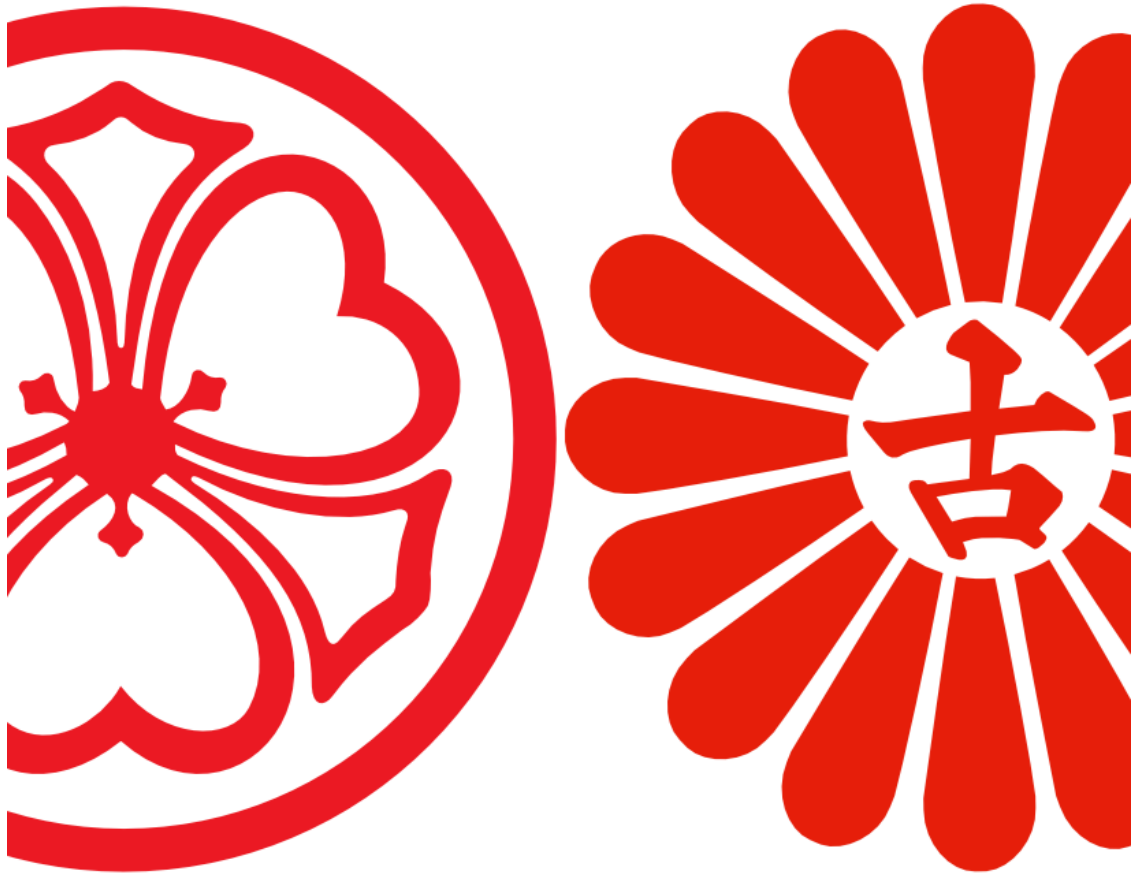


TOURNAMENT GENERAL RULES
AND GUIDELINES



GENBU-KAI KARATE MI

CELEBRATION WEEKEND

KARATE-DO

& KOBUDO

SEMINARS & TOURNAMENT

T H E K A R A T E W A Y

GENBU-KAI KARATE OF MICHIGAN

TOURNAMENT GENERAL RULES AND GUIDELINES

- Traditional white gi (uniform) required.
- All divisions are determined by rank, age, and size.
- Awards will be presented as follows:
 - Kata and Team Kata- medals for 1st, 2nd, and 3rd place.
 - All Kumite divisions, two 3rd place medals will be awarded.
 - Divisions may be split or combined at the discretion of the tournament director.

KATA

- All Kata divisions will have a minimum of 3 judges.
- Point scoring will be a two point range as follows: Beginners (5.0 to 7.0), Intermediate/Advanced/ (6.0 to 8.0), Black Belt (7.0 to 9.0). The scoring systems will be used for all Karate, Kobudo and Team Kata divisions.

- **All Beginners** - 7th kyu & under (or less than one year training)
Kihon Kata, Pinan 1-5

Junior and Adult Beginner Divisions

Competitors will have one opportunity to restart their kata if they become confused or lost.

In the case of a tie they may perform the same kata over again.

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

Any Beginner kata plus Naifanchi Shodan, Bassai Dai, Jitte, Jiin, Matsumora Rohai, Saifa, Aoyagi, Gekisai-Dai 1 & 2, Tensho, Ishimine Bassai.

Junior and Adult Intermediate Divisions

Competitor will not get a second opportunity to perform their kata if they become confused or lost.

In the case of a tie the competitor must perform a different kata.

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

Any Intermediate kata plus Naifanchi Nidan, Kusanku Dai, Sanchin, Jion, Wankan, Wanshu, Seienchin, Niseishi, Juroku, Itosu Rohai Shodan.

Junior and Adult Advanced Divisions

Competitor will not get a second opportunity to perform their kata if they become confused or lost.

In the case of a tie the competitor must perform a different kata.

- **All Black & Red Belt Levels**

Any kata except Beginner kata. If you have questions about a kata, please email Mr. Sorrentino at info@thekarateway.com prior to the tournament.

TEAM KATA

If we have enough teams, we will divide both junior and adult team katas into “7th kyu and below” and “6th kyu and above” divisions. Mixed-rank teams must compete in the division of the highest-ranking member of the team.

- Each team must have 3 members – either all junior or adult.
- Each team must have a name.
- A student may only compete on only one team.
- Any formation is acceptable, but the kata must begin and end in the same formation.

GENBU-KAI KARATE OF MICHIGAN

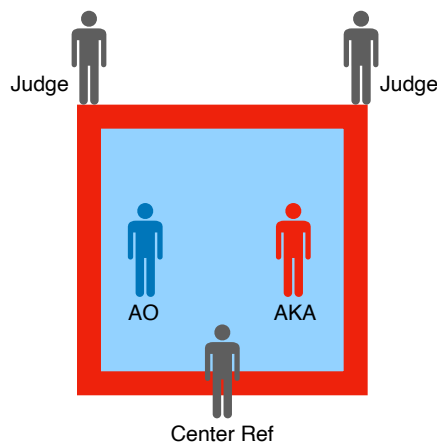
TOURNAMENT GENERAL RULES AND GUIDELINES

BEGINNER KARATE KUMITE

(3-Point Sparring)

10th-7th Kyu White and Yellow Belts

- Center referee will be a Michigan Genbu-Kai Representative.
- One competitor will be red (*Aka*) and the other blue (*Ao*). Competitors will not be required to wear a red or blue belt.
- Each competitor will perform one set of 3-point sparring.
 - Aka always starts with the first set of attacks to the face (*Jodan*).
 - Center Ref announces Aka kamae, Sanbon Kumite, Hajime. Aka Competitor announces Jodan Zuki and begins his attacks when finished Ao prepares announces and begins.
 - Each competitor will perform Jodan attacks followed by Chudan Attacks.
- Judges and Center referee will decide the winner by raising their red or blue flags when both sides have finished.
- No gloves or mouth guards needed.
- No contact to the face, head or **body**.



Scoring Criteria

- Good Form- Properly executed technique.
- Sporting Attitude- Delivered without intent to cause injury.
- Vigorous Application- Speed, power, effectiveness, etc.
- Zanshin- Maintaining awareness of the opponent both during and after execution of the technique.
- Correct Distance- Delivery at a distance where the technique would be effective.
- Proper Timing- Delivery of the technique at the correct moment.

GENBU-KAI KARATE OF MICHIGAN

TOURNAMENT GENERAL RULES AND GUIDELINES

INTERMEDIATE & ADVANCED KARATE KUMITE

(Free Sparring)

- Rings will have a minimum of 2 judges and one referee. Referee will have the same power to vote as a judge.
- Must have two flags of the same color to award points. In some cases the referee will have power to award both blue and red a point.
- **WKF style hand pads, mouthpiece and groin protector required.**
Gloves provided if needed. Shin pads optional but recommended. Head protection recommended for all juniors.
- **No jewelry, no taping of jewelry, no glasses unless approved sports glasses.**
- **No coaching.** Coaching will result in penalties towards the competitor.
- **Time will stop when referee calls yame (stop)**
- Black Belts: 8 Points Maximum, 3 Minutes Full Match
- Red, Blue & Brown Belts: 8 Points Maximum, 2 Minute Full Match
- All Other Divisions: 8 Points Maximum, 1.5 Minutes Full Match
- In case of a tie, the competitor that scored the first uncontested point of the match will win. The head referee will designate the first point by the signal *Senshu*.

If *Senshu* is lost, a vote will be made among the center referee and the judges deciding the winner.

Senshu can only be lost in the last 15 seconds of the match if the competitor receives a foul for wasting time.

Losing *Senshu* results in automatic *Hansoku Chui*.

Fouls

Infliction of injuries/excessive contact will result in disqualification. Control will be enforced. In the case of contact, the center referee can raise the foul depending on the severity of the injury. Contact to face, throat and/or excessive contact to the body is prohibited*.

**Black belt divisions are allowed light touch to the face, but no impact.*

Warnings & Penalties

Chui - Warning #1, Warning #2, Warning #3

Hansoku Chui - Warning #4

Hansoku - Disqualification

Shikkaku - Disqualification - Serious infraction that is damaging or insulting to the art and ethics of Karate-Do.

In the case of contact the center referee can raise the foul depending on the severity of the injury.

- Out of bounds (*Jogai*).
- Injury to oneself or opponent using a lack of regard for the safety of each other (*Mubobi*)
- Avoiding combat.
- Passivity (competitor or competitors will not engage).
- Clinching, wrestling, pushing, seizing, and standing chest to chest (grabbing with one hand of a technique is allowed, but it has to be completed in under 2 seconds).
- Uncontrolled techniques and attacks.
- Attacks with head, knees, elbows, and open hand attacks to the face.
- Discourteous behavior, failing to obey the referee.
- Gloating/talking during a match or talking back to the referee.

Scoring Criteria

- Good Form- Properly executed technique.
- Sporting Attitude- Delivered without intent to cause injury.
- Vigorous Application- Speed, power, effectiveness, etc.
- Zanshin- Maintaining awareness of the opponent both during and after execution of the technique (Not turning away or falling down after completing a technique – unless the fall is caused by a foul by the opponent).
- Correct Distance- Delivery at a distance where the technique would be effective.
- Proper Timing- Delivery of the technique at the correct moment.

GENBU-KAI KARATE OF MICHIGAN

TOURNAMENT GENERAL RULES AND GUIDELINES

KOBUDO KATA

(Weapons Kata)

- Weapons must be traditional Okinawa weapons (Bo, Eku-Bo, Sai, Kama, Tonfa, Nunchaku, Tekko).
- Weapons must be appropriate in length and weight. All weapons will be inspected prior to match.
- Competitor may perform any Kobudo Kata they wish in any division.

Junior and Adult Beginner Divisions - (1 year or less training)

*Competitors will have **one** opportunity to restart their kata if they become confused or lost.*

In the case of a tie, the competitor may perform the same kata over again.

Junior and Adult Intermediate Divisions - (1 - 2 years training)

Competitor will not get a second opportunity to perform their kata if they become confused or lost.

In the case of a tie, the competitor must perform a different kata.

Junior and Adult Advanced Divisions - (more than 2 years training)

Competitor will not get a second opportunity to perform their kata if they become confused or lost.

In the case of a tie, the competitor must perform a different kata.

All junior Shodan and adult 3rd kyu (karate rank) and up must use metal Sai and wooden Nunchaku if they wish to perform their respective kata.

GENBU-KAI KARATE OF MICHIGAN

TOURNAMENT GENERAL RULES AND GUIDELINES

KOBUDO KUMITE

(Weapons Sparring)

Protection

- Only ActionFlex weapons are allowed
- Kumite helmet and gloves are REQUIRED
- Groin protectors are REQUIRED
- Mouth piece is NOT required
- Shin protectors are RECOMMENDED

Criteria for points:

Same point criteria as empty hand Kumite matches along with the following:

- Proper target
- Proper control of weapon
- Striking with the proper part of weapon
- Two-handed weapons will not score with only one hand

Illegal Techniques

- Strikes to the ears
- Attacks to the throat
- Attacks to the knee
- Throws, sweeps, take downs
- Grabbing & holding the opponent's weapon
- Throwing a weapon
- Blocking weapon with glove

Warning & Penalties

- *Chui* - Warning #1, Warning #2, Warning #3
- *Hansoku Chui* - Warning #4
- *Hansoku* - Disqualification
- *Shikkaku* - Disqualification: Serious infraction that is damaging or insulting to the art and ethics of Karate-Do

Note: In the case of contact, the center referee can raise the foul depending on the severity of the injury.

Rules and Scoring

- Stop clock on points
- 1.5 minute match for Beginners
- 2 minute match for intermediate & Advanced
- 6 points wins match or leader at the end of time
 - Wazari* = 1 point
 - Ippon* = 2 points
- *Senshu* decides winner in case of a tie

Scoring Areas and Terms

- *Men* - Front or top of head only
- *Do* - Torso of body front and back
- *Kote* - Forearm between wrist and elbow
- *Ashu* - Between knee & ankle (*Can only earn wazari*)
- *Tsuki* - Thrusting attack to the torso only

Kumite Scoring Criteria

- Good Form- Properly executed technique
- Sporting Attitude- Delivered without intent to cause injury
- Vigorous Application- Speed, power, effectiveness, etc.
- Zanshin- Maintaining awareness of the opponent both during and after execution of the technique (Not turning away or falling down after completing a technique – unless the fall is caused by a foul by the opponent)
- Correct Distance- Delivery at a distance where the technique would be effective
- Proper Timing- Delivery of the technique at the correct moment

Choosing Weapons

Competitors may choose their weapon, but may not use the same weapon twice.

Weapon Combinations

- Sai, Nunchaku, DBL Nunchaku, Bo, Sword, Double Short Sword, Long & Short Sword, Tinbei & Sword, Tonfa, Kama