

TEAM COMPETITION DIVISIONS

TEAM SYNCHRONIZED FORMS - NO WEAPONS

Division Code#	Division
TS001	11yrs & under boys & girls novice & intermediate
TS002	11yrs & under boys and girls advanced
TS003	12-14 yrs boys & girls novice & intermediate
TS004	12-14 yrs boys & girls advanced
TS005	15-17 yrs boys & girls novice & intermediate
TS006	15-17 yrs boys & girls advanced
TS007	18-32 yrs Men novice and intermediate
TS008	18-32 Men advanced
TS009	33+ yrs Men novice & intermediate
TS010	33+ yrs Men advanced
TS011	18-32 yrs Women novice and intermediate
TS012	18-32 Women advanced
TS013	33+ yrs Women novice & intermediate
TS014	33+ yrs Women advanced

TEAM SYNCHRONIZED FORMS RULES

Teams will be considered and referred to as a competitor and be scored as one competitor. Teams are comprised of 2-4 competitors only. At least 2 competitors and a maximum of 4 members will be permitted to compete. Teams members may be comprised from deferent Dojo's although they must collectively declare who they are representing. Team members must be synchronized 75% of the time during the form. (2-4 members per team).

Teams must stay within the designated competition area. Failure to do so will result in a five point deduction for each penalty. The demonstration area is described as the division ring of the competition. Teams will have a four minute time limit with a two point deduction for every fifteen seconds over or under the allowed time limit. The competition will be stopped at one minute over the allowed time limit. All deductions due to time penalties will be deducted from the total score of each judge at the end of the performance.

There will be a designated time keeper that will inform all judges of any time related deductions. Judging shall be done by three judges one of whom will be identified as head judge and will be in control of the competition. The head judge may appoint a fourth judge. The head judge may also stop the competition at any time if they fill there is a safety issue that may result in an injury. All judges shall be briefed on the Demonstration competition rules and scoring, prior to the competition.

FORMS: These forms must capture the essence of classic martial arts movements, showcasing the traditional techniques, stances, footwork. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division: more than two kicks with the same leg without putting the foot down in between; front or back flips; cartwheels; front or side leg splits; releases of the weapon other than simple hand switches; or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here. Wrong Division: If any competitors competes in a division he/she does not qualify to compete in due to age, weight, rank, gender, style, etc., they will be disqualified.

TIME LIMIT: Each form must be four (4) minutes or less. The time starts once the competitor enters the competition ring. **SCORING RANGES OF FORM** : Black Belts: 7.00 to 10.00 points; Advance Belts: 7.00 to 10.00 Points; Intermediate Belts: 7.00 to 9.50; Beginner Belts: 7.00 to 9.00.

TIES: To break ties the high and low scores will be added back in to break ties for 2nd through 8th places only. If after adding the high and low, there is still a tie for 2nd through 4th place, the competitors who are tied must perform again to break the tie. Ties for 5th through 8th place are never run off. If there is a tie for first place, the competitors must perform again to break the tie. If there is a second tie, the majority judges scores will determine the winner. If this does not break the tie, the competitors will compete again.

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, but the center referee will instruct the score keeper to subtract .50 points from the competitor's final score. The four minute time limit will start over. A competitor can only start over one time. If a competitor has to start over not due to his/her negligence, he/she will not be penalized on the start over.

TEAM POINT FIGHTING DIVISIONS

(Black Belts only)

Division Code#	Division
TP015	18-29 Men (3 members per team)
TP016	30 & over Men (3 members per team)
TP017	18 & over Women (3 members per team)
TP018	15 – 17 Boys (3 members per team)

TEAM POINT FIGHTING RULES

Three (3) competitors make-up a team. No competitor may compete on more than one team. Only the competitors listed as a team on the registration entry form are allowed to compete. Substitute competitors are NOT allowed. If a member of your team is not present then the whole team must forfeit.

LENGTH OF MATCH: Two minute running time unless five points are scored before time has expired. If a match is tied at the end of two minutes, sudden victory (first person to score a 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 one (1) points. All penalty points awarded will be awarded one (1) point. The competitor who earns five (5) points by the end of the two minutes or whoever is ahead at the end of the two minutes is declared the winner.

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 a point must call a one (1) point before one point can be rewarded.

WHAT IS A POINT: A point is a controlled legal technique scored by a competitor in-bounds and standing up-right (unless on a declared padded floor) without time being called that strikes a competitor with the allowable amount of focused touch contact.

LEGAL TARGET AREAS: Entire head and face, ribs, chest, abdomen, collarbone and kidneys.
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 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, ground fighting on a hard surface, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled throws, takedowns or sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in sport competition.

GRABBING: A competitor may grab the uniform top of his/her opponent in an attempt to score with a sport karate technique for only one second (immediately), after which time he/she must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent in an attempt to score.

SWEEPS, TAKEDOWNS, GRABS AND GROUND FIGHTING: Sweeps not to take down an opponent, but only to obstruct the balance so as to follow up with a legal 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. Controlled Takedowns and sweeps that are meant to take down an opponent are allowed only on a declared padded surface. A point is only given when the legal sweep or takedown is effectively and legally followed up with an appropriate legal scoring technique immediately. Only a hand technique to the legal target areas will be allowed on a downed competitor. Never, under any circumstances, may a competitor stomp or kick to the head of a downed competitor.

LIGHT TOUCH CONTACT: Means there is no penetration or visible movement of the competitor as a result of the contact. Light touch is allowed to all legal target areas except to the face of all youth and under black belt adult competitors. Light touch does not have to be made to the head gear in all Youth competitors and adult under black belt competitors but must be approximately two inches away without being blocked.

MODERATE TOUCH CONTACT: Means slight penetration or slight target movement. Moderate touch contact may be made to all legal target areas except the head gear 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 four warnings (three 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 severe, a penalty point and or automatic disqualification 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 from the competitor, his/her coaches, friends, etc., excessive contact, and delay of time are examples of possible penalization.

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

COACHING: Coaching is a luxury that most competitors do not have access to. Therefore, it sometimes can become an unfair advantage over a competitor who does not have coaching. The rules are made and enforced so no one competitor has an advantage or disadvantage over another competitor. Therefore, coaching is allowed but will follow 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. If the coach is found by the head referee to be interfering with the smooth operation of the division or match then the competitor of that coach will follow the same penalty rules and treated as a rules violation of the competitor.

OUT-OF-BOUNDS: A competitor is out-of-bounds as soon as any part of the competitor steps or touches outside the boundary line of the ring. An out of bounds competitor cannot score a point while out of bounds. An in bounds competitor can score on an out of bounds competitor if the center referee has not called stop.