

# KAIZEN



INVITATIONAL MARTIAL ARTS LEAGUE

OFFICIAL RULE BOOK

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# I General Criteria

# Kaizen Invitational Martial Arts League

On behalf of the Executive Board and the Staff of the Kaizen Invitational Martial Arts League we want to welcome you to a league that is created for you. Built on Respect, Honor, Discipline, and Love for the Arts. Important information and rules are as follows.

## League Points Information

Kaizen will have a point tracking system throughout the league. An awards ceremony will follow the last Kaizen event of the year.

Points are as follows:

1 <sup>st</sup> Place.....	4 points
2 <sup>nd</sup> Place.....	3 points
3 <sup>rd</sup> Place.....	2 points
4 <sup>th</sup> Place.....	1 Point
Grand Champion.....	1 point

Divisions that will receive points are as follows:

- Traditional Forms
- Traditional Weapons
- Forms Grand Champions
- Point Sparring
- Point Sparring Grand Champions

## Competitors

Each player must present him or herself to the event in proper attired and physically and mentally prepared to compete. Finger and toe nails must be cut properly or covered to prevent possible injury to the opponent. It is the responsibility of the player to be ready to compete as deemed by the referee. The player will have five (5) minutes to make any required changes or risk being penalized for “Delay of Contest”.

### Legal Age:

Applies only to Players competing for Kaizen Points.

Player may compete at the age they are on January 1<sup>st</sup> of the competition year or the age they will become during the competition year and must compete at that age for the entire competition year.

### Rank:

A competitor must compete at the highest belt level that they have attained in the martial arts. Once a competitor competes at a rank, they are not allowed to compete in lower ranking divisions. We also do not encourage a competitor to compete up in a higher level.

### Definition of Rank:

The color of the belt may sometimes be confusing due to the fact that different systems of martial arts may use different colors of belt to represent ranking. We will always look to solve this issue. The tournament arbitrator will make decisions, if there is a complaint. The following is a basic format of most ranking systems.

## Uniform Requirements

For Specific Criteria Advanced / Black Belt see page 18.

Amount of UBB ranks of style/school	Rank split for 2 Divisions:		Rank split for 3 Divisions:			Rank split for 4 Divisions:			
	Nov	Adv	Nov	Int	Adv	Beg	Nov	Int	Adv
3	1	2	1	1	1	0	1	1	1
4	2	2	1	1	2	1	1	1	1
5	2	3	1	2	2	1	1	1	2
6	3	3	2	2	2	1	1	2	2
7	3	4	2	2	3	1	2	2	2
8	4	4	2	3	3	2	2	2	2
9	4	5	3	3	3	2	2	2	3
10	5	5	3	3	4	2	2	3	3

Uniform can be themed but cannot be “regular” clothing. No cotton t-shirts are allowed as a uniform top. Belts/Sashes must be worn when competing.

**\*Uniforms Must Be Clean and Have NO Offensive Language or Graphics\***

**Japanese / Okinawan:**

- Full School Uniforms Only.

**Korean:**

- Full School Uniforms Only.

**Chinese:**

- Full School Uniforms Only.
- Shoes which do not mark up the competition floor are allowed and optional.

**Creative / Sparring:**

- Full School and Team Uniforms Allowed.
- Uniforms must have sleeves.

**Jewelry:**

Jewelry must be removed or completely covered during competition.

**Penalty:**

*If a Player’s uniform is deemed to have foul or inappropriate language, they should be given the required 5 minutes to change before risk of disqualification. Unsightliness of uniforms is the decision of the Arbitrator.*

## Forms Division Information

**Time Limit:**

Competitor has three (3) minutes from start to finish for form. Time starts when the player enters the ring to the time the form is completed.

**Scoring:**

Scoring will be based on Number of Players in the division. Where applicable the first three (3) players will perform and be scored after to determine a “average” performance.

**Beginner / Intermediate Divisions**

<u>Number of Competitors</u>	<u>Point Range</u>
2-6	7.90 - 8.00
7-12	7.85 - 8.00
13+	7.80 - 8.00

**Restarts:**

Players may request a one (1) restart without penalty only if requested before completion of the form. A restart is not allowed once the player completes the form.

## Division Definitions

**Traditional:**

Any form with classical techniques from any commonly accepted art or style.

**Hard:**

Forms created from Japanese, Korean, and/or Okinawan origin utilizing only linear “hard” style movements.

**Soft:**

Forms created from Chinese or similar utilizing mostly circular “soft” style movements.

**Creative Open:**

The form must have been created by the player and cannot be a traditional form. The form must be dominated by martial arts technique. It may also include gymnastics and/or music (must be coordinated with the music). If the form is named, it must have an original name.

Creative Forms that include music will be graded the same as Creative Forms without music. Understanding that often times forms that include music gain a higher degree of difficulty.

## Definitions of Styles

**Japanese / Okinawan:**

Forms with traditional Japanese/Okinawan techniques only. Indicative of “hard” linear movements, emphasis on hand techniques, low kicks, breathing techniques, and hip rotation. Forms with traditional Japanese, Korean and/or Okinawan origin utilizing only linear “hard” style techniques.

**Korean:**

Forms with traditional Korean techniques only. Indicative of linear movements, high stances and emphasis on kicks.

**Kenpo:**

Forms with traditional Kenpo or Kajukenbo techniques only.

**Chinese:**

Forms with traditional Chinese techniques only, utilizing mostly circular “soft” style techniques. Kenpo, and Polynesian forms are not allowed in a soft style traditional division if the tournament has a soft style contemporary forms division for them to compete in or has any separate divisions specifically for any of those three styles.

**Penalty:**

*A player competing in the incorrect style, division, using weapons in a non-weapons division, or creative form in a non-creative division shall be moved to the correct division, if possible, or be disqualified if intentional at the discretion of the Arbitrator. Although the Arbitrator shall make the final decision regarding the correctness of the forms, but may rely on the expertise of the ring’s Judges to help make a determination.*

## **Weapons**

### **Weapons Requirements**

For Specific Criteria Advanced & Black Belt see page 19.

### **Traditional Divisions**

**Bo:**

- Wood Only
- Head height or taller

**Kama:**

- No specific requirement

**Tonfa:**

- Wood Only

**Sai:**

- Metal Only

**Katana:**

- Non-Sharp if metal

**Ekū/Kai:**

- No specific requirement

**Nunchaku:**

- Wood, No Foam

**NOTE:** For all other weapons, please email [Kaizentournaments@yahoo.com](mailto:Kaizentournaments@yahoo.com) if you have a question about the weapon.

**Creative Divisions**

- All weapons must be unsharpened and safe for use.
- No Throwing Weapons.

**\*The Arbitrator has final approval of all weapons.\***

**Dropping of the Weapon:**

Players who drop their weapon may request one (1) restart without penalty only if requested before completion of the form. A restart is not allowed once the player completes the form.

**Weapon Breaks:**

If the player's weapon breaks and is able to continue without a break in performance they will be scored based on their performance the Center Referee will determine the safety of continuing the performance and render a decision whether to allow the performance to continue.

If the player's weapon breaks and they are unable to continue, they shall receive no score.

**Penalty:**

*The intentional use of a disallowed weapon will result in disqualification; Defective weapons: If the Center Referee has deemed the weapon defective, the player will be given five (5) minutes to replace the weapon.*

## Team Synchronized Form

Team Synchronized Form is defined as a group (of 3 members) organized to function cooperatively in a joint effort.

**Synchronized:**

- Working at same time or rate
- Go together or happen at the same time
- Working in unison
- Use of Techniques in a Domino effect

**Requirements:**

- Traditional Forms Rules will apply.
- Traditional Empty Hand Forms Only

**Number of Players:**

Teams are comprised of 3 members

**Time Limit:**

5 Minute Maximum - Time starts when the first team member steps into the competition ring and ends when the team is obviously finished the form.

**Scoring:**

Same as Forms.

## Self Defense

**Time Limit:**

Same as Forms.

**Uniform:**

The player must be suitably attired in martial arts clothing.

**Performance:**

The player may perform a maximum of ten (10) defense techniques within the given time limit. The player may use people and weapons in their self-defense performance.

**Scoring:**

Same as Forms.

**Contemporary Self-Defense:**

Routines which are performed as a skit will follow the same rules as above.

## Sparring

### Flag Sparring Rules and Information

**Safety Gear:**

Helmet and Mouth Guards are mandatory

**Officials:**

Two (2) Officials required

**Time Limit:**

Two (2) minute Rounds. Continuous Time

**Amount of Points to Win:**

Most Points Win

**Coaching:**

No Coaching, No Timeouts

**Flag Guarding:**

Flag Guarding (holding of your own flags) is not allowed

### Point Sparring Rules and Information

**Number of Judges:**

Each ring must have either three (3) or five (5) judges.

**Location of Judges:**

Judges will stand at the corners of the ring placed to get the best view of the match. The Center Referee will be standing and may move about inside the ring.

**Uniform:**

For General Criteria Uniform Requirements see page 3

For Specific Criteria Advanced & Black Belt page 18

**Belt Rank:**

For General Criteria Rank Requirements see page 2

**Availability:**

The player must be ready and equipped to compete when called.

**Weigh In:**

All players participating in divisions with a weight requirement, must be officially weighed in prior to competing and may only participate in their proper weight division(s).

**Time Limit:**

Two (2) minute running time. Only the Center Referee can stop the clock and issue time outs.

**Scoring Areas:**

Front, sides and back of head except the top of the head; face; ribs; chest; abdomen; and kidneys.

**Non-Scoring Areas:**

All other areas such as the neck; eyes; throat; back etc. are not allowed. Contact to non-scoring areas may result in penalties or disqualification whether incidental or not.

**Amount of Points to Win:**

Total number of accumulated points in two (2) minutes or a ten (10) point spread.

**Coaching:**

Allowed from Coach's Box or designated area.

**Time Out:**

A player or coach can call one (1), ten (10) second time out per match. Time outs can only be called for when play is already stopped.

**Single Elimination Bye Method:** (See Addendum for Single Elimination Bye Chart)

Kaizen League Tournaments are single elimination events. When there are an odd number of players, a "Bye" allows one or more to play in a later round.

The "Bye" system shall be used for all sparring matches.

**Option:** At the discretion of the Tournament promoter the Round-Robin option may be used for divisions in which there are only three (3) players.

"Byes" are applicable in the first round only.

**Round Robin Option:** (See Addendum for Round Robin Elimination Chart)

When there are only three (3) Players, the Round Robin Elimination Method may be used.

Each Player will compete with the other two (2) Players in Turn. The Player who wins two (2) matches receives 1<sup>st</sup> Place; the Player who wins only one (1) match receives 2<sup>nd</sup> Place; and the Player who does not win any matches receives 3<sup>rd</sup> Place.

If each Player wins one (1) match apiece, the Round Robin matches are run again until the above results are achieved.

## Team Sparring

**Number of Players:**

Teams are comprised of 3 members and all must be within the Age category specified.

Pick up teams are allowed and must be registered prior to the beginning of the event.

**Team Sparring Rules:**

Point Sparring Rules shall apply.

**Time Limit:**

Two (2) minute running time. Only the Center Referee can stop the clock and issue time outs.

**Order of Play:**

Coin flip shall determine the order of play.

**Amount of Points to Win:**

Total Accumulated Points at the end of all three (3) matches shall determine the winning team.

**Tie Score:**

If both teams are tied at the end of team match play, each team shall select any one (1) team member to represent their team in a "Sudden Victory" Tie Breaker.

# Continuous Sparring

## Number of Judges:

Each ring must have five (5) Officials. Four (4) Judges and one (1) Center Referee.

## Location of Judges:

Judges shall sit just outside each corner of the ring.

## Time Limit:

Two(2), One (1) minute rounds running time. At the end of the first round, each Judges will announce their scores for their designated players. 2<sup>nd</sup> Round play will resume with the Judges scoring the opposite player for the remaining One (1) Minute. Only the Center Referee can stop the clock and issue time outs.

## Rules of Play:

Same a Point Sparring except where noted.

## Legal Scoring Areas:

Same as Point Sparring except **Head Contact is not Allowed**

## Awarding of Points:

- Round 1 - Judges in opposite corners tally the points scored only for their assigned Player.
- Round 2- Judges switch to tally the points scored by the opposing Player.
- Judges will announces their scores after the end of each round.

## Awarding Penalty Points:

The Center Referee awards penalty points ONLY.

# Safety Equipment

## Mouth Guard:

A mouth guard is required for all competitors in all Sparring Divisions.

## Groin Cup:

A groin cup is required for males and must be worn under the uniform.

## Hand Gear:

Sport karate open palm hand gear is required, must cover the fingers and be free of repairs that could cause injury.

## Foot Gear:

Sport karate foot gear is required, must cover the toes and be free of any repairs that could cause injury.

## Head Gear:

Sport karate head gear is required and must be free of repairs or construction which could cause injury. It is the player's responsibility to wear headgear suitable to facilitate proper hearing of the judges' calls. Face protection gear (face shield) is allowed and recommended. They may be made of any material as long as they are constructed and secured in such a way as to not injure the user or other competitor.

**Note:** *\*Tape of any type is not allowed on any part of the safety gear\**

**NO BOXING OR MMA EQUIPMENT ALLOWED.**

## Optional Equipment

Shin, elbow, rib, knee, and chest protectors are recommended for additional safety in all sparring divisions.

### Penalty:

*A player entering the ring without proper safety equipment will be given two (2) minutes to obtain proper safety equipment or will be disqualified by the Center Referee.*

*Insufficiently padded equipment will not be allowed. Equipment must be free of heavy tears, or any state of repair that may be deemed unsafe by the referee. The approval or denial of equipment in question will be the decision of the tournament arbitrator.*

### Techniques:

Allowable techniques include all controlled and proper;

- Kicks
- Strikes
- Front Leg Boot to Boot Sweeps. If sweeping, it should be done independently and should be boot to boot to the back of the front leg of the opponent only
- Grabs up to 3 seconds-start to finish. Grabs are allowed as long as they continue into the technique with proper contact.

\*No Blind Techniques. Players must “spot” their target for a technique to be valid.\*

## Contact Definitions

### No Contact:

Technique within a four (4) inch zone. A technique within the 4” zone must have the potential to strike the intended target to be valid

### Light Contact:

#### Beginner Divisions:

Light or Touch contact is allowed to the side or forehead of the head gear, excluding the top of the head regardless of protection. Light or “Touch” contact is NO penetration or movement of the struck target. Face contact (even if the opponent has a shield) is not allowed in any division. Light Body contact is allowed.

### Moderate Contact:

#### Intermediate, Advanced, and Black Belt Divisions:

Light to moderate contact is allowed. Moderate Contact is Slight penetration or movement of the struck target. No injury, bruising, or bleeding caused. Head contact be limited to the aforementioned “Light Contact”.

### Excessive Contact:

Intentional or accidental contact which penetrates the target area and causes injury, bruising, or bleeding. Stopping forward movement may also be an indication of Excessive Contact. All players are responsible for the “control” of their techniques regardless of the actions of their opponent.

### Disqualification Due to Injury, Bruising, or Bleeding:

A majority of the judges must see a technique “thrown” to the injured area which may have caused the injury in order to justify disqualification. Majority of the judges must agree on the call of Excessive Contact. Automatic Disqualification if technique draws blood.

Disqualified Players are only considered the loser of that match and if qualified may continue to compete in subsequent matches.

**Contact Due to Player Negligence:**

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 should take under consideration whether the offending Player’s contact was intentional or was there an attempt to control or “pull” their technique in order to lessen or stop the technique from striking their opponent. It is recommended to have the Arbitrator present during the Official’s discussion. The Medical personnel shall be the final arbiter 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:**

*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 should give an unofficial Warning to both Players concerning both the contact and negligent action.*

**Possible Negligent/Risky Actions:**

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.

**Head Contact:**

Competitors may only use light or touch contact to side or forehead of head gear.

**Out of Bounds:**

Out of bounds is when neither foot is inside or touching the boundary line. Forced out of bounds as opposed to fighting out: No penalty for fighting out of bounds or being forced out of bounds, Players who step Out of Bounds without being engaged in attacking or defending will be considered “Out”.

An Out of Bounds player cannot score on an In-Bounds player. There is no such thing as fighting out of bounds. It’s the player’s responsibility to know where he/she is at all times. If a player is in the ring and his competitor has even one foot out of bounds and scores before the officials call the break, the player outside the ring should be issued a warning for being outside the ring and the other player given the score for the technique landing before the officials called break. A player with one foot in-bounds will be considered “out” as soon as the in-bound foot is lifted to either step or kick. Players “throwing” a jumping technique which causes neither foot to be “on the ground” must land in-bounds for the technique to be considered valid and scorable. An out of bounds player must first have one foot in-bounds before they can execute a valid, scorable technique.

**Penalty:**

*Warning for 1<sup>st</sup> infraction; one (1) penalty point for 2<sup>nd</sup> and subsequent infractions. A player who intentionally forces their opponent “out of bounds” by pushing, shall incur one (1) penalty point.*

**Down Player:**

Except while executing a valid technique, a player is considered “Down” when any other part of their body other than their feet touches the “ground” and the three (3) second rule goes into effect. Down players have 3 seconds to either “stand” or defend before play is stopped. Both players have three seconds to score to any legal target when either player is down. The four (4)-inch rule is also applicable.

Scoring on or by a Down Player: During the 3 second rule, a “Down” player may score to any legal target on the “Standing” player using any legal, controlled technique. A “Standing” player can score on a “Down” player using any legal, controlled technique. with the exception of No Kicking Motions to the Head of a “Down” player and No Contact to the Head of a “Down” player is allowed. When either player is down, the (3 second rule) is in effect.

**Sweeps:**

Controlled Techniques Only. If a player has swept his/her opponent, the strike technique must be immediate to their opponent (Three (3) second rule applies).

**Penalty:**

*Kicking Motions to the Head of a “Down” player and any Contact to the Head of a “Down” player is illegal and the offending player’s penalty can be solely determined by the center referee.*

**Scoring:**

Points are awarded by majority vote of the Judges. Judges must “see” a legal technique score to a valid target area in order to make a call for point.

**Scoring Points:**

- One (1) point awarded for all hand and kicking techniques to the body scoring areas
- Two (2) points awarded for any type of kicks to the head scoring areas.
- Kicks are only one (1) point when either player is down.

**Points and Penalties:**

A point and penalty point can be awarded to the same player.

**Ties:**

Players tied at the end of regulation play will result in a sudden VICTORY overtime. The player scoring the first point is declared the Winner.

**Injury:**

The Medical Personnel shall make the final ruling for whether an injured player may continue or not. The Medical Personnel’s opinion takes precedence over the opinion of the Arbitrator, Center Referee, Coach / Instructor, Parent or any other concerned persons.

An injured Player who “bows out” of a match due to an unintentional injury is only considered the loser of that match and if qualified, may continue to compete in subsequent matches if they sufficiently recover and if applicable, the Medical Personnel consents to their participation.

Re-injuries will considered under the “Contact Due to Player Negligence” rule.

**Penalty:**

*Three contact infractions constitute disqualification.*

**Minor Infractions:**

*Out of Bounds; Falling to Avoid the Fight; Striking a Non-Target Area; Running to Avoid the Fight; Infraction by the Coach, Instructor, Friends, or Parents. Minor infraction penalties may be solely awarded by the Center Referee.*

**Secondary Infractions:**

*Striking with a Blind Technique; Moderate Contact; Illegal Technique; Striking to an Illegal Target (e.g. Knees, throat, eyes, groin, sweeps against the joint; Un-sportsmanlike Behavior, Intimidation of Players, Officials, Staff, etc. Secondary infraction penalties may be solely awarded by the Center Referee except for Moderate Contact*

**Disqualification:**

*Malicious or intentional secondary or excessive infractions which cause injury, bruising, or bleeding. Disqualification requires a majority vote of the judges.*

**Blatant Excessive Contact:**

*Whether causing injury or not may result in disqualification solely at the discretion of Center Referee.*

**Improper Attire:**

For General Criteria page 3.

For Specific Criteria - Advanced & Black Belt page 18.

**Poor Sportsmanship and Bad Behavior:**

May result in immediate expulsion from the tournament. This is determined by the Arbitrator. Poor Sportsmanship and Bad Behavior can be but not limited to, foul language, taunting, throwing equipment, and disrespect to an official.

**Coaching:**

The coach must be present and within the Coach's Box at the beginning of the match. The Coach's player will 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 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.**

**Invalid Coach's Pass:**

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 Player 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.

**Player Leaving the Ring:**

Players intentionally leaving their ring shall constitute Poor Sportsmanship and may be disqualified. A player who intentionally leaves the ring without proper permission or dismissal will lose all rating points associated with that division. This may result in fines and/or suspensions.

**Illegal Strike / Attacking Non-Target Areas:**

A Player attacking a non-target area, may result in a penalty point awarded to the opposing player. if the Center Referee determines that the strike was excessive and intentional, the offending player may be disqualified.

- Unintentional            1<sup>st</sup> and 2<sup>nd</sup> offense, one (1) penalty point; 3<sup>rd</sup> offense, disqualification
- Intentional                1<sup>st</sup> offense, one (1) penalty point; 2<sup>nd</sup> offense disqualification
- Malicious                 Automatic Disqualification

**Illegal Contact / Excessive Contact:**

One (1) Penalty point is awarded to the offended player if the Center Referee determines that the contact was excessive or intentional, the offending player may be disqualified.

- Unintentional 1<sup>st</sup> offense, one (1) penalty point; 2<sup>nd</sup> offense, disqualification
- Intentional Automatic Disqualification
- Malicious Automatic Disqualification

#### **Continuing After Stop Action Call:**

Both players must stop all action the moment “break” is called, or the moment they hear the whistle representing stop action. There are **NO** exceptions. Any offensive movements, striking, kicking, or punching in the direction of an opponent may result in a penalty point. The Center Referee is responsible for stopping the action on the break.

- 1<sup>st</sup> offense Warning;
- Intentional one (1) penalty point;
- Malicious Disqualification and possible expulsion

The Center Referee has the power to issue a two (2)-point penalty if he or she deems it necessary due to the nature of the violation and the attitude of the player involved, it is also possible for both players to be penalized and or be disqualified. If a competitor strikes the Center Referee or judge after the Center Referee or judge has stepped in to break the action, and is done intentionally, that competitor should be immediately disqualified.

## **Protests**

#### **Who Can Protest:**

A protest can be brought forth by a player or a player’s coach. All coaches must purchase a Coach’s Identification in order to coach and / or protest. A parent cannot act as a coach unless the parent has purchased a Coach’s Identification during registration. Protests should be made immediately to the referee in a respectful manner by the competitor’s coach or competitor. Center Referees are qualified and educated on the rules and they can make the call ring side. The Center Referee should be able to consult the arbitrator. Protests concerning a match must be made at the conclusion of the match and not once the next match has begun. A Player, Coach, or Instructor may request an official be replaced if they feel the official is not perceived as “fair”. Protests must first be brought to the Center Referee’s attention and if warranted the Arbitrator may be requested.

#### **Filing a Protest:**

All protests regarding rule violations must be brought to the attention of the Center Referee, who must get the arbitrator without question. The player cannot be penalized if the arbitrator is not readily available. Requesting the arbitrator may be done by the player or player’s coach only after scores, points, or penalties pertaining to the arbitration have been awarded, but before the next match has started. After the winners are declared the player has no right to arbitration, except for scoring errors where the scores were not disclosed previously. All protests regarding proper rank for the division in which a player competing must be made before the order of performance is chosen.

#### **Supporting Violation with Rule Book and Video:**

It is the player’s responsibility to know the rules and penalties. The contesting player will be given two (2) minutes by the arbitrator to find evidence in the applicable rule book to support their protest. If the protesting player or coach cannot find evidence in the rules in the allotted time then their protest shall become null and void unless the arbitrator further processes the protest on his own. Along with evidence of a rule violation submitted from the rule book, the player may submit videotape as evidence of a rule’s violation. A judgement call can be protested.

**Rules Procedural Error:**

Protest of a rules procedural error which is agreed upon as a procedural error by the arbitrator requires the division to stop using the error. Once the error is caught, it must be corrected with the proper procedure immediately. The division should not be restarted, however the arbitrator has the authority and option to readjust the present situation, match or performance, to make it as fair as possible before continuing and has the option of restarting the match or performance, if deemed necessary. A procedural error that was allowed at a tournament and not discovered or corrected by that tournament arbitrator does not set a precedent for the same procedural error to be allowed in other divisions or tournaments.

**Judging or the Removal of Judges:**

A player or coach may ask the arbitrator to scrutinize any judge for possible removal. A player or coach may request to have one or more judges (including center referee) removed from the division from the onset. This protest should be made prior to choosing the order of the competition. Removal of judges is at the discretion of the arbitrator based on facts presented by the player or coach, judge, or any chief referee. Officials from the same school should not be used. Two or more officials from the same schools are more likely to have the same "school of thought". This could result in an unfair advantage or disadvantage. The Center Referee can replace judges as needed.

**Pre selected Referees:**

Pre selected Referees cannot be removed.

**Scoring Protest:**

Flip cards and/or scoreboards take precedence over tabulation of the scorekeeper. The Center Referee has the final decision on the score. Center Referees may consult the corner judges to render a decision.

**Code of Conduct:**

All attendees must agree to and are expected to conduct themselves honorably by acting in a courteous and respectful manner to all others in attendance, including the property and the community.

Breaching this Code of Conduct may result in player penalties, including disqualification and possible expulsion from both the tournament and property.

**HONESTY, COURAGE, HONOR, DUTY, COMPASSION, COURTESY, AND JUSTICE**

## **Tournament Officials**

**Qualifications:**

Officials should be knowledgeable of the style criteria in any division where style criteria are a factor.

Officials should excuse themselves or request a replacement in any division in which they have students, affiliates, relatives, etc. when possible. Officials chosen for any given ring should represent as many different areas, states, or countries as possible. An Official may be changed upon a protest before play is started if an equally qualified Official from a variety of localities are available. Officials from the same school should not officiate in the same ring.

**Age:**

All Officials must be eighteen (18) years or older. If necessary, sixteen (16) and seventeen (17) year old Officials may be used as side judges in under black belt divisions only.

**Rank:**

All Officials must hold the rank of 1<sup>st</sup> Dan (degree) Black Belt or higher. The Center Referee should be either the highest ranking official or the most experienced.

## **Amount of Officials**

### **Black Belt Divisions:**

Shall have five (5) Officials: One (1) Center Referee and four (4) side Judges or three (3) Officials: One (1) Center Referee and two (2) side Judges, when five (5) are not available.

### **Under Black Belt Divisions:**

Shall have three (3) Officials: One (1) Center Referee and two (2) side Judges.

## **Center Referee Duties:**

- The Center Referee is the ring general and is in charge of all things pertaining to that ring.
- May choose to assist the scorekeeper / timekeeper as necessary.
- The only official who can issue a timeout of any type.
- Duties are based on safety first, along with fairness and integrity.
- Has the power to unilaterally disqualify a player where applicable.

## **Identification:**

### **Center Referee:**

- Kaizen Certified Center Referees shall wear a Black Blazer with a Red Kaizen Patch, Black Slacks, White Shirt, and Black Tie.  
Or
- Official Kaizen Official's T-Shirt, white with "Kaizen Official" printed on back, Uniform Pants, and Belt/Sash
- All Officials will be provided with a Badge and lanyard.
- Kaizen Certified Officials will be provided a badge with lanyard indicating "Certified Official"

## **Judge Duties:**

- Assists the Center Referee in scoring players
- Assists in determining penalties or warnings when if consulted
- Judge an entire division without leaving the ring.
- Duties are based on safety first, along with fairness and integrity.
- Make responsible judgments based on the criteria given.

## **Identification:**

### **Side Judges:**

- Kaizen certified Side Judges shall wear a Black Blazer with a Red Kaizen Patch, Black Slacks, White Shirt, and Black Tie.  
Or
- Official Kaizen Official's White T-Shirt with "Kaizen Official" printed on back, Uniform Pants, and Belt/Sash
- All Officials will be provided with a Badge and lanyard.
- Kaizen Certified Officials will be provided a badge with lanyard indicating "Certified Official"

## **Official Leaves Ring / Official Replacement:**

### **Forms Divisions:**

Once a Forms division has started an Official cannot be replaced for any reason or leave their post (unless removed by Arbitrator). If an Official leaves and does not return then the Forms division must be rerun using the same order of performance.

**Sparring Divisions:**

Once a Sparring division has started an Official can be replaced or leave their post between matches only. If an Official leaves and does not return then a suitable replacement shall be found.

**Calls an Official May Make (Sparring):**

When the Center Referee believes there has been a significant exchange of technique, or when signaled to do so by one or more of the Judges, the Center Referee shall in a loud voice issue a command to stop or break the action. The Center Referee then calls for a simultaneous vote for point and or penalty. Scores are rendered by a majority vote of the Judges including the Center Referee. All methods of communications should be in English. In Black Belt divisions only, a whistle may also be used by the Center Referee only to start or stop the action.

**Scoring Points:**

Under the direction of the Center Referee a simultaneous call is made. Each official will clearly point to the player that in their judgment scored a point, using fingers to represent the point value of their call.

**Simultaneous Point:**

A simultaneous point also called a "clash" is called when an official believes both players scored valid techniques at the same time. The official will clearly point to both players to indicate a simultaneous point.

**No Point Call:**

This call is represented by clearly crossing the wrist at chest level.

**Did Not See Call:**

An official who could not clearly see a valid technique score whether they "know" it or not, shall indicate a "Did Not See" call by crossing their hands in front of their face.

**Penalty Calls:**

This call is made by pointing down in the direction of the player guilty of an infraction of the rules.

*Note: A player guilty of an infraction cannot receive a point on the same call. Therefore, an official may point down to one player and point upward to the other player on the same call.*

**Contact Call:**

The Official will point down towards the player and make a small circular motion with their hand.

**Disqualification Call:**

This call is made separate from all other calls. A simultaneous vote is made and ruled by the majority vote.

The Official will face the player they feel should be disqualified and place the back of their fist into the other hand which is out flat with fingers extended.

**Late Calls:**

All officials should make their calls at the same time under the direction of the Center Referee. If in the opinion of the Center Referee that a judge is making a late call intentionally, the Center Referee can disqualify the call. (noise not allowing the judge to hear the referee).

**Changing a Call:****Forms:**

An official may change their score if they find they have scored outside of the scoring range or from a rule clarification from either the Center Referee or Arbitrator.

**Sparring:**

An official may change their call if they awarded a point to the incorrect player or from a rule clarification from either the Center Referee or Arbitrator.

# Scorekeepers / Timekeepers

## Amount:

Each ring shall have one (1) scorekeeper and one (1) timekeeper.

The scorekeeper and Timekeeper must be eighteen (18) years or older, or one (1) adult (18+) in combination with a minor with an adult who can account for the minors' actions. Arbitrator may make age exceptions.

## Scorekeeper Duties:

### Forms:

Call players "up" and "on deck"; announces, records and tallies each player's scores; double checks all scores; and indicates places taken.

### Sparring:

Calls players "up" and "on deck"; "echo's" points called; records points and warnings; if available, uses flip card to display points; announces winning point when applicable.

## Timekeeper Duties:

### Forms:

Times the player's performance from when they enter the ring until they end their form; communicates to the Center Referee when a player exceeds the time limit and by how much.

### Sparring:

Time the match using "running" time and only pauses or stops the time only upon the Center Referee's command. At the end of match time, the timekeeper will in a loud, clear voice announce "Time" and if available will toss a time ended indicator into the ring between both players.

## Identification:

Scorekeepers and Timekeepers shall wear appropriate identification indicating their official status.

## Location:

The Scorekeeper and Timekeeper shall sit at a table or in chairs just outside the ring.

# Executive Board

## Duties:

The duties of the Executive Board are but not limited to:

- Ensuring all Kaizen Events are run with Honor, Tradition, Respect, and Discipline.
- Maintaining the Official Kaizen Rule Book.
- Training Officials
- Promoting the Kaizen Invitational Marital Arts League.

## Identification:

- Executive Board members will wear Red Blazers with Black Kaizen Patch, Black Slacks, White Shirt, and Black Tie.

Or

- Official Kaizen T-Shirt, Red with official position printed on back, Uniform Pants, and Belt/Sash.
- Kaizen Executive Board members shall receive identification provided by the Kaizen League indicating official position.

# **II Specific Criteria Advanced & Black Belt Divisions**

# Kaizen Uniform Standards

(Advanced and Black Belts)

**NOTE:** *This section applies to both Advanced and Black Belt players only. Please note that Advanced and Black Belt are separate divisions and are not combined for competition.*

*In the case where Advanced players are combined with Beginner and or Intermediate players, the General Criteria Rules shall take precedence.*

The uniform can be themed but cannot be “regular” clothing. No cotton t-shirts are allowed as a uniform top. White T-Shirts are the only authorized color shirt under the uniform.

***\*Belts / Sashes must be worn when competing\****

***\*Uniforms Must Be Clean and Have NO Offensive Language or Graphics\****

## **Japanese / Okinawan:**

- White Cross Tied Uniforms Only.
- A total of Four (4) Patches or Emblems allowed on the Uniform.

## **Korean:**

- White Cross Tied or V-Neck with or without trim.
- A total of Four (4) Patches or Emblems allowed on the Uniform.

## **Chinese:**

- All Uniform options allowed which are within the Chinese Martial Arts System.
- Shoes which do not mark up the competition floor are allowed and optional.

## **Creative / Sparring:**

- Full School and / or Team Uniforms allowed.
- Uniforms must have sleeves

## **Forms Division Information**

### **Time Limit:**

Player has three (3) minutes from start to finish of form. Time starts when player enters the ring to the time the form is completed.

### **Scoring:**

Scoring will be based on Number of Players in the division.

Where applicable the first three (3) players will perform and be scored after to determine a “average” performance.

### **Advanced / Black Belt Divisions**

<u>Number of Competitors</u>	<u>Point Range</u>
2-6	9.90 - 10.00
7-12	9.85 - 10.00
13+	9.80 - 10.00

### **Restarts:**

Restarts in Black Belts divisions are not allowed; however, the player may continue to demonstrate his or her form with no score from the judges.

# Weapons

## Kaizen Weapon Standards

(Advanced and Black Belts)

*\*For Weapon Examples see page 22\**

### Traditional Divisions

#### Bo / Staff:

- Head Height or Taller
- A slight taper is allowed, but no more than a ¼ inch diameter difference from the center of the Bo to the end of the Bo.

#### Kama:

- Wood Handles
- Metal Blade
- Non-Sharp
- No Holes or designs on the Blade

#### Tonfa:

- Wood Only

#### Sai:

- Metal Only

#### Katana:

- Metal Blade
- Non-Sharp

#### Oar / Eku / Kai:

- No specific requirement

#### Nunchaku:

- Wood Only, No Foam

**NOTE:** For all other weapons, please email [Kaizentournaments@yahoo.com](mailto:Kaizentournaments@yahoo.com) if you have a question about the weapon.

#### Creative Divisions:

- All weapons must be unsharpened and safe for use.
- No Throwing Weapons.

#### Dropping of the Weapon:

If the player drops their weapon, the player will be automatically disqualified. No scores are given.

***\*No Restarts are allowed in Advanced or Black Belt Divisions.\****

#### Weapon Breaks:

If the player's weapon breaks and is able to continue without a break in performance they will be scored based on their performance. The Center Referee will determine the safety of continuing the performance and render a decision whether to allow the performance to continue.

If the player's weapon breaks and they are unable to continue, they shall receive no score.

## **Point Sparring Rules and Information**

### **Scoring Areas:**

Front, sides and back of head except the top of the head; face; ribs; chest; abdomen; and kidneys.

### **Non-Scoring Areas:**

All other areas such as the neck; eyes; throat; back etc. are not allowed. Contact to non-scoring areas may result in penalties or disqualification whether incidental or not.

### **Amount of Points to Win:**

Total number of accumulated points in two (2) minutes with no point spread.

### **Time Limit:**

2 minutes running time. Time or time outs can only be called by the Center Referee.

## **Black Belt Grand Championships**

### **Amount of Points to Win:**

Total number of points in two (2) rounds. No point spread

### **Time Limit:**

Two (2), two (2) minute rounds with a one (1) minute break between rounds.

### **Officials:**

Grand Championship matches must have Five (5) officials (one [1] Center Referee and four [4] side Judges)

# **III Weapon Examples**

			
<p align="center"><b>BO / STAFF</b> Straight or Tapered. Taper is no more than 1/4" dia difference from center to end</p>		<p align="center"><b>OAR / EKU</b> Straight or Angled Blade</p>	
			
<p align="center"><b>NUNCHAKU</b> Wood or Graphite (black), corded</p>		<p align="center"><b>TONFA</b> Wood, Round or Square (tapered)</p>	
			
<p align="center"><b>KAMA</b> Wood handle, metal or aluminum blade</p>		<p align="center"><b>SAI</b> Round or Octagonal blade</p>	
		<p>For all other weapons not listed here, please email <a href="mailto:Kaizentournaments@yahoo.com">Kaizentournaments@yahoo.com</a> For questions about or for possible allowance of your weapon.</p>	
<p align="center"><b>KATANA</b> Unsharp, Metal or Aluminum blade</p>			

# **IV Addendum**

**Single Elimination Bye Chart:**

“Byes” are applicable for the first round only.

Single Elimination Bye Chart					
# of Players	# of Matches	# of Byes	# of Players	# of Matches	# of Byes
3	1	1	10	2	6
4	2	0	11	3	5
5	1	3	12	4	4
6	2	2	13	5	3
7	3	1	14	6	2
8	4	0	15	7	1
9	1	7	16	8	0

**Round Robin Elimination Chart:**

**Round Robin Elimination Chart**



2 match wins = 1<sup>st</sup> Place

1 match win = 2<sup>nd</sup> Place

0 match wins = 3<sup>rd</sup> Place