

Our goal is to provide each competitor with the best experience possible. Please always ask for clarification when you have a question, utilize your center to expand your knowledge as a judge, and pay the utmost attention to safety, fairness and integrity.



BLACK BELT FORMS & WEAPONS

Time Limit

All forms and weapons divisions have a 3-minute time limit. Four minutes is allowed for Team Sync & Team Demo divisions, as well as in all individual grands run-offs and finals. The scorekeeper must announce a 15 second warning when the time is nearing expiration.

Scoring

Each judge may only give ONE 9.99, 9.98, 9.97 and 9.96. There are NO exceptions to this rule. The scoring system will automatically make any required corrections based on the standard deviation rule. Ties for first place must be broken. If the computer is unable to break the tie for first place, the competitors must re-run their form to be scored again.

Dropping a Weapon

Black belts who drop their weapon are disqualified. Fumbling or mishandling the weapon results in a score downgrade, but not disqualification. The downgrade should be .05 from each judge's score.

Creative Forms & Weapons

No inverted techniques are allowed. Butterfly kicks, illusion kicks and forward rolls are legal. Techniques with more than a 360 degree rotation in the air are not allowed. Primary scoring factors are clean execution and creativity. There are no limitations on the number or types of weapons manipulations and releases. Clean execution, creativity and use of the weapon are the focus.

Extreme Forms & Weapons

Must include at least one inverted move or a technique with more than a 360 degree rotation in the air. Primary scoring factors are clean execution of martial arts and tricking skills as well as difficulty. There are no limitations on the number or types of weapons manipulations and releases. Use of the weapon, clean execution and difficulty are the focus.

Musical Forms & Weapons

At least 75% of the performance synchronized to the music is REQUIRED in this division. All creative and extreme techniques are allowed. Music MAY NOT contain any cursing, explicit content and/or racially or culturally insensitive lyrics – a violation of this results in disqualification. Primary scoring factors are synchronization to the music, clean execution, creativity and difficulty.

COLOR BELT FORMS & WEAPONS

Time Limit

All forms and weapons divisions have a 3-minute time limit. The scorekeeper must announce a 15 second warning when the time is nearing expiration.

Scoring

Each judge may only give ONE 9.89, 9.88, 9.87 and 9.86. There are NO exceptions to this rule. The scoring system will automatically make any required corrections based on the standard deviation rule. Ties for first place must be broken. If the computer is unable to break the tie for first place, the competitors must re-run their form to be scored again.

Dropping a Weapon

Color-belts who drop are awarded a restart with a .02 deduction.

CMX Forms

Music is optional. If music is used, it should not detract from the performance. All creative and extreme techniques are allowed. Clean execution, technique and creativity are the scoring focus.

GENERAL RULES FOR SPARRING

Age Rule

An adult competitor is allowed to compete in as many age divisions as he/she is qualified. However, rings will not be held to accommodate a competitor who is competing in multiple age divisions. If there is a conflict, the competitor will be disqualified from one of the divisions.

Protests

Video and/or audio recordings MAY NOT be used in the presentation or evaluation of a protest.

Required Safety Equipment

Adults – hand, head, foot, groin (males), shin and elbow protectors, as well as mouthpiece.

Youth – hand, head, foot, groin (males), shin and elbow protectors, as well as mouthpiece. Face shield and chest protector are also required.

Division Determinations in Youth Black Belt Divisions

The Center Referee must line up all short and tall fighters, by height, and then divide the division. A gradual height increase should result in a split in half. If there is clear difference between short and tall fighters, the division should be split accordingly, not necessarily in half.

Length of Match

All matches are two minutes with a running clock. Only the Center Referee may stop the clock.

Scoring

All legal hand techniques are 1 point and all legal kick techniques are two points. Scoring requires the majority of the judges. Scoring techniques must be properly executed with appropriate control.

Spread

All matches are win by one point. There is a 10-point spread rule for all black belt matches and 7-point spread for all color belt matches. This includes grand championship match ups and the first two rounds of Team Sparring. The final match of team sparring is cumulative points, rather than spread.

Out of Bounds

One foot completely outside the designated sparring area for any reason, unless forced out, will result in a 1-point penalty point awarded to the other competitor.

Gear Warning

A competitor is allowed one warning for having to adjust equipment. On the second occurrence, a penalty point is awarded to the other competitor. After 3 points/3 minutes, it is a disqualification.

Coaching

A competitor is allowed a single coach at ringside. The coach MUST remain seated in the coaches chair for the duration of the match. A coach standing up during the match results in a penalty point to the opposing competitor.

RING MANAGEMENT REMINDERS

- Check the equipment on each fighter before each fight. If a piece of equipment is missing, the fighter has 1 minute to be ready. After 1 minute, there is a point awarded to the opponent. An additional point is awarded for each subsequent minute.
- Count the number of competitors to ensure that all are included in the division, even once everyone has checked in. This must be done prior to shuffling.
- Remind the judges that they must see a technique, not just hear a technique, to call it.
- Check to make sure the judges and scorekeepers are ready before beginning each fight.
- Be decisive and clear when calling points. All judges should make their call at the same time. The Center should then clearly indicate the final call for the scorekeeper.
- Remind the judges to separate the ring in “thirds” and to move around when judging fighting. Stay out of the fighters’ way, but do not stay stationary. Keep moving so you can provide a fair assessment for each fighter.