

BKS Copper City Championship Rules

Information & Rules - READ CAREFULLY

GENERAL INFO:

- Doors open at 9:00 for Judges to arrive and for **at the door registrations**. **Black Belt meeting is at 9:30.**
- **You are strongly encouraged to pre-register via online or mail-in options**
- Competition starts at 10:00 am - **Note the approximate start time** for your age group
- Competitors are normally placed into groups of 3 or 4 for competition. However, groups of 2 or 5 can sometimes be necessary.
- No division will start earlier than the posted time

GLOBAL RULES:

- **NON-WORKING Black Belts** shall not compete without the permission of the director.
- **NON-WORKING Black Belts** shall not be allowed on the floor.
- **DRESS CODE - Full uniform for competitors & judges.**
- **ANY person smoking** in or on school property will be ejected from the tournament.
- **ANY person not exhibiting good sportsmanship** and respect for judges' decisions and fellow competitors will be ejected from the tournament. **There will be no refunds.**
- **SPECTATORS** are **NOT** allowed on the gym floor. Spectators should stay seated when possible, to keep the aisles clear and so everyone can see the competitors, and to keep the walkways clear.
- **Read the spectator code of conduct for a full breakdown.**
- **RESPECT THE FACILITY**

KATA / WEAPONS COMPETITION

- The center judge will shuffle the cards and enter them into the brackets. If there are 3 competitors, a bye is chosen.
- Competitors will **NOT** receive numerical scores.
- Competitors will compete via a bracket system. Two competitors compete one at a time, and then they are voted on with the winning competitor moving on and the losing competitor competing for 3rd or not at all if there is a bye.
- The competitor who wins the whole bracket is the champion of that group or division if it is the only one.
- **NO LATE ENTRIES** after the first competitor starts his/her kata.
- **PRELIMINARY DIVISIONS** - Each competitor is awarded medals.
- **FINALS DIVISIONS** - Competition between all first-place winners from preliminaries. These rounds are for the overall winner, and one trophy is awarded.
- **Judges will score immediately on the command of the center judge after each performance.**
- **RE-STARTS:**
 - Under Black Belt, restarts are allowed but cannot be placed ahead of those who **did not** restart.
 - **Black Belts – no restarts**
- **KATA / FORM**
 - Is judged on the quality of execution, technique, and spirit.
 - Do not deduct if their version of a form is unfamiliar to you.
 - Tricks, flips, etc., should have no influence except in the case where two players' fundamental kata skills are equal.
- **WEAPONS KATA/FORM** should be judged 90% on the use of the weapon, 10% on basics (stances, etc.)
 - Tricks, flips, etc., should have no influence except in the case where two players' fundamental kata skills are equal.
 - Weapons will be checked for safety.

Hitting the gym floor intentionally with a weapon will result in disqualification!

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SPARRING COMPETITION:

- **MATCH LENGTH – Under Black Belt** – 3 points,
- **Black Belts** - total pts or 5 pt spread (2 min round)
- **BLACK BELT GRAND MATCH** will be two 2-minute rounds, total points (or 5 pt. Spread)
- The center judge can stop time at their discretion.
- **AVOID** competitors from the same school matches if possible.
- **SCORING** - ALL techniques score 1 point. When scoring during Black Belt matches, the timer must be stopped while scoring is being done. This is to prevent wasted time while tallying the votes.
- **ONE FOOT** must be on the floor to score a punching/striking technique
- **NO FRONT HAND TO BODY** straight punches to the body shall not be scored, (except for lunge punch.)
- **KICKS SCORED WITHOUT BALANCE** or falling will not be scored (in accordance w/ level of players).
- **FULL RETRACTION / EXTENSION** of techniques is strongly encouraged to score a technique.
- **KIAI'S** are strongly encouraged to score a technique.
- **PROTECTIVE GEAR** includes headgear, approved boots/gloves, mouthpiece, and cup & supporter. Toes and fingers should not be exposed. No tape on the equipment. No boxing, AAU, or MMA-type gloves or shin guards. Face shields are allowed (lightly touching a face shield will **NOT** be considered face contact).
- **NO DISHONORABLE BEHAVIOR** tolerated from players, coaches, or fans.
 - When time is called, players will return respectfully to their starting positions.
 - Do not call your own points or grandstand.
 - Treat everyone with respect.
 - Center Judges can disqualify dishonorable or dangerous behavior at their discretion.
- **RUNNING FROM RING / FALLING TO AVOID / STALLING** - 2 warnings followed by penalty points
- **NO GROUND FIGHTING**, sweeping, or scoring on or from the ground.
- **NO BLIND SPINNING TECHNIQUES.**
- **KUMITE CONTACT RULES:**
 - **Under Black Belt:** Light contact is allowed to the headgear and the legal contact area of the body. Light contact is defined as the touching of the head or body with NO forced movement.
 - **DANGEROUS TECHNIQUE and/or MALICIOUS INTENT** can result in immediate disqualification at the discretion of the center judge.
 - **EXCESSIVE BODY CONTACT or FACIAL CONTACT** - any contact made to the face, or excessive body/headgear contact, will result in a warning. A second offense will result in a penalty point awarded to the player who received the contact by the center judge in both under-black-belt and Black Belt ranks.
 - **DISPUTING OF CALLS**, points, contact, running, etc. Can result in disqualification & or ejection of the player and/or all offending parties, including instructors or family members.
 - **BLACK BELTS** are allowed to make light contact to the head, face, and body.
 - **DRAWING BLOOD** is an automatic disqualification. **No exceptions.** Must be evident prior to the end of the match. **No calls may be changed after a match has been concluded!**