

JAPAN KARATE-DO GENBU-KAI OF PITTSBURG, KANSAS 47th ANNIVERSARY INVITATIONAL KARATE TOURNAMENT

TOURNAMENT GENERAL RULES AND GUIDELINES

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

- **Traditional white gi/uniform is mandatory for karate events.** Kobudo may use white or dark gi top. Batto may use hakama and white or dark top.
- All divisions are determined by kyu/dan rank
- Awards will be presented as follows:
 - Kata and kumite - trophy for 1st/2nd, medals for 3rd/4th.
 - Team kata medals for 1st, 2nd, 3rd, 4th. Batto medals for 1st, 2nd, 3rd.
- A minimum of three (3) competitors are required for each division. Divisions may be split or combined at the discretion of the tournament director.
- If a division has less than three (3) competitors, either of the following may apply:
 1. Trophy/medal awarded to first place only, or
 2. Competitors may be combined with another division. Exceptions may be made for juniors.

KATA

All Kata divisions will have four judges and one head referee. Point scoring will be used for all kata divisions. Point scoring will be a two (2) point scale as follows: Beginners (5.0 to 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

- Pinan 1-5, Heian 1-5, Kanshiwa, Gekisai Dai Ichi/Ni, Sanchin, Tensho or pre-approval through instructor.
- A few invited schools use Seisan as their first kata and this will be acceptable.

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

- Any beginner kata plus Bassai Dai, Jiin, Rohai, Saifa, Jitte, Kanshu, NaiFanChin Shodan, Aoyagi, Tensho, Ishimine Bassai or approved kata.

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

Any kata, **except Hakutsuru, Sansei-Ru, Shisochin, Tomari-Bassai, Chinshu, Sochin, Unsu, Suparempai, Nipaipo, Kururunfa, Anan, Ohan, Seipai, Gojushiho, Matsumura-Bassai, Chatanyara Kushanku, Kushanku Sho, Chinto.** If a competitor at this level attempts a black belt kata they will be judged for the level of kata not for the level of the competitor.

All Black Belt Levels – Any kata

If you have questions about a kata, please have your instructor contact Mr. Otter (620.232.4480) **prior** to the tournament.

TEAM KATA

- Each team must have **only** three (3) members – either **all** junior or adult. A student may only compete on one team.
- 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 adult team katas into divisions by rank. Mixed rank teams must compete in the division of the highest ranking member of the team.

KARATE KUMITE

Modified WKF kumite rules will apply for all divisions. The following are **general** guidelines for all divisions:

- Rings will have four (4) judges and one referee.
- Matches will be two (2) running minutes for all divisions. Clock will be stopped only when timekeeper is directed to stop by head referee or in the final 15 seconds on yame.
- **WKF style handpads, mouthpiece and groin protector required.** Shin pads optional but recommended. Head protection is required for juniors (8 and under). Recommended for all other juniors.
- **No jewelry/no bracelets/no rings/no piercings/no taping of jewelry, no glasses unless approved sports glasses.**
- All matches are 8 point matches - yuko (1 pt – any legal properly targeted hand technique), waza-ari (2 pts – any legal properly targeted kick to the mid level/torso), ippon (3 pts – any legal properly targeted kick to the upper level or a sweep/takedown/fall followed immediately by a legal properly targeted technique) will be awarded. Note that ippon will be scored for a legal scoring technique if any part of the body is touching the floor except the feet.
- The karateka with the most points at the end of regulation time or the maximum (8 points) will be declared the winner.
- Infliction of injuries/excessive contact will result in disqualification. Control will be enforced. Any dangerous or disrespectful actions will result in immediate removal from the tournament site.
- In case of a tie, the competitor that scores the first uncontested point, will win the match. The head referee will designate the first point by the signal “Senshu”.
- All penalties will be categorized into one group – first penalty (chui), second penalty (chui), third penalty (chui), fourth penalty (hansoku chui) and fifth penalty (hansoku). No points will be given for penalties unless Hansoku (match penalty is awarded).
- All penalties will result in warnings only until Hansoku is obtained which is a match foul. No points awarded for fouls only warnings or match fouls.
- Head referee determines the first penalty level depending on level of infraction.

WEAPONS (KOBUDO) KATA

- Weapons must be traditional Okinawan weapons (bo, eku-bo, sai, kama, tonfa, nunchaku, tekko)
 - Weapons must be appropriate in length and weight. All weapons will be inspected.
- JKG Kobudo kata divisions must perform JKG Kobudo Kihon Katas only (nunchaku must do the first kihon kata)
- Open division may perform any traditional or kihon kobudo kata.
- All competitors 3rd kyu (karate rank) and above, must enter the advanced or open division.
- Any competitor with more than two years of training in the weapon performed must enter the advanced or open division.
- Divisions may be split if the divisions have appropriate numbers and ranks.

KOBUDO KUMITE

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

- Any competitor competing in kobudo kumite must also compete in one of the kobudo kata divisions. **No kata/no kumite.** This is a safety and control objective. Please notify your students.
- Scoring targets will only apply to the top of the helmet/head (men), the chest/torso/side/back area (do), forearm (kote) and the leg (calf/thigh). Strikes to the knee/ankle/hip will be considered joint attacks.
- All competitors must wear a head scarf under the helmet and hand protectors. Please bring your own scarf. Shin guards are highly recommended.
- Points will only be awarded: 1) to proper targets, 2) with proper control, 3) correct part of the weapon. Full points will be awarded for techniques with proper target, kime, timing, kiai and zanshin. ½ points

will be awarded for all other techniques. Three (3) full points will determine the winner or the highest score after a two (2) minute match time.

- Competitor must keep hands on weapons at all times. No throwing or grabbing weapons.
- Penalties will be awarded if contact with the unprotected part of a weapon occurs.
- Kobudo kumite first point will be awarded “Senshu” and will be the deciding factor in any match ties.

BATTO RULES

- Batto kata – 3 or 5 judges will judge 2 competitors at a time for kata. Each competitor will present 3 batto kata. Judges will decide the winner by a show of flags. Additional rounds will continue until a winner is decided. Kata can be Kome or Toyama ryu kata only.
- Batto kumitachi– 3 or 5 judges will judge 2 competitor team performing three batto kumitachi sets. Each team will have one uchidachi (one who delivers the attack) and one shidachi (one who receives the attack). They will be the same for all three sets.
- Batto tameshigiri (cutting) – beginning rounds will be ½ mats. Final rounds will be full mats. First round will be godan giri (5 cuts). Final round will be rokudan giri (6 cuts).
- Number of divisions will be decided by number of competitors registered.