

JAPAN KARATE-DO GENBU-KAI OF MINNESOTA

TOURNAMENT RULES AND GUIDELINES

Please provide the following rules and instructions to all students/participants.

- Traditional white gi/uniform is mandatory.
- Genbu-kai rules will apply.
- All divisions are determined by kyu rank
- Awards will be presented as follows:
 1. First, second, third place will receive medals.
 2. One 3rd place medal awarded for kata and two 3rd place medals awarded for kumite
 3. Team Kata – 1st, 2nd and 3rd will receive medals.
- Divisions will be merged/divided at the discretion of the tournament director.

KATA

All Kata divisions will have four corner judges and one head referee. Point scoring will be a two (2) point scale as follows: Beginners (5.0-7.0), Intermediate (6.0-8.0), Advanced/Black Belt (7.0-9.0)

All Beginners - 7th kyu & under or less than one year training

- Kihon kata, Pinan 1-5, Heian 1-5, Kanshiwa, Gekisai Dai Ichi/Ni, Sanchin, Tensho, or prior permission.

Intermediate - 4th - 6th kyu or 1-2 years of training

- Any beginner kata plus Bassai Dai, Jiin, Matsumora Rohai, Itosu Rohai Shodan Saifa, Jitte, Kanshu, Ishimine Bassai, Gekki Sai Dai Ichi, Naifanchi Shodan, Aoyagi, or prior permission.

Advanced - 1st - 3rd kyu or over two years of training

Any kata, except Hakutsuru, Sansei-Ru, Shisochin, Tomari-Bassai, Chinshu, Sochin, Unsu, Suparemppei, Nipaipo, Kururunfa, Seisan, Seipai, Gojushiho, Chatan Yara Kushanku, Anan, and Matsumura-Bassai.

All Black/Red Belt Levels – Any kata

TEAM KATA

- Each team must have three (3) members – either all junior or adult – any mix of males and /or females
- Any formation is acceptable, but the kata must begin and end in the same formation.
- If we have enough teams, we will divide both junior and adults into beginner and advanced divisions.

WEAPONS (KOBUDO) KATA

- Weapons must be traditional Okinawan weapons (bo, eku-bo, sai, kama, tonfa, nunchaku, tekko)
- Beginner and Advanced Divisions may perform JKF Kobudo Kihon (mandatory) Katas only – Open division may not perform JKF kihon katas.
- If we have enough competitors, the open division will be divided into beginner and advanced divisions.
- All competitors 3rd kyu and above must enter the advanced or open division.
- Any competitor with more than one year of training in the weapon performed must enter the advanced or open division

WEAPONS (KOBUDO) KUMITE

International Kobudo Organization Rengo-Kai (IKOR) Rules will apply for kobudo kumite competition.

- Only approved weapons and helmets allowed.
- Kumite gloves are required and will be provided. Shin protectors are recommended.
- Three point match. Half-point and full-point techniques..
- Points will be awarded : 1) to proper targets, 2) with proper control, 3) using the correct part of the weapon. Two handed weapons will not score with only one hand on weapon.
- Penalties will be awarded if contact with the unprotected part of the weapon occurs.

- Head scarf required. Some will be available.
- Weapons will be randomly drawn before match.

KARATE KUMITE

All divisions will use WKF rules. The following are general guidelines for all divisions:

- All rings will have four (4) judges. Head referee needs two confirming flags to call a point.
- All matches will be two (2) minutes.
- Continuous clock, will be stopped only when timekeeper is directed to stop by head referee or in the atoshi baraku (“little more time”, last 15 seconds) period.
- Handpads, mouthpiece and groin protector for males is required. Gloves provided if needed. Shin pads are optional, but may not extend to the foot.. Head protection is optional. Glasses should be either sports goggles or safety glasses. Chest/breast protectors are optional.
- All matches are eight point matches. Yuko, wazari, and ippon (1/2/3 points) will be awarded.
- The karateka with the most points at the end of regulation time will be declared the winner.
- Ties will be determined by first unopposed point (Senshu). Should there be no Senshu, the match will go to enchosen with first point winning.
- Face is a target in all divisions but no face contact is allowed. Infliction of injuries/excessive contact will result in disqualification.
- All penalties will carry over into enchosen
- One category for fouls.. No points are awarded Foul 1 = warning (chui 1)); Chui2 Chuis 3; Hansoku Chui ; Hansoku (match awarded)
- Referee determines penalties and level..

Batto Kata

- Batto Kata – Judges will score by flags.
- Number of divisions will be decided by the number and level of competitors.