

KAIZEN



INVITATIONAL MARTIAL ARTS LEAGUE

OFFICIAL'S TRAINING

OFFICIAL'S CERTIFICATION TRAINING

Welcome to the Kaizen League's Official's Certification Training.

This is a mandatory course and will cover Competition Ring Procedures for both Forms and Sparring Divisions. While this course will touch on the rules, the Kaizen Rule Book will be covered more in depth after completion of this section of the Official's Certification.

FORMS JUDGING CRITERIA

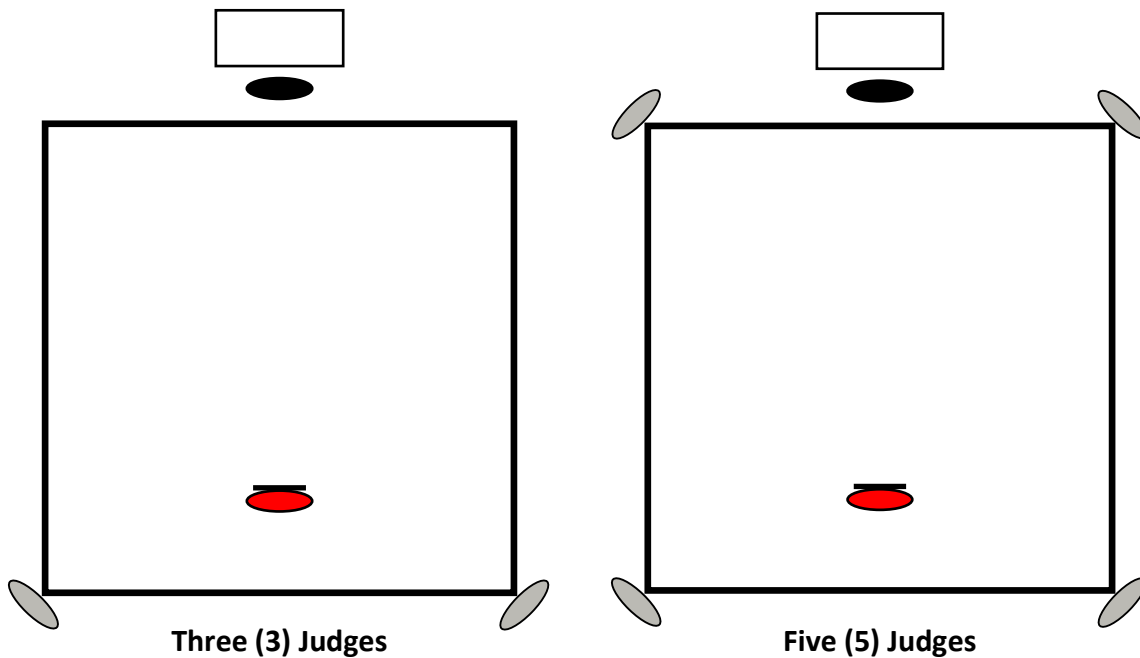
The Forms Criteria will cover all Forms competitions, whether empty hand, weapons, or creative.

Amount of Officials

All Forms Divisions shall have a minimum of three (3) Officials; one (1) Center Referee and two (2) Side Judges or may have a maximum of five (5) Officials; one (1) Center Referee and four (4) Side Judges.

Location of Officials

All Officials shall sit outside of the ring with the Center Referees sitting in front of the Scorekeeper's table (if applicable) and facing the Player and the Side Judges in the corners.



Choosing the Order

The Players' order of performance is by "Luck of the Draw" except where Players from the same school (not Assn) are in "back-to-back" order. Then one (1) shall be moved when applicable.

Scoring Ranges

# of Players	Novice/Intermediates	Advanced/Black Belt
2-6	7.90-8.00 7.95 avg	9.90-10.00 9.95 avg
7-12	7.85-8.00 7.87 avg	9.85-10.00 9.87 avg
13+	7.80-8.00 7.85 avg	9.80-10.00 9.85 avg

First Three

When applicable, the first three (3) Players will perform without being scored. After all three (3) have completed their form, they will be recalled to be scored and to determine an "Average" score.

Maintaining Your Range

When scoring, always maintain your personal scoring range without being influenced by the scores of the other judges.

General Criteria

- Speed
- Power
- Balance
- Focus
- Intensity
- Posture
- Pace

Style Criteria

- Japanese / Okinawan
- Korean
- Chinese
- Hard (external)
- Soft (internal)
- Traditional
- Creative

Personal Criteria

Personal preferences when judging. Experienced judges will have “core” requirements that they look for when judging such as Stances, Hips, Center, Correctness of Detail, etc. that will effect their score.

Displaying Scores

When the Center Referee calls “Scores”! All judges shall first display their scores to the Scorekeeper. After the Scorekeeper has read all the scores, scores will be displayed to the Player.

Advantage Points (handicapping)

Advantage Points (Ad Pts) help to level the playing field in mixed rank divisions. Lower rank Players will have Ad Pts added to their total score.

Division - Nov/Int	Nov (+0.01) Vs Int
Division - Nov/Adv-BB	Nov (+0.02) Vs Adv/BB
Division - Int/Adv-BB	Int (+0.01) Vs Adv/BB
Division - N/I/A-BB	Nov (+0.02) Vs Int (+0.01) Vs Adv/BB

Tips

- No matter how good you may think a Player’s Form is, giving them the highest maximum score will hinder your ability to give a “better” Player a higher score.
- Give yourself enough space between scores to prevent ties.
- If you do think that two or more Forms are too close to determine which is the better, have the courage to score them the same to take a second look.

SPARRING JUDGING CRITERIA

The Sparring Criteria will cover Sparring competitions for Flag and Point.

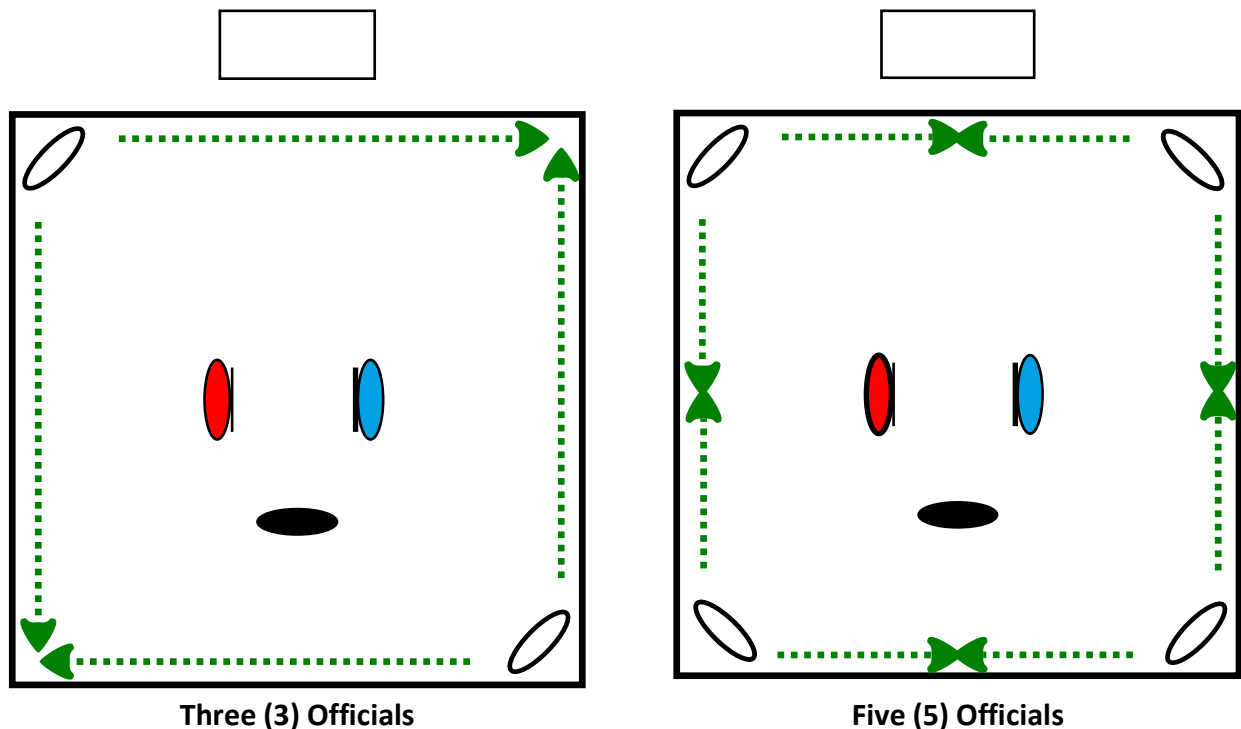
Amount of Officials

Flag Sparring divisions shall have two (2) Officials; one (1) Center Referee and one (1) Side Judge. Only the Center Referee shall make point calls. The Side Judge assists the Center Referee with controlling the match and preparing the Players.

Point Sparring Divisions shall have a minimum of three (3) Officials; one (1) Center Referee and two (2) Side Judges or may have a maximum of five (5) Officials; one (1) Center Referee and four (4) Side Judges.

Location of Officials

The Center Referee shall be positioned in the center of the ring between both Players. The Side Judges shall be positioned in opposite corner when there are three (3) Officials or one (1) in each corner when there are five (5) Officials. See diagrams below for location of Officials and travel for Side Judges.



Center Referee

Only the Center Referee can start and stop a match and award points and penalties. The Center Referee may award penalties independently when applicable.

Side Judges

The Side Judges assist with identifying valid points and penalties but cannot independently award points or penalties.

Awarding Points and Penalties

In most cases, the awarding of points and penalties requires a majority vote of the three (3) or five (5) Officials identifying the same valid technique.

Choosing the Order

The Players' order of performance is by "Luck of the Draw" except where Players from the same school (not Assn) are in "back-to-back" order. Then either Player shall be moved when applicable.

Calling for Point or Penalty

Side Judges shall notify the Center Referee upon "seeing" a potential point or penalty by shouting "Call" while simultaneously crossing their hands in front of the chest. The Center Referee shall shout "Break" to stop the play in order for the Judges to make their call.

The Side Judges shall return to their assigned corners and upon the Center Referee's command of "Judges, Call", Shall immediately and simultaneously signal for a point, penalty, or both.

Calls an Official Can Make

All Officials shall use the proper hand signal to indicate a point or penalty. Judges who hesitates to immediately signal their call, can have their call nullified as a Late Call.

A Judge who constantly makes Late Calls, may be replaced either by the Center Referee or the Tournament Arbitrator for "Popcorning".



Call Prep Position
Hands Crossed in Front of Chest



Point Call Generic
Point to Player's Side of the Ring



One (1) Point Call
One (1) Finger Points to Player's Side of the Ring



Two (2) Point Call
Two (2) Fingers Point to Player's Side of the Ring



No Point Call
Both Hands Down



Did Not See Call
Cover Eyes with Both Hands



Clash Call
Touch Both Fists in Front of Chest



One (1) Point Both Players
Hold Up One (1) Finger for Each Player



Out of Bounds Call
A "Pushing" Motion toward the Boundary



Penalty Call
One (1) Finger Down



Point / Penalty Call

One (1) Hand Indicates a Point,
the Other indicates a Penalty



Contact Call

Hold up a Closed Fist



Disqualification Call

Hold Up One (1) Finger and Circle



"Popcorning" or Late Calls

Hesitating after the Call for Point

STANDARD HAND SIGNALS

The above Hand Signals are the Kaizen standardized method for calling Points and Penalties. Be sure to familiarize yourself with these Hand Signals as they will be in play at all Official Kaizen League Tournaments.