

WELCOME TO THE GLOBAL MARTIAL ARTS TOURNAMENT



TOURNAMENT STARTS AT 10 A.M.
REGISTRATION – 8 A.M. – 9:30 A.M.
TOURNAMENT START – 10:00 A.M. SHARP



Rules and Regulations

Understanding and abiding by these rules will ensure a safe and fair competition, while improving one's chance for victory, so please take the time to read and explain them to your students.

The tournament registration process is not complete until a signed waiver is returned and/or received by the staff of Global Martial Arts Association. First, Second and Third place medals will be awarded in each division.

Dress Code

All competitors and judges must wear proper traditional school and/or Martial Arts uniform in good repair. No T-shirts, sweatshirts, or similar attire will be allowed. Inappropriately dressed competitors or judges will not be allowed to compete or participate.

Kata

Empty Hand Kata ó Competitors will be scored from 7 to 7.9 below Brown Belt Rank, Brown Rank will receive 8-8.9. Black Belts will receive 9 to 9.9. **All scores must be tallied.**

Extreme Kata

This division will be for any and all **non traditional** kata, weapon and/or empty hand extreme kata. Scoring will follow the same rules as in Empty Hand Kata. Music can be used, but must be supplied by the Competitor. **Competitor may not compete in multiple divisions of Kata.**

Ties ó In the event of a tie, the high and low score will be discarded. If a tie still exists, competitor will do another form.

Restarts ó Under Black Belt Rank will be allowed one restart with loss of one point. Black Belt Ranks are not allowed a restart.

Weapons Kata

All weapons may be inspected for safe use.

(PLEASE NOTE: If the head judge has a safety concern the weapon **WILL NOT** be allowed.) Scoring will be the same as Empty Hand Kata. All forms will be allowed except any containing dangerous, unsafe or floor damaging moves. The head judge will have final say. Only one weapon or set of weapons may be used. No props are allowed.

Weapons shall be presented to the head judge for a safety inspection. If there is a lack of control or a weapon is dropped, the form will be stopped and no score given. A restart will be allowed in the under Brown Belt Divisions only.

All forms will be judged on Balance, Timing, Precision, Power and Intensity.

Kumite (Fighting) Rules

Safety equipment is required for all competitors. Head, Hand and Footwear, as well as a Mouth Guard are **mandatory** for all competitors. Groin protection is mandatory for all males and Chest protection is optional for females. **No jewelry will be allowed (this includes facial or body piercing.)**

Scoring and Timing

All under Black Belt matches will be 2 minutes or 3 points, whichever comes first. Black Belt matches will be 3 minutes or 5 points. One point will be awarded for all legal kicks and one point will be awarded for all legal punches. In the event of a òtime expiredò tie, competitors will fight for a final point to determine the winner. A majority call from the judges will determine all points, warnings, fouls and/or disqualification. The Head Judge may overrule the corner judges although this is rarely done.

Legal Targets

They include the entire upper body, excluding the spine, throat, neck, and head. There will be no contact of any kind (including 'kiss Touch' to the head or face in any division. Any contact to the head will result in disqualification. Points will be scored for well-focused techniques that are not blocked and make controlled contact with the torso or **land within close proximity.**

The definition of contact is two objects touching.

There will be no contact of any kind to the head or face in any division. Any contact to the head will result in **event disqualification**. No blind techniques. No spinning blind techniques. Spinning hand techniques to any legal target area are allowed in the Black Belt divisions. No Axe kicks, no sweeps, no flying kicks and no choking in any division. **No contact will be tolerated to the face or head at all. Touch to light, non penetrating contact to the body is allowed in all divisions. Heavy, excessive or malicious contact will be determined by a majority of judges and could result in disqualification.** The degree of contact will be determined by a majority of judges. If a competitor injures another, the match will automatically go to the injured competitor.

If a competitor attempting to score with any type of technique inflicts any cut and/or draws blood, that competitor will be disqualified. The only exception to this is if the judges verify that the person injured him or herself, or the blood was from a previous match.

Warnings and Fouls

Please note that there will be no coaching of any kind from spectators, parents, coaches, and fellow athletes. While there is to be no coaching of the competitors, cheering, encouragement, and positive sportsmanlike commentary is encouraged and welcomed for the enjoyment and benefit of all.

No competitor can receive a warning and a point in the same call. However, it is possible to receive two points at once ó one for legal technique that scores and another for an opponents foul or warning.

Disqualifications

Majority vote of the judges is required. The following is a list of rules and violations that will result in immediate disqualification.

- Any excessive or malicious contact
- Verbal abuse and /or poor sportsmanship
- Heavy contact
- Any contact to illegal areas
- Any sweeps or throws
- Knockouts, swelling or bleeding to an opponent
- Causing any injury to an opponent that prevents the opponent from continuing

If a competitor is disqualified for any reason, that competitor is ineligible to receive a medal for that particular event.

Out of the Ring

To draw a warning for out of the ring, both feet of the competitor must be completely out of bounds. The only exceptions are being pushed or falling out of bounds. Third time out of the ring, a point will be awarded to the opponent and one point each time thereafter.

Judges

Judges will be in proper Martial Arts attire. 5 judges will be assigned to each ring, consisting of One Head (center) judge and four corner judges. (If there are not sufficient qualified judges there will be 3 assigned to each ring, consisting of Head Judge and two corner judges). Judging for other divisions will be 5 or 3 depending on qualified judges available. The Global Martial Arts Tournament Director has appointed the Head Judges prior to the Tournament. The four corner judges will be from different styles, if possible. The Head Judge may overrule the corner judges although rarely done. The Head Judge must indicate their score immediately.

Arbitration

Arbitrators will have been assigned prior to the Tournament. The Arbitrator, if used, will have last and final decision. **The Tournament Arbitrator(s) must ensure that all Tournament rules are being abided by for the safety and well-being of the competitors.**

For fairness and consistency, the Centre Referee may approach tournament tables involved in the organization and running of his/her ring only. The Tournament Arbitrator(s) may approach any tournament table and is solely responsible for final decisions. Tournament arbitrators answer to the Director of the Tournament.