PKN Rulebook V1.1

PKN Sanctioned Events Rulebook

Formatted Rulebook for Sanctioned Competition

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1. General Rules and Competitor Responsibilities

It is the responsibility of every competitor to know the rules and be ready to compete when called.

Competitors must be:

- Properly registered
- Properly attired
- Present at the appropriate ring when the division begins

- Wearing all required safety equipment for their division

If a competitor is not present and ready when their division begins, they may be penalized under the delay-of-time rule or may be disqualified.

If a competitor leaves the ring area after competition begins and is not present when called to compete, the competitor may be penalized or disqualified.

2. Age, Rank, and Eligibility

2.1 Age Rule

Competitors must compete at their biological age as of the date of the event.

Competitors may be moved to create safer or more appropriate competition. Black belt competitors will receive placement or ratings credit based on the division in which they were originally registered, when applicable.

2.2 Proof of Age

All competitors must be able to provide proof of age if requested.

Acceptable documents may include:

- Birth certificate
- Driver's license
- Passport
- Other official identification

If a legitimate question arises regarding a competitor's age, the competitor must provide acceptable proof before being allowed to continue.

2.3 Rank Rule

A competitor must compete at the highest martial arts rank they have earned.

Once a competitor competes legally as a black belt, they must continue to compete as a black belt in future PKN sanctioned events.

A competitor may never compete in a division below the rank they have earned.

3. Late Entries and Readiness

Competitors are responsible for being present, prepared, and ready to compete when their division is called.

If a competitor arrives late but the division has not yet started, the competitor may be added to the division at the discretion of the Center Official or event arbitrator.

If the division has already been shuffled, randomized, or otherwise ordered, the late-added competitor must compete first in that division.

Once the division has started, no additional competitors may be added.

For forms and weapons, a division is considered started once the first competitor begins their routine.

For sparring, a division is considered started once the first match begins.

Competitors are expected to be on time and present at their assigned ring. Failure to be present and ready may result in delay-of-time penalties or disqualification.

4. Ring Requirements

The recommended size for black belt fighting and forms rings is:

- Adult rings: 6x6 puzzle mats with a minimum one-foot safety border around the outside
- Junior rings: 6x6 puzzle mats

- Starting lines should be marked approximately six feet apart in the center of the ring
- Each ring should have a clearly visible ring number for competitors, officials, and medical personnel

5. Fairness Rule

If a situation arises that is not fully covered by this rulebook, the official rules arbitrator may overrule, modify, or adjust a rule if enforcing the rule as written would create an inherently unfair outcome.

This authority should only be used in extreme or unusual circumstances.

The goal of the Fairness Rule is to preserve the integrity, safety, and fairness of the event.

6. Concussion Protocol

If a competitor suffers a knockout or is suspected of having a concussion, as determined by the Center Official and/or medical personnel, that competitor will be removed from further competition for the remainder of the event.

The Center Official must notify medical personnel when a competitor has been knocked out or is suspected of having a concussion.

The Medic, The Center Official, The Promoter or the Arbitrator may remove a competitor from competition due to the suspected concussion, thus placing the athlete in concussion protocol.

A competitor who suffers a knockout or suspected concussion may not return to PKN competition for a minimum of 30 days unless they provide documentation from a doctor or qualified medical professional clearing them to return earlier.

7. Uniforms and Safety Equipment

7.1 Uniform Requirements

All competitors must wear an appropriate martial arts uniform that represents their school, style, or system in a professional manner.

Uniforms must be clean, safe, and in good repair.

The appropriate belt or sash must be worn during competition.

7.2 Sparring Uniform Requirements

For sparring divisions, competitors must wear an appropriate uniform consistent with their martial arts school or system.

Sparring uniforms must include:

- Long karate, kickboxing, or martial arts pants
- A uniform top, approved training top, or school T-shirt with sleeves
- Appropriate belt or sash

Sleeveless tops, tank tops, shorts, or unsafe attire are not permitted in sparring divisions.

The Center Official, event arbitrator, or tournament official has final authority to determine whether a uniform is appropriate for competition.

7.3 Forms and Weapons Uniforms

Competitors in forms and weapons divisions must wear a full martial arts uniform appropriate to their school, style, or system.

The uniform must be clean, professional, safe, and in good repair.

The appropriate belt or sash must be worn during competition.

Removal of the uniform top is not allowed.

Shoes may be worn in forms and weapons competition if they are appropriate to the competitor's school or style and do not damage or mark the competition surface.

7.4 Required Sparring Safety Equipment

The following equipment is required for sparring competitors:

- PKN-approved headgear
- Hand pads
- Foot pads
- Mouthpiece
- Groin cup for male competitors
- Chest guard for all competitors 17 and under
- Face shield for all competitors 17 and under
- Shin guards for all ages and ranks
- Elbow pads for all competitors ages 12 and older

Equipment must be in good repair and properly fitted.

Equipment may not have excessive tape, tears, hard surfaces, unsafe repairs, or any language, imagery, symbols, or markings that may be damaging to the well-being of competitors or damaging to the professional perception of PKN.

The Center Official, event arbitrator, or tournament official has final authority to approve or deny equipment.

7.5 Hand Pads

Hand pads must cover the fingers, wrist, and striking surface of the hand with a soft padded surface.

7.6 Foot Pads

Foot pads must cover the instep, sides, toes, ankle, and back of the heel with a soft padded surface.

The bottom of the foot does not need to be padded.

Full-covered sparring shoes with soles, such as Ringstar-style shoes, are not permitted unless specifically approved by the event.

7.7 Headgear

Headgear must cover the front, sides, and back of the head with a soft padded surface.

Face shields are required for competitors 17 and under.

Metal cage face shields are not allowed.

7.8 Mouthpiece

A properly fitted mouthpiece is required for all sparring competitors.

7.9 Shin and Elbow Pads

Shin guards are required for all ages and ranks.

Elbow pads are required for all competitors ages 12 and older.

8. Officials: Roles and Responsibilities

Each ring should have:

- One Center Official
- Two to four judges

- One timekeeper
- One scorekeeper

8.1 Judges

Judges are responsible for:

- Calling points as they see them
- Calling rule infractions
- Voting on disqualifications
- Assisting the Center Official when needed
- Visually inspecting competitor equipment
- Assisting during protests, timeouts, injuries, or coach violations

8.2 Center Official

The Center Official is responsible for the control, safety, and flow of the ring.

The Center Official:

- Starts and stops the match
- Awards points based on the judges' calls
- Makes penalty decisions
- Administers voting by the judges
- Communicates clearly with the scorekeeper and timekeeper
- Announces the winner
- Maintains control of competitors, coaches, and ring personnel

8.3 Additional Authority of the Center Official

The Center Official has authority to:

- Begin and end the match by command
- Make final decisions on score disputes
- Issue penalty points
- Issue timeouts
- Disqualify a competitor when automatic disqualification applies
- Request a majority vote for disqualification when automatic disqualification does not apply

A competitor or coach may request a timeout for a valid reason, but the Center Official determines whether the timeout will be granted.

8.4 Number of Officials

PKN recommends two or four judges plus one Center Official for forms, weapons, and sparring divisions.

For forms and weapons grand championships, four or six judges plus one Center Official may be used.

9. Calls an Official May Make

When the Center Official believes a significant exchange has occurred, or when signaled by a judge, the Center Official shall call "STOP" loudly and clearly.

Competitors must return to their starting marks before points are awarded.

The Center Official will then call for the judges' decision.

9.1 Point Call

When a judge sees a point, they should clearly indicate the competitor who scored by raising the appropriate color, pointing, or using the designated signal.

9.2 One-Point Call

For a one-point technique, the judge indicates the scoring competitor with one finger or the appropriate color.

9.3 Two-Point Call

For a two-point technique, the judge indicates the scoring competitor with two fingers or the appropriate color.

9.4 No Point

A judge crosses their wrists at waist level or holds both colors down to indicate no point.

9.5 Did Not See

A judge may cover their eyes or use the designated signal to indicate they did not see the technique clearly enough to make a call.

This has the same practical effect as no point, but communicates that the judge was not in position to see the exchange.

9.6 Clash

A clash occurs when both competitors score at the same time.

In the event of a clash, each competitor will be awarded one point.

9.7 Penalty

A judge may point down toward the offending competitor and request a penalty call.

9.8 Disqualification

A disqualification vote is taken separately from any scoring or penalty vote.

When a disqualification vote is requested, the Center Official calls for the judges' decision.

A majority vote is required unless disqualification is automatic under the rules.

10. Late Calls

All officials should make their calls at the same time.

If the Center Official determines that a judge intentionally made a late call, the Center Official may disallow that call.

Noise, confusion, or an honest mistake should be considered before disallowing a call.

If the Center Official rules that a judge's call was late and therefore not counted, arbitration may not be requested on that specific late-call decision.

11. Protest and Arbitration Procedures

11.1 Who May Lodge a Protest

Before a sparring match or forms/weapons division, each competitor may designate a coach or player representative.

For adult competitors, if no player representative is designated, the competitor may represent themselves.

Only the competitor, designated coach, or designated player representative may lodge a protest.

A coach or player representative may not be changed during a sparring match for the purpose of participating in or addressing a protest.

11.2 Matters That May Be Protested Before a Match or Division Begins

A protest may be made before a match or division begins regarding:

- A fact-based conflict of interest involving officials
- An improper matching of competitors according to the bracket or division sheet

If these issues are not raised before the match or division begins, the protest is void.

11.3 Matters That May Be Protested During a Match

A protest may be made during a match regarding:

- Improper application of the rules
- An injury not noticed by the Center Official
- A fact-based concern that the posted score is incorrect

11.4 Matters That May Be Protested After a Match

A protest may be made after the match ends, but before the next match or next forms/weapons competitor begins, regarding:

- Improper application of the rules during the final activity segment
- A fact-based concern that the final score is incorrect

11.5 Fact-Based Standard

A protest must be based on facts, not opinions or beliefs.

Examples of invalid protests include claims such as:

- "That judge never scores my student high."
- "That official rarely calls points for my competitor."
- "I feel the judges were unfair."

Improper or unsupported protests may result in a penalty point awarded to the opposing competitor.

11.6 Video and Audio Recordings

Video or audio recordings may not be used in the presentation, review, or evaluation of a protest.

11.7 Protest Protocol: How to Lodge a Protest

A protest must be lodged clearly, immediately, and using the proper language.

A coach or competitor may lodge a protest by calling the Center Official's attention and stating:

"I would like to lodge a protest."

This is the only recognized language for officially lodging a protest.

Statements such as the following will not be recognized as formal protests:

- "That's not fair."
- "That was a bad call."
- "You missed that."
- "That's wrong."
- "I want to talk about that."
- "Come on, ref."

Once the coach or competitor states, "I would like to lodge a protest," the Center Official will stop the process and verify the reason for the protest.

If the protest is based on a protestable action, the Center Official will call the event arbitrator.

If the protest is not based on a protestable action, the protest will be ruled invalid and one penalty point will be awarded to the opposing competitor.

Protests must be lodged at the moment of the incident, call, or challenge.

Once the fight, match, form, weapon routine, division, or competition sequence has progressed, all protests regarding the prior incident are invalid, whether the protest would otherwise have been right or wrong.

The purpose of this protocol is to keep protest procedures clean, professional, and immediate while preventing arguments, emotional reactions, or prolonged disruption of the ring.

11.8 Removal of Officials

If a competitor believes an official should be removed from a division, the protest must be made before the division begins.

The Center Official and rules arbitrator will determine whether there is a fact-based reason to remove the official.

The Head Rules Arbitrator has final authority.

11.9 Invalid Protests

If a protest does not clearly fit into one of the accepted categories, it will be ruled invalid and will not be heard.

A penalty point will be awarded to the opposing competitor if the invalid protest delays or disrupts the match.

All parties will return to their positions and competition will continue.

11.10 Protest Limit

A coach is allowed one protest per competitor, per division.

If the coach wins the protest, the protest is retained and the coach is awarded another protest for that competitor in that division.

If the coach loses the protest, no additional protests will be allowed for that competitor in that division.

Once a coach has lost a protest, any further attempt to protest on behalf of that same competitor in the same division will not be recognized.

This rule is intended to ensure that valid rule concerns can be addressed while preventing repeated protests, unnecessary delays, or attempts to argue judgment calls.

12. Point Sparring Rules

12.1 Definition of Point Sparring

Point sparring is a controlled fighting discipline in which two competitors attempt to score points using legal, well-controlled techniques.

The emphasis is on:

- Speed
- Timing
- Control
- Balance
- Focus
- Proper technique
- Martial arts skill

Techniques must be delivered with control and reasonable power.

Point sparring is a technical discipline and must not become excessive-contact fighting.

12.2 Legal Target Areas

Legal target areas include:

- Head: front, forehead, side, and back
- Torso: front and side

12.3 Legal Hand Techniques

Legal hand techniques include:

- Direct punch
- Ridge hand
- Backfist

Spinning backfist is not permitted.

12.4 Legal Foot Techniques

Legal foot techniques include:

- Front kick
- Side kick
- Roundhouse kick
- Hook kick using the sole of the foot
- Crescent kick
- Axe kick using the sole of the foot
- Jump kicks
- Spinning kicks

For axe kicks, hook kicks, spinning hook kicks, and jumping spinning kicks, the sole or bottom of the foot must be used as the striking surface.

Striking with the back of the heel is considered dangerous and may be penalized.

12.5 Awarding Points

A point may be awarded when a legal technique strikes a legal target area with clean, controlled contact.

To score, the technique must:

- Strike a legal target
- Use an authorized striking surface
- Be seen by the official calling the point
- Be controlled
- Show intent
- Be executed with balance
- Be retracted
- Be performed while the competitor is looking at the target

Points may not be awarded based only on the sound of contact.

Contact with target areas that lacks intent will not be scored.

A technique that pushes, crowds, smothers, or otherwise makes contact without clear martial arts intent should not be awarded a point.

12.6 Jumping Techniques and Balance Requirements

If a competitor jumps to attack or defend, they must land inside the fighting area and maintain balance for the score to count.

A competitor may stumble, but they may not fall.

If a competitor touches the floor with any part of the body other than the feet and one hand due to their own loss of balance, the point does not count.

If a competitor loses balance due to being pushed, bumped, or otherwise affected by the opponent after scoring, the point may still stand at the discretion of the officials.

12.7 Point Values

The standard PKN point values are:

- Punch: 1 point
- Kick to the body: 1 point
- Kick to the head: 2 points
- Jumping kick to the body: 2 points
- Jumping kick to the head: 3 points

A jumping kick is only awarded as a jumping technique if the competitor is still airborne when the technique lands.

12.8 Minimum Requirement to Score

To award a score, there must be a minimum of two concurring decisions between the Center Official and judges.

If a competitor does not receive the required number of calls, no point is awarded.

12.9 No Score

No score will be awarded when:

- The technique is not clearly seen
- The technique does not strike a legal target
- The technique lacks control
- The technique lacks intent
- The technique is not retracted
- The competitor is not looking at the target
- The competitor falls due to their own loss of balance
- The competitor lands outside the fighting area after a jumping technique
- The technique is illegal
- The scoring requirement is not met

12.10 Tie Matches

If a black belt sparring match is tied at the end of regulation time, the match will continue with one minute of overtime.

If the match remains tied after the one-minute overtime period, the match will continue under sudden victory.

The first competitor to score wins.

For all colored belt sparring divisions, if the match is tied at the end of regulation time, the match will proceed directly to sudden victory.

The first competitor to score wins.

12.11 Breaks in Action

If there is a break in action due to a competitor falling, the fight stops. The center judge will make sure the competitor who fell brushes off their hands. This ensures no debris was accidentally picked up. The match will restart from the exact position of the fall. The fight will not “re-center”. This is to ensure the fall is not used to tactically regain position.

13. Warnings, Penalties, Exits, and Disqualifications in Sparring

13.1 Safety Infractions

PKN sparring penalties are designed to prioritize safety, control, and professionalism.

If a competitor commits a safety infraction, one point will be awarded to the opposing competitor.

A safety infraction may include, but is not limited to:

- Excessive contact
- Illegal contact
- Contact to an illegal target
- Dangerous technique
- Striking after the call to stop
- Uncontrolled technique
- Unsafe or reckless movement
- Failure to obey the Center Official's commands

The Center Official has the authority to award a penalty point for a safety infraction without issuing a prior warning.

Any competitor who receives three safety penalties in the same match will be disqualified.

Serious safety infractions may result in immediate disqualification, regardless of the number of prior penalties.

13.2 Exit Penalties

If a competitor voluntarily exits the fighting area, one point will be awarded to the opposing competitor.

There is no maximum number of exit penalties before points are awarded. Each voluntary exit results in one point to the opponent.

If a competitor exits the ring ten times, the opponent receives ten points, unless the match has already ended by score limit or disqualification.

Stepping out means the entire foot is outside the boundary line.

Stepping on the line is not considered an exit.

If a competitor is pushed, kicked, or knocked out of the fighting area by the opponent, it is not considered a voluntary exit.

If the competitor is forced out by excessive contact or an illegal technique, the Center Official may penalize the attacking competitor instead.

13.3 Penalty Points

Penalty points are awarded directly to the opposing competitor.

There are no required verbal warnings before a penalty point is issued for a safety infraction.

The standard penalty system is:

- Safety infraction: 1 point awarded to the opponent
- Any 3 safety penalties in the same match: disqualification
- Voluntary exit: 1 point awarded to the opponent
- Coach violation: 1 point awarded to the opponent
- Unsportsmanlike conduct: 1 point awarded to the opponent
- Serious violation: possible immediate disqualification

Safety penalties accumulate separately from non-safety penalty points.

Non-safety penalty points may be awarded for violations such as exits, coach violations, invalid protests, disrespect toward officials, or other conduct violations. These points are awarded to the opposing competitor but do not count toward the three-safety-penalty disqualification rule unless the Center Official determines the action was also a safety infraction.

Penalty points may be awarded immediately at the discretion of the Center Official.

Repeated or severe violations may result in disqualification.

13.4 Coach Disrespect Toward Officials

If a coach berates a judge, speaks disrespectfully to a judge, argues through comments directed at a judge, or throws comments at a judge based on scoring calls or non-calls, one penalty point will automatically be awarded to the opposing competitor.

This includes, but is not limited to:

- Criticizing a judge's call or lack of call
- Making sarcastic or disrespectful comments toward an official
- Questioning a judge's competence or fairness during the match
- Attempting to influence future calls through intimidation, pressure, or commentary
- Speaking to or about a judge in a manner deemed disrespectful by the Center Official

The Center Official does not need to issue a prior warning before awarding the penalty point.

Repeated or severe disrespect toward officials may result in coach removal, competitor disqualification, or removal from the event.

13.5 Fouls

The following actions are fouls and award one point to the opposing side:

- Punching or kicking below the belt
- Hooking
- Tripping
- Striking with knees or elbows
- Headbutting
- Striking with shoulders or forearms
- Strangling
- Pushing an opponent's face
- Hitting with the inside of the glove or wrist
- Hitting the opponent's back
- Wrestling
- Lying down
- Refusing to fight
- Deliberately falling from little or no contact
- Spitting out the mouthguard voluntarily
- Grabbing
- Holding
- Slipping the gloves
- Attacking an opponent who is on the floor or getting up
- Clinching without reason
- Hooking or holding the opponent's arm
- Lowering the head below the opponent's belt in a dangerous manner
- Using artificial passive defense (Running)
- Falling intentionally to avoid a blow
- Using insulting or aggressive language

- Refusing to withdraw after the command "break"
- Striking immediately after "break" before withdrawing
- Insulting or assaulting the Center Official
- Inappropriate behavior by a coach or assistant coach
- Sweeping an opponent

13.6 Safety Equipment Malfunction or Adjustment

Competitors are responsible for entering the ring with properly fitted and secure safety equipment.

If a competitor needs to stop the match to fix or adjust safety equipment, the first occurrence will result in a verbal warning.

The second occurrence in the same match will result in one point awarded to the opposing competitor.

This penalty is considered a non-safety accumulating penalty point. It does not count toward the three-safety-penalty disqualification rule unless the Center Official determines the equipment issue created a safety hazard or was caused by unsafe conduct.

A competitor may indicate loose or malfunctioning equipment by raising their hand, but they may only fix the issue after the Center Official stops time.

A competitor may not request time to fix equipment while under pressure in order to avoid competition.

If the Center Official determines that a competitor is intentionally using equipment adjustments to delay the match, stop momentum, or gain a tactical advantage, one point may be awarded to the opposing competitor.

13.7 No-Fault Contact

Unintentional contact may occur and cause injury without fault by either competitor.

The judges may vote to determine whether the contact was a penalty or a no-fault injury.

A majority vote determines the ruling.

13.8 Disqualification

A competitor may be disqualified for:

- Three safety penalties or fouls in the same match
- Excessive contact
- Dangerous or reckless behavior
- Unsportsmanlike conduct
- Intentional injury
- Refusal to follow the Center Official's commands
- Continued rule violations
- Coach misconduct
- Fighting outside the rules or spirit of PKN competition

Disqualification may be automatic in certain circumstances or may require a majority vote of the officials, depending on the nature of the violation. Center Officials reserve the right to disqualify without majority vote.

14. Timeouts

A competitor or coach may request a timeout for a valid reason.

A timeout may be requested for:

- Safety equipment malfunction
- Clarification of a point or call
- Lodging a protest
- Medical or safety concern

- Ring safety issue

A timeout may not be used as a coaching timeout.

A coach may not request a timeout simply to give advice, slow the match, stop momentum, or create a tactical advantage.

To request a timeout, the competitor or coach must clearly call for the Center Official's attention.

The Center Official has full discretion to grant or deny the timeout request.

If the Center Official determines that the timeout was requested for an invalid reason, the Center Official may award one penalty point to the opposing competitor.

Clarification of a point or call does not mean arguing the call. Once the Center Official has clarified the ruling, the match will resume.

If a timeout is requested in order to lodge a protest, the protest protocol must be followed.

15. Coaching Rules

15.1 Definition of a Coach

A coach is an officially designated individual assigned to assist a competitor during sparring competition.

Each competitor may have one designated coach at a time.

Only the designated coach may speak on behalf of the competitor during a protest or arbitration.

15.2 Coach Designation and Coach Changes

Only the designated coach may speak on behalf of the competitor during a protest or arbitration.

A coach may be changed between fights without penalty.

A coach may also be changed during a match; however, because the coach must leave the coaching chair in order to make the change, one penalty point will be awarded to the opposing competitor.

The Center Official must be notified of the coach change.

Once the new coach is seated and acknowledged by the Center Official, that coach becomes the designated coach.

Coaches may not change in a way that delays the match, disrupts the ring, or interferes with the officials.

A Coach is the only person, besides a competitor, who can speak to the officials during a protest. If anyone other than the coach begins speaking to the official with regards to the protest, it will be one point to the opposing competitor.

15.3 Coach Position

The designated coach must remain seated in the coaching chair while the match is in progress.

A coach may only stand:

- Before the match starts
- After the match ends
- Between rounds
- With permission from the Center Official

Coaches may not stand, approach the ring, or leave the coaching chair during active competition unless given permission by the Center Official.

If a coach leaves the chair without permission, one penalty point will be awarded to the opposing competitor.

15.4 Coach Conduct

Coaches may be penalized or disqualified for unsportsmanlike conduct.

Coaches may not:

- Enter the ring without permission
- Interfere with ring operations
- Interfere with judges' decisions
- Use abusive language
- Act violently
- Coach in an overzealous or disruptive manner
- Interfere with fair play
- Berate, disrespect, pressure, or throw comments at officials based on calls or non-calls

There are no coaches allowed in the ring for forms or weapons divisions.

16. Forms and Weapons Rules

16.1 Maximum Deviation Rule

When only three officials are used in forms and weapons, the Maximum Deviation Rule limits the impact of one judge's unusually high or low score.

The middle score is identified first.

The other two scores may not be more than .02 higher or lower than the middle score.

If a score exceeds the .02 range, it must be adjusted accordingly.

If electronic scoring software is used, the adjustment may be calculated automatically.

16.2 Delay of Time Penalty

A .05 deduction per judge will be applied for each minute a competitor is not ready to compete.

If the competitor is still not ready after three minutes, they will be disqualified.

16.3 Time Limit

Time begins when the competitor takes their first step into the performance area or begins their routine from the starting point.

Each forms or weapons routine must be four minutes or less.

This applies to:

- Divisional forms
- Divisional weapons
- Runoffs
- Grand championships
- Finals
- Traditional challenge routines
- Team forms
- Demonstration routines

Competitors who exceed four minutes will be disqualified.

16.4 Order of Competition

After the final call has been made for a forms or weapons division, competitor cards or electronic check-ins will be collected and randomized.

The Center Official and judges will observe all competitors before final scores are issued.

This allows judges to evaluate competitors relative to one another and avoid unfair scoring advantages or disadvantages based on performance order.

16.5 Scoring Ranges

The scoring range should be discussed by the Center Official and judges before the division begins.

All judges must make independent scoring decisions.

Judges should avoid giving identical scores to competitors when the placement must be determined.

16.6 Ties

For ties involving 1st through 4th place, the majority of judges' rankings determine the winner.

Judges should not give the same score to two competitors when those competitors' placements must be determined.

If a judge accidentally gives two tied competitors the same score, that judge must determine which competitor they placed higher.

The judge responsible for the duplicate score must make the determination.

If a tie cannot be broken for first place after applying the appropriate tie-breaking procedures, the tied competitors will perform again and be scored again.

Ties for 5th place and below are not broken unless required by the event format.

For unbreakable ties for 2nd place and below, tied competitors receive the same placement, and the next placement is adjusted accordingly.

Example:

If there is a two-way tie for 2nd place, awards would be given as:

- 1st place
- 2nd place
- 2nd place
- 4th place

There would be no 3rd place awarded.

16.7 Equipment Abuse

Competitors are responsible for respecting tournament equipment.

Accidental contact with equipment during the natural flow of a routine or match may be acceptable.

Intentional abuse may result in a .05 deduction.

Examples of equipment abuse include:

- Driving or striking a sword downward into the mat
- Throwing a weapon onto the mat
- Forcibly pushing a bo staff into the mat

Placing a weapon down in a controlled manner is acceptable.

16.8 Dropping a Weapon

If a competitor drops a weapon during a forms or weapons routine, a .05 deduction will be applied by each judge.

This applies to all rounds of competition, including:

- Divisional competition
- Runoffs
- Grand championships
- Finals

A weapon drop does not automatically disqualify the competitor unless the drop creates a safety issue or violates another rule.

If a dropped weapon goes out of bounds, strikes another person, or creates a safety hazard, the competitor may be disqualified by majority vote of the judges.

Throwing a weapon down in an uncontrolled manner is treated the same as dropping a weapon.

Competitors using multiple weapons may place or set one weapon down as part of the routine, provided it is done safely and under control.

A controlled placement of a weapon is not considered a drop.

16.9 Starting a Form Over

If a competitor starts over because of a memory lapse or mistake caused by their own negligence, they may perform again.

The officials will score the routine as performed, but a .05 deduction applies.

The four-minute time limit restarts.

A competitor may only start over once for scoring.

If the restart is caused by something outside the competitor's control, no penalty applies.

16.10 Forms and Weapons Penalties

Non-disqualification penalties are deducted from each judge's final score.

Penalties include:

- Delay of time: .05 deduction per judge
- Starting over due to competitor error: .05 deduction per judge
- Dropping or throwing a weapon: .05 deduction per judge
- A weapon or weapon part leaving the ring area: .05 deduction per judge
- Weapon passing dangerously over or between people outside the ring: .05 deduction per judge
- Equipment abuse: .05 deduction per judge
- Illegal movement for the division: downgrade or possible disqualification
- Routine inappropriate for the division: downgrade or possible disqualification
- Altered weapon: possible score reduction

Disqualification may result from:

- Exceeding the time limit
- Weapon striking anyone outside the ring
- Weapon leaving the ring and striking anyone
- Weapon breaking into two or more pieces
- Music containing cursing, explicit content, or racially/culturally insensitive lyrics
- Continuing to protest after a final decision has been made
- Any unsafe weapon action that creates a significant safety risk

A cracked weapon that does not separate into pieces is not automatically a penalty, but the score may be lowered if the crack affects the performance or effectiveness of the weapon.

17. Forms and Weapons Divisions

17.1 Traditional Forms and Weapons

Traditional forms must capture the essence of classic martial arts movement.

Emphasis is placed on:

- Traditional technique
- Stances
- Footwork

- Balance
- Power
- Speed
- Focus
- Proper weapon use, if applicable

Traditional routines may be modified from the original version of a form according to the competitor's system or school, but they must remain recognizably traditional.

17.2 Illegal or Penalized Movements in Traditional Divisions

The following movements may result in a downgrade or disqualification:

- More than a 360-degree spin
- Body inversion beyond parallel to the floor
- More than two kicks with the same leg without putting the foot down
- Front flips
- Back flips
- Cartwheels
- Front or side splits
- Weapon releases other than simple hand switches
- Gymnastic movements
- Extreme exhibitions of flexibility or agility deemed inappropriate

A forward roll is allowed as a traditional technique.

17.3 Creative Forms and Weapons

Creative divisions are designed to showcase contemporary martial arts performance while maintaining a clear martial arts foundation.

A creative routine should include martial arts-based techniques and combinations such as:

- Fast hand combinations
- Spinning kicks
- Jump spinning kicks
- Flying kicks
- Multiple kicks
- Splits
- Weapon twirls
- Weapon releases
- Weapon manipulations
- Creative martial arts transitions

Emphasis is placed on:

- Execution
- Difficulty
- Balance
- Speed
- Power
- Stances
- Performance
- Focus

Creative divisions are not intended for strictly traditional forms with only minor contemporary additions.

17.4 Illegal or Penalized Movements in Creative Divisions

The following may result in downgrade or disqualification:

- More than a 360-degree spin without touching the leg down before continuing rotation
- Body inversion beyond parallel to the floor
- Back flips
- Front flips
- Gymnastics-based movements
- Non-martial arts movements
- Strictly traditional forms entered as creative routines

17.5 Legal Creative Techniques

The following techniques are legal in creative divisions:

- Butterfly kick
- Illusion kick
- Forward roll
- Kip up

For a butterfly kick to be considered legal in creative divisions, the competitor's head must remain above the hips.

In creative weapons, weapon manipulation, releases, spins, rolls, and twirls are allowed.

The determining factor between creative and extreme weapons is the body movement, not the weapon movement.

17.6 Extreme Forms and Weapons

Extreme divisions allow competitors to perform movements from traditional martial arts, contemporary martial arts, gymnastics, acrobatics, dance, and other athletic disciplines.

However:

- At least half of the routine must originate from martial arts technique
- The competitor must perform at least one inverted technique or one movement involving more than a 360-degree spin

Emphasis is placed on:

- Execution quality
- Martial arts skill
- Balance
- Speed
- Power
- Difficulty
- Showmanship

Movements must have a clear offensive, defensive, martial arts, flexibility, agility, or performance purpose.

Although one extreme movement qualifies a competitor for the extreme division, routines with multiple high-quality extreme techniques may score higher, assuming all other criteria are met.

Music is optional for both creative and extreme divisions unless the event specifically requires otherwise.

18. Code of Ethics

18.1 Integrity and Fairness

All promoters, judges, officials, competitors, coaches, and staff must act with integrity, impartiality, and professionalism.

Decisions regarding points, penalties, and disqualifications must be made transparently, without bias, and according to the established rules.

18.2 Competitor Conduct

Competitors must maintain high standards of sportsmanship.

Competitors must respect:

- Other competitors
- Judges
- Officials
- Coaches
- Spectators
- Event staff

Unsportsmanlike behavior may result in penalties or disqualification.

18.3 Coach Conduct

Coaches must maintain professional and sportsmanlike behavior.

Improper protests, abusive conduct, interference, or disrespect toward officials may result in penalties, disqualification, or removal.

18.4 Parent, Guardian, and Spectator Conduct

Parents, guardians, and spectators are expected to uphold the same standards of respect, professionalism, and sportsmanship required of competitors, coaches, officials, and event staff.

Spectators must obey all posted signs, venue rules, and instructions given by PKN officials, event promoters, security personnel, or venue staff.

Civil discussion and enthusiastic cheering are encouraged. Supporters play an important role in creating a positive and exciting competition environment. However, behavior that borders on disrespectful, disruptive, intimidating, or unsportsmanlike will not be tolerated.

The following behavior may result in removal from the event:

- Disparaging comments about any competitor, coach, judge, official, spectator, school, team, or event staff member
- Failure to follow directions from PKN officials, promoters, security personnel, or venue staff
- Loud, obnoxious, disruptive, or aggressive behavior
- Creating a scene or interfering with the orderly operation of the event
- Arguing with officials, promoters, or event staff after clarification has been given
- Attempting to influence judges, intimidate competitors, or disrupt a ring
- Using profanity, insults, threats, or abusive language
- Entering restricted areas without permission

If an official, promoter, or event representative explains a situation to a spectator and the spectator continues to argue, escalate, or disrupt the event after clarification has been given, that spectator may be removed from the venue.

If the nature of the offense is severe enough, the associated competitor may also be disqualified from competition and may be asked to leave the event.

PKN believes that parents, guardians, and spectators are part of the competitive environment and must help maintain a culture of respect, safety, and professionalism. Supporters are encouraged to cheer passionately, support their competitors, and contribute positively to the event atmosphere while respecting the competitors, coaches, officials, and families around them.

19. Safety and Well-Being

19.1 Center Official Responsibilities

The Center Official is responsible for maintaining safety in the ring.

This includes:

- Enforcing rules
- Maintaining a safe ring perimeter
- Starting and stopping matches
- Addressing injuries
- Managing disputes
- Making penalty decisions

19.2 Promoter and Director Responsibilities

Promoters, league officials, and directors are responsible for overall event safety.

This includes:

- Proper official training
- Safe equipment
- Safe facilities
- Venue inspections
- Safety protocol enforcement
- Medical readiness

19.3 Medical Readiness

Adequate medical personnel and first aid equipment must be available at PKN sanctioned events.

Competitor health and safety are a priority.

Immediate medical attention must be provided when necessary.

19.4 Competitor Safety Gear

Competitors must wear all safety gear required for their division.

Officials must ensure gear is worn correctly and is in safe condition before competition begins.

19.5 Venue Safety

The venue should be inspected to ensure:

- Mat areas are properly secured
- Ring areas are safe
- Walkways are clear
- Hazards are removed
- Medical access is available

20. Transparency and Accountability

20.1 Protests and Appeals

Competitors have the right to protest rule infractions under the protest procedures in this rulebook.

Protests must be made respectfully, properly, and within the allowed timeframe.

Officials are required to address valid protests fairly and transparently.

20.2 Official Removal

A competitor may request the removal of an official for a fact-based reason.

The request must be made before the division begins.

The final decision rests with the arbitrator or designated event official.

21. Continuous Improvement

Judges, officials, coaches, and competitors are encouraged to continually improve their understanding of the rules and execution of techniques.

Regular training, rules updates, and officials' meetings are strongly encouraged to maintain high standards at PKN sanctioned events.

22. Ethical Leadership

All promoters, officials, judges, coaches, and senior competitors should act as role models.

PKN events are expected to reflect:

- Fairness
- Respect
- Integrity
- Safety
- Professionalism
- Dedication to martial arts

23. Zero Tolerance Policies

23.1 Threats

Any physical, verbal, written, or implied threat is strictly prohibited.

Threats may result in immediate disqualification, removal from the event, and possible suspension or ban from future events.

23.2 Physical Abuse

Physical abuse, unnecessary roughness, intentional harm, assault, or any action legally defined as assault may result in immediate disqualification and possible ban from future PKN events.

Law enforcement may be involved if necessary.

23.3 Verbal Abuse

Derogatory remarks, insults, harassment, or verbal abuse toward competitors, officials, spectators, or staff will not be tolerated.

Offenders may be removed from the event and may face further discipline.

23.4 Cheating

Cheating includes but is not limited to:

- Falsifying age
- Falsifying rank
- Falsifying weight
- Tampering with equipment

- Misrepresenting eligibility

Cheating may result in immediate disqualification and possible ban from future competition.

23.5 Forgery and Falsification

Forging or falsifying documents, credentials, records, or participation information is strictly prohibited.

Violations may result in:

- Disqualification
- Ban from PKN events
- Possible legal action

23.6 Corruption

Bribery, undue influence, manipulation of officials, or any corrupt practice is prohibited.

Violators may be banned from PKN events and reported to appropriate authorities.

23.7 Doping

The use or possession of performance-enhancing drugs is forbidden.

Violations may result in:

- Immediate disqualification
- Ban from PKN events
- Possible legal consequences

24. Reporting, Deliberation, Penalties, and Enforcement

24.1 Reporting

Competition-related issues must be reported to the Center Official and/or event arbitrator within the timeframes established in this rulebook.

Severe violations, including threats, abuse, cheating, forgery, falsification, corruption, or doping, must be reported to the designated PKN leadership and event arbitrator.

24.2 Deliberation

Competition-related matters will be reviewed at the event by the event arbitrator.

The arbitrator's decision is final.

Severe violations may be reviewed by PKN leadership or directors.

Investigations may include:

- Written reports
- Witness statements
- Legal consultation
- Involvement of law enforcement when appropriate

24.3 Penalties

Penalties depend on the severity of the infraction.

Minor infractions may result in:

- Cautions
- Warnings
- Point deductions
- Score deductions

Severe violations may result in:

- Disqualification
- Removal from the event
- Suspension
- Ban from future PKN events
- Legal action when necessary

24.4 Enforcement

All PKN officials and judges are responsible for enforcing the rules and maintaining the integrity and safety of the event.

Incidents should be reported immediately.

25. Official PKN and Event Promoter Attendee Admissions Policy

Participation in PKN sanctioned or approved events is open to all persons regardless of:

- Age
- Martial arts rank
- Nationality
- Race
- Gender
- Religion
- Language
- Culture
- Experience
- Martial arts style, system, or philosophy

This applies to:

- Competitors
- Coaches
- Team leaders
- Spectators
- Sponsors
- Vendors
- Event staff
- Any other person entering the event space

Attendance is a privilege granted by the event promoter and may be revoked at any time for safety, policy, or conduct reasons.

25.1 Exceptions to Attendance Policy

The promoter or official PKN representative may restrict or deny attendance under the following circumstances:

A. Restricted Areas

Certain areas of the event may be closed to some or all attendees at the promoter's discretion.

B. Communicable Illness

An attendee may be excluded if they have a communicable illness or disease that is obvious, discovered by medical personnel, or admitted by the attendee.

C. Suspended or Disallowed Attendance

An attendee may be excluded if their attendance privileges have been suspended or revoked by the promoter or PKN.

D. Falsified Information

An attendee may be excluded if they falsify information relevant to participation or attendance.

E. Sexual or Violent Crimes Against Minors

An attendee will be excluded if they have been convicted of, arrested for with legal resolution pending, or admitted to any sexual or violent crime against a person under 18.

F. Active Arrest Warrants

An attendee with an active arrest warrant may be excluded from the event.

G. Threatening or Abusive Behavior

An attendee may be excluded if they exhibit behavior suggesting they may become physically violent, verbally abusive, harassing, disruptive, or unsafe.

26. Clarification of Entities

26.1 Promoter

The promoter refers to the legal entity, corporation, LLC, or organization that owns, organizes, and operates the event.

Actions by the promoter are actions of that legal entity and not necessarily of any individual person outside the legal entity.

26.2 Official PKN Representative

An official PKN representative acts on behalf of PKN in an authorized capacity.

26.3 Attendee

An attendee is any person or group attempting to attend or currently attending a PKN sanctioned or approved event.

This includes competitors, coaches, spectators, vendors, sponsors, staff, and guests.

26.4 Waivers and Modifications

Attendance policy exceptions may only be modified by the event promoter or official PKN representative.

Sections involving violent or sexual crimes against minors, active warrants, and threatening or abusive behavior may not be waived.

27. Final Authority

The event promoter, Center Official, Head Rules Arbitrator, and designated PKN officials are responsible for maintaining the integrity, professionalism, and safety of the event.

All competitors, coaches, officials, spectators, and attendees are expected to follow this rulebook and conduct themselves in a manner that reflects the standards of PKN sanctioned competition.