

## GENERAL CRITERIA

### **Penalty: (NEW)**

A Player not ready to compete after the allotted "Readiness Time Out" has expired, shall be penalized one (1) point at the time of the infraction in Sparring and will receive a deduction of 0.01 point from their final score in Forms. After the expiration of the allotted time, a Player who remains unready to compete shall be given two (2) minutes to report or will be disqualified.

### **Contact Due to Player Negligence (NEW):**

Heavy or excessive contact may or may not be considered a contact infraction if the Officials deem that the offended Player's action was a negligent or risky action which was a contributing factor for the contact.

The Officials shall take under consideration whether the offending Player's contact was intentional or if there was an attempt to control or "pull" their technique in order to "control" the technique from striking their opponent. The Arbitrator should be present during the Official's discussion. The Medical personnel shall be the final authority as to whether the injured Player shall or can continue. The Player's Instructor, Coach, Parent(s) / Guardian, or the Player themselves may also remove the Player / themselves from completing the match or division.

### **Penalty (NEW):**

*No penalty is assessed to either Player regardless of injury, bruising, or blood. In this case, blood is not grounds for automatic disqualification. The Center Referee may give an unofficial Warning to both Players concerning both the contact and negligent action.*

### **Possible Negligent / Risky Actions (NEW):**

Cartwheel Kicks; "Superman" Punch; "Blitzing"; Running or Falling to Avoid the Fight; Intentionally turning the back; and other actions which the Officials rule as Negligent or Risky.

### **(NEW)**

Whenever a Player is considered down (any part of the body except the feet touches the ground), scoring on or by a "Down" Player, with the "Down Player" rule in effect, all scores are one (1) point.

### **Penalty: (NEW)**

*One (1) point is awarded to the offended Player except for Head Kick Contact where two (2) points are awarded to the offended Player.*

### **Coaching: (NEW)**

The Coach must be present and within the Coach's Box at the beginning of the match. The Coach's Player may be penalized if the Coach enters the Coach's Box after the match has begun. Late arrival is allowed only with the approval of the Center Referee. Only one Coach is allowed in the Coach's Box at a time and only one (1) person at a time may coach. Center Referees should inform coaches of their responsibilities and restrictions prior to the start of the match. **Coaching is allowed in Sparring Divisions ONLY.**

### **Penalty: (NEW)**

Players whose Coach arrives after the start of the match shall have one (1) point awarded to the opposing Player at the time of the infraction. Unless the Coach has prior permission from the Center Referee.

### **Invalid Coach's Pass (NEW):**

Coaching without proper identification will result in a penalty of two (2) points awarded to the opposing Player. Coach's Identification cannot be transferred from one person to another. This may result in a Player's disqualification, fines, suspension, and or expulsion of the Coach from the

tournament and the Kaizen Sport Karate League. Coaches or Spectators are not allowed to enter the ring without the Center Referee's permission. All Persons must conduct themselves in a courteous and respectful manner. No taunting is allowed. Coach's Identification must be purchased at registration.

**Center Referee: (2022 season)**

- Center Referees shall wear their full school uniform.
- Recommended: Soft soled shoes which will not mark the tournament floor.
- Kaizen Certified Officials will be provided an ID indicating "Certified Official".

**Side Judges: (2022 season)**

- Side Judges shall wear their full school uniform
- Recommended: Soft soled shoes which will not mark the tournament floor.
- All Officials will be provided with an ID.
- Kaizen Certified Officials will be provided an ID indicating "Certified Official"

**Contact Call (NEW):**

Raising a clenched fist towards the offending Player's side of the ring indicates excessive contact.

**Disqualification Call (NEW):**

This is separate and simultaneous majority vote. Raising and circling one (1) finger toward the side of the ring of the offending Player.

**Starting and Stopping a Match: (NEW)**

Only the Center Referee can start and stop a match. The following command shall be used.

**Starting a Match:**

The Center Referee shall position themselves with one (1) hand extended between the Players and facing the Scorekeeper. The match starts when the Center Referee issues the command, "FIGHT" and drops their hand to start the clock.

**Stopping Action:**

To stop the action for any reason, the Center Referee shall issue the command, "BREAK". Time does not stop unless requested by the Center Referee. Be sure to use caution when stepping between Players to stop action.

**Time Outs:**

To pause time for any reason, the Center Referee shall issue the command, "HOLD TIME" and form the letter "T" with their hands. Time will be paused until the Center Referee restarts the match.

**Expiration of Time:**

When the Timekeeper announces that the allotted time period has expired, the Center Referee shall issue the command, "TIME" to end the match.

**NOTE:** *When starting or stopping play, the Center Referee must always use caution so as to not place themselves in a precarious position which may cause them to be injured by the Players.*

**ADVANCED / BLACK BELT CRITERIA**  
**Uniform Standards**

**Japanese / Okinawan:**

- Cross Tied Uniforms Only.
- Uniforms can be solid White or Black, or a White / Black jacket and pants combination. (NEW)
- Color uniforms are not allowed. (NEW)
- A total of four (4) Patches or Emblems allowed on the Uniform.

**Korean:**

- White Cross Tied or V-Neck with or without trim.
- White or Black pants. (NEW)
- Color uniforms are not allowed. (NEW)
- A total of four (4) Patches or Emblems allowed on the Uniform.

## Advantage Points (Ad Pts) Handicapping System

Advantage Points (Ad Pts)			
FORMS			
	Nov	Int	Adv/BB
Nov		+0.01	+0.02
Int			+0.01
Adv/BB			

Ad Pts are added to the Player's Total Score

Advantage Points (Ad Pts)			
SPARRING			
	Nov	Int	Adv/BB
Nov		+1	+2
Int			+1
Adv/BB			

Ad Pts are added to the Player's Score at the start of the match.

**Novice Vs Intermediate:**

Intermediates must win by a three (3) point spread at the end of match time. (4-1, 5-2, 6-3, etc.)

**Novice Vs Advanced / Black Belt:**

Advanced & Black Belts must win by a five (5) point spread at the end of match time. (7-2, 8-3, 9-4, etc.)

**Intermediate Vs Advanced / Black Belt:**

Advanced & Black Belts must win by a three (3) point spread at the end of match time. (4-1, 5-2, 6-3, etc.)

**NOTE:** Use of the Advantage Point (Ad Pts) Handicapping System is solely at the discretion of the Event promoter.