudden-victory overtime with the first point awarded to determine the winner.

#### 3.0 Points Awarded

The Center Referee will award all points by majority vote of the Center Referee and the Corner Judges. Scoring areas are the head, face (adult brown belts and black belts only may lightly touch the face; children competitors and adults under brown belt may score to the face, provided there is NO contact), neck (except throat area and back of neck), chest, abdomen (upper and lower), back (excluding shoulders and spine), kidneys and groin. The Center Referee will call to score all points (which have been observed to the scoring area by controlled hand or foot techniques) and the Corner Judges will indicate their award simultaneously after command from the Center Referee; late flag or call will not be considered for award of point. There must be at all times a majority vote to award points. There will be no half points awarded; only full points.

#### 4.0 Face Contact or Uncontrolled Techniques

Uncontrolled or blind techniques will not be tolerated in any division. Face contact will not be allowed in any division except Adult Brown and Black Belt divisions. Face contact which rocks the head will result in a warning, penalty point, or disqualification. Face contact which severely rocks the head, causes immediate swelling, redness, bleeding (except from a minor scratch in the Adult Brown and Black Belt divisions), or unconsciousness will not be allowed and will result in immediate disqualification. If a competitor executes a technique which inflicts any injury, damage, bruise, abrasion, redness of the face, swelling, laceration, fracture, dislocation, bleeding (except from a minor scratch in the Adult Brown and Black Belt divisions), unconsciousness, or any condition stated in the Rule Book, the competitor executing the technique will be disqualified. There are three (3) levels of penalties which may be imposed during a match; a warning, a point penalty, and disqualification. Penalties are cumulative in nature. Once a penalty has been imposed, the next penalty will automatically be escalated, except for violation of the out-of-bounds rules. In the event of injuries, medical personnel will make the decision as to whether or not the competitor will continue to compete.

## **5.0 Out of Bounds**

A competitor who steps out of bounds; or, steps on the out of bounds line with one or both feet and is not forced out of bounds and is evading the opponent, will be penalized by: (A) warning for the first infraction; and (B) a penalty point awarded to the opponent for each infraction thereafter.

## **6.0 Unsportsmanlike Conduct**

Unsportsmanlike conduct will not be tolerated at any time during the tournament by the competitor, the competitors' instructor, or anyone associated with the competitor. Violations will result in a warning, a point penalty, or a disqualification depending upon the severity and will be included in the competitor's cumulative penalties. Coaching from the sidelines will be considered unsportsmanlike conduct and is not allowed.

## **7.0 Team Sparring**

Each team round shall be one (1) minute in duration. The team with the most total points scored shall be declared the winner. In case of a tie, then a representative from each team will compete in a sudden-victory overtime extension match. The team winner will be the team competitor first awarded a point. If a member of a team is disqualified, that team member's points will be deducted from the team's total points and the opposing team shall receive two additional points.

# **Individual Forms (Kata)**

## **1.0 Board**

The Kata and Weapons Board shall be comprised of an odd number between three (3) and seven (7) qualified judges; however, five (5) are recommended if a sufficient number of qualified judges are available. Five (5) judges are required for all Black Belt Kata divisions. There may not be more than two (2) black belts from any one instructor nor more than one (1) black belt from a single school on any Kata or Weapons Board if there are other qualified judges available and they are willing to judge.

## **2.0 Scoring**

Scoring in all kata divisions shall be by the ten (10) point decimal system. The lowest possible score shall be 0.00 while the highest possible score shall be 10.00. If there are less than three (3) competitors in any one division, each competitor shall be scored after performing his/her respective kata. The Center Judge shall call for all judges to score simultaneously. If there are more than three (3) competitors in any one division, the Kata Board shall observe the first three competitors prior to any competitor in the division receiving a score. Once the three competitors have performed their katas, their scores will be awarded; thereafter, each competitor will be scored after his/her kata has been performed.

When the Kata or Weapons Board is comprised of three (3) judges, all scores received will be added together to determine the winner. When the Kata or Weapons Board is comprised of five (5) or more judges, the highest and lowest scores are eliminated from computation of the scores. If, after computation of the scores, there is a tie, the competitors who have tied will be required to perform an additional form to break the tie. For intermediate and advanced competitors, the additional form performed must be a different form to break the tie. For beginning competitors, the additional form may be the same form again, or a different form to break the tie. (Excluding Weapons divisions.) When two (2) competitors are tied, the Board will determine a winner after both competitors have performed their respective tie-breaking form, by each member of the Board pointing one arm to the competitor they perceive to be the winner simultaneously when the Center Judge calls for score. When more than two (2) competitors are tied or the Board determines, the winner will be decided by scoring the individual competitors after they have performed their respective katas.

### **3.0 Weapons Requirements**

All Weapons utilized in weapons kata competition shall be real weapons, such as were used in ancient times and were designed specifically for fighting or as farm implements or tools; authentic weapons per their style. Children under the age of 13 shall not use a weapon with a live blade. The katas must incorporate actual fighting techniques, as if the use of the weapon was for a real fighting situation. All weapons must have lethal strength and hardness to inflict serious physical injury to an opponent when used in an actual encounter. Specific weapon requirements are stated in the Rule Book. The Weapons Kata Board shall inspect each competitor's weapon to ensure that the minimum requirements are met or exceeded for weapons competition. A wooden weapon should not break with the application of a normal force when applied to its middle. Failure to meet or exceed these minimums may result in the weapon being disqualified and the competitors rejected from weapons competition.