

FSKA TOURNAMENT RULES

KUMITE: USA-NKF/WKF-Modified

Length of Matches

1. All Divisions age 11 and below: 1 ½ minutes, Stop Time WKF MODF
2. All Divisions up to age 12 to Adults 2 minutes, Stop Time WKF MODF
3. Senshu (New 2018) Tie Breaker is awarded - in case of a tie.
You may lose Senshu for Running Away/Fail to Engage - 14 secs. or less
In case of a tie, competitor with Senshu that showed aggressiveness, spirit, or technique will be determined by Judge Flag Decision. the judges will make a decision based upon contact warnings, jogai, points, aggressiveness, size differences and/or superiority. 14 sec-Warning/Penalty = Hansoku Chui.

10 Second Rule No 10 second rule for divisions up to and including age 11

Point System

1. All Divisions 6-Point Ceiling (first Competitor to reach 6 Points - Winner)
2. All Divisions age 11-under : 6-Point ceiling (same as Above)

Award Point

1. 1 Point = Yuko *All Punch/Strike*
2. 2 Points = Waza Ari *Kick to Body*
3. 3 Points = Ippon *Jodan Geri, Sweep Take Down +Waza*
4. **Senshu** - awarded in conjunction with a Point, *only when one side scores*
5. Winner = (Ao/Aka) No Kachi

Warning and Penalty

1. Chukoku - 1st Warning
2. Keikoku - 2nd Warning
3. Hansoku Chui - 3rd Warning
4. Hansoku - Disqualification
5. A Warning can be elevated to next level - based on severity or last 14 secs.

Target Areas

1. 11 yrs & under ~ NO touch or contact to the head (incl. head protector, face or neck) allowed with Hand or Foot techniques. No Sweep/Take-Down.
Non-injurious, controlled contact to body allowed with hand/foot techniques.
2. 12-17 yrs ~ NO touch or contact to the head (incl. head protector, face, neck) allowed with Hand techniques.

Non-injurious, Skin Touch allowed head, face & neck is with foot technique
Non-injurious, controlled contact to body allowed with hand/foot technique
3. 18yrs & older ~ Non-injurious, "Skin Touch" allowed to head, face & neck with hand & foot techniques.

Non-injurious, controlled contact to body allowed with hand/foot technique

Non-Contact Areas - Touch

1. Neck, throat, spine, groin, collarbone, joints, knees.
2. No attacks below the belt, except sweeps to the ankles.

Restrictions

1. No pushing, throwing, or grabbing, pulling or two-handed grabbing.
2. Sweeping with control and follow-up technique is allowed. (TBD)
3. ALL Instructors, Coaches, Parents, Spectators, and Competitors and Volunteers **MUST** control their actions. If behavior/words are deemed disrespectful or bothersome, the individual (s) involved or competitor may be given a penalty/disqualification or asked to leave the tournament site.

Safety Equipment-Mandatory WKF STYLE ***Safety First** !
(No Old Soft Style Gloves or JKD Gloves)

1. Mandatory: Mouthpiece, Hand Protection (Gloves), and Groin Cup -
2. and Foot Shin-instep Protection, WKF Type Equipment.
3. Optional: Head/Face Guard (White), Chest Protector
4. Any questionable equipment must have the approval of a *Tournament* (TNY) *Official*, TNY *Arbitrator* and/or TNY *Director*.

Tournament Officials

1. 3 Judge Panel - Chief Referee + 1 or more Corner Judges will be a Point.
2. Point(s) is/are decided by at least 2 Flags Corner (5 Judge Panel) for a Point
3. The Chief Referee must award point(s) when 2 flags are shown - Kumite
4. Point(s) can be awarded to both competitors attacking at the same - Kumite if 2 Flags (Aka) +2 Flags (Ao) - Kumite (based on technique Criteria/Target)
5. Any discrepancy(s) found with a Competitor; Behavior, Sportsmanship, Safety Equipment not covered by the USA-NKF Karate/WKF Rules will be determined by the Tournament Official, TNY Arbitrator, and/or TNY Director.

KATA:

Katas

1. Beg/Novice should perform Beg/Novice Kata, can repeat the same Kata
2. Color belts should perform lower level katas (Heian/Pinan).
3. Int/Adv belts should perform their level Katas – Unless Combined
4. Black belts - Advanced level (Dan) Katas.
5. In the Medal round - must be a different Kata from the Last performed or result in Disqualification.
6. Competitor Not bowing correctly will not influence the decision (Hantei).
7. Gold medal round will perform individually. Adv Divisions (Different Kata)
8. Must perform a different Kata (Not previously performed) -for Gold medal

Criteria for Kata

1. Competitor must demonstrate courtesy by bowing respectfully to the Chief Judge before and after the kata, Competitor will bow in/out of tatami.
2. Kata should be performed with Strong stances, Correct Rhythm & Timing, Focus, Balance, Spirit (Kiai), Correct order, movements and No hesitations.
3. A competitor performing a basic kata well should receive majority of Flags than a competitor who performs the above criteria average or poorly with an advanced kata.
4. Advanced kata require good basic and quick/fluid movements that are natural. If a competitor performs an advanced kata with loss of balance or missing criteria, the Kata will be considered less than average.

Scoring

1. Winner will be determined by the criteria above by majority of flag color
2. Do Not Disqualify Beg/Novice Divisions.
3. Beg/Novice forgets Kata, can start over.

Non-influencing Factors

1. Applause or Cheers from spectators.
2. Excessively long or extra kiais.
3. Gymnastic type movements.
4. Vibrating hands simulating kime.
5. Theatrics and Over-acting,
6. Crowd favorites
7. Students, family or friends competing.
8. Excessive Breathing-Exhaling (WKF)

Team Kata

Flag System Teams will perform Kata One-at-a-Time

1. The criteria for Team Kata will be based on the synchronization and criteria as Individual Kata.
2. First team will perform Kata, step back and Bow out, 2nd team will bow in perform Kata, Step back and Bow out.
3. For a Flag Decision - Both Teams will line up at the Ao & Aka positions.

Kobudo

Sensei, Coaches & Judges insure traditional Weapons are in Good order.

Dropping or Losing Weapon is disqualification.

Notes

Sensei, Coaches, & Judges insure all kumite competitors must have mouth Guard & Cup (male) prior to "Staging".