

KAI DEN



INVITATIONAL MARTIAL ARTS LEAGUE

OFFICIALS 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

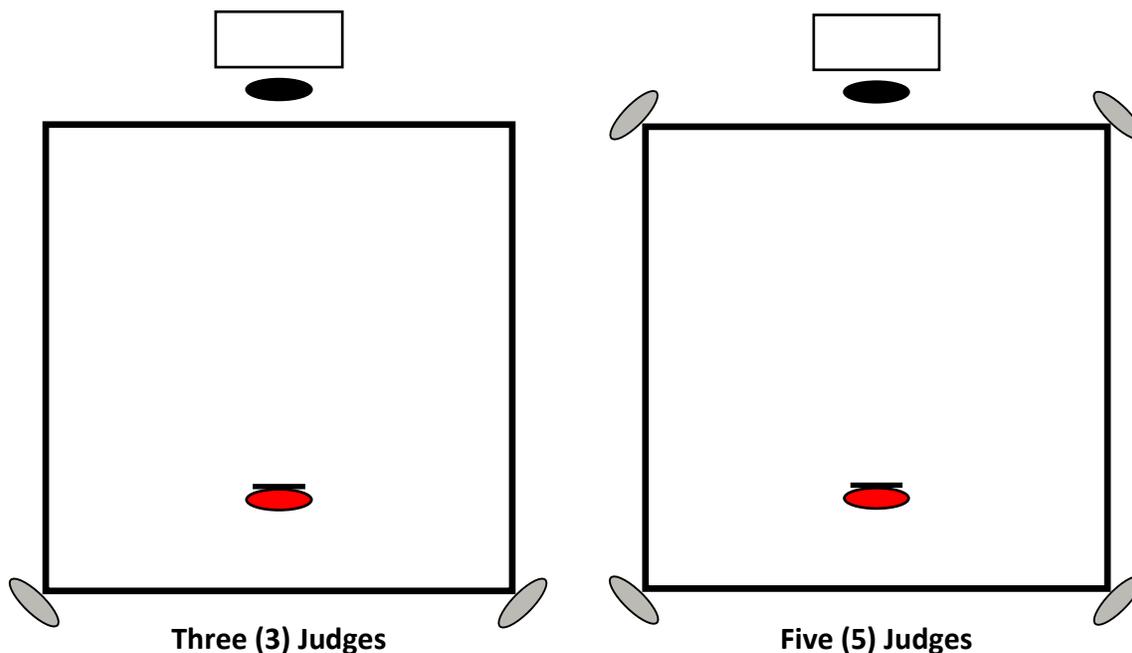
The Forms Criteria will cover all Forms competitions, whether empty hand, weapons, or creative.

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)

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.

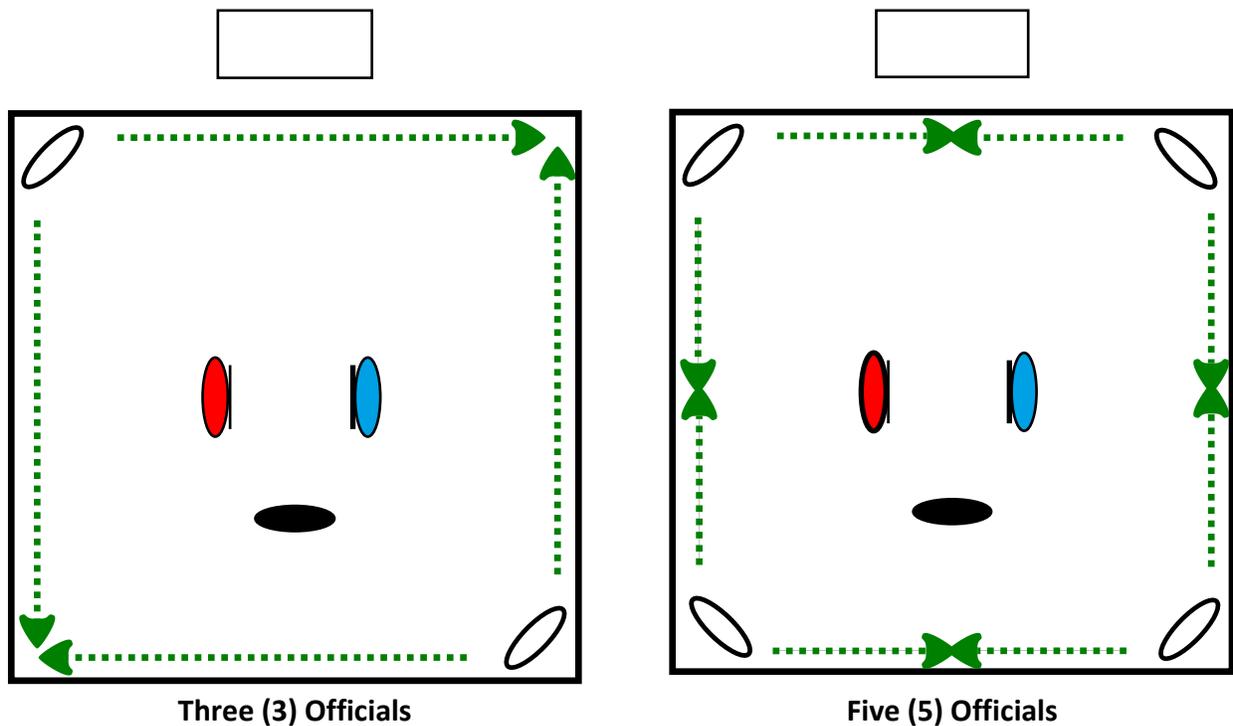
Amount of Officials

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

Both hands in front of chest



Point Call

Point to Scoring Player's side of the ring



One (1) Point Call

Point one (1) finger to Scoring Player's side



Two (2) Point Call

Point with two (2) fingers to Scoring Player's side



No Point Call

Wave both hands down
Option: Maintain Hands at Chest



Did Not See Call

Cover eyes with both hands



Clash Call

Both Player's technique nullified each other



One (1) Point both Players

Hold up one (1) finger for each Player



Out of Bounds Call

Make a "pushing" motion to indicate an
Out of Bounds Player



Penalty Call

Point one (1) finger down to offending Player's side



Point / Penalty Call

One (1) hand indicates a point while the other indicates a Penalty



Contact Call v2

Hold up a Closed Fist



Disqualification Call

Hold up and Circle one (1) finger



“Popcorning” or Late Call

A delay after the Center’s “Call for Point” may result in disallowing the call

OFFICIAL'S CERTIFICATION TRAINING

FORMS QUIZ

- 1. What is the minimum number of Judges required? _____
- 2. What is the maximum number of Judges? _____
- 3. Locate on Diagram A where the Judges in your #1 answer are located.
- 4. Locate on Diagram B where the Judges in your #2 answer are located.

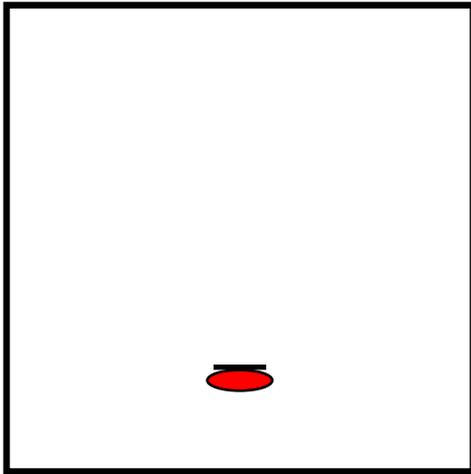
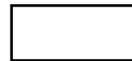


DIAGRAM A

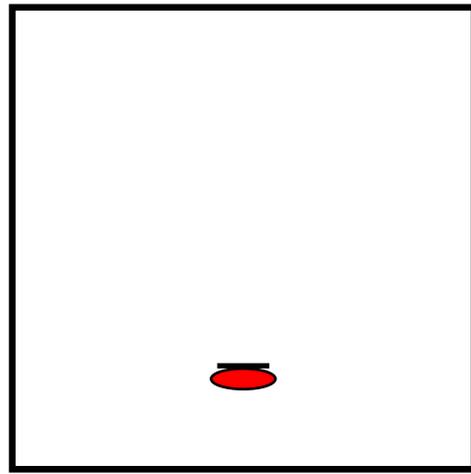


DIAGRAM B

- 5. How is the order of competition determined? _____
- 6. What is the scoring range for 2-6 Nov/Int Players _____ , Adv/BB _____
- 7. What is the "First Three" Rule _____

- 8. What does "Maintaining Your Range" mean? _____

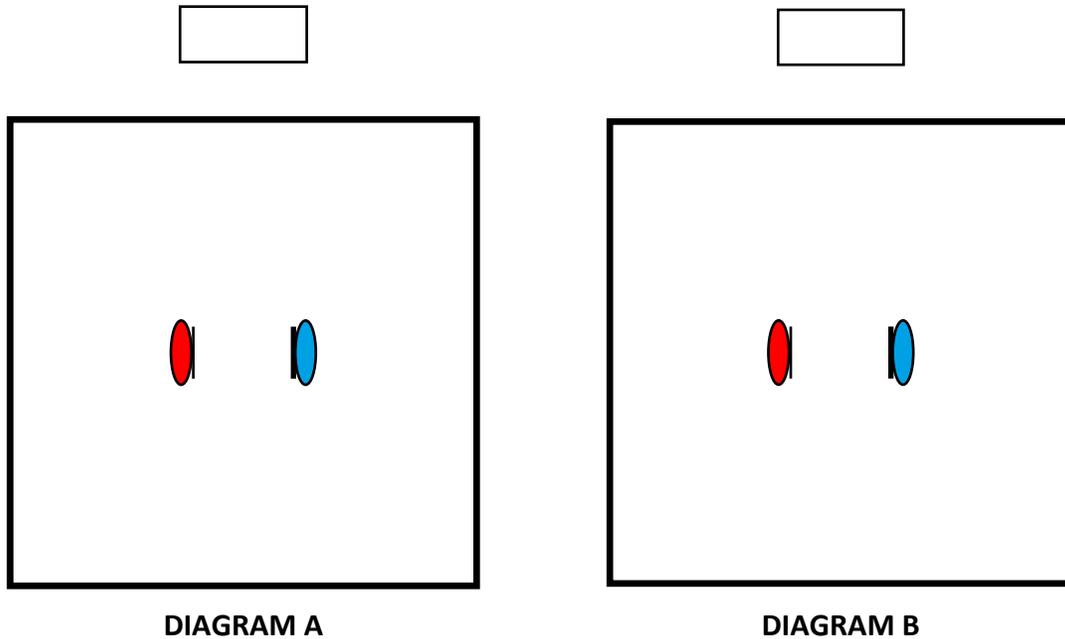
- 9. What Style Criteria does this represent? "*High stances and emphasis on kicks*" _____
- 10. What Style Criteria does this represent? "*Cannot be a traditional form*" _____
- 11. What Style Criteria does this represent? "*Mostly circular movements*" _____
- 12. A bladed weapon must be? _____
- 13. Who is the final approval authority on all weapons? _____
- 14. On the Center Referee's "Judges Score" call, who do you show your scores to first?

- 15. What are "Ad Pts"? _____

OFFICIAL'S CERTIFICATION TRAINING

SPARRING QUIZ

1. What is the minimum number of Judges required? _____
2. What is the maximum number of Judges? _____
3. How many Officials are required for Flag Sparring? _____
4. Locate on Diagram A where your Judges in your #1 answer are located.
5. Locate on Diagram B where the Judges in your #2 answer are located.



6. Indicate on Diagram A where the Judges in your answer #1 can travel?
7. Indicate on Diagram B where the Judges in your answer #2 can travel?
8. Who's allowed to stop or stop a match? _____
9. How does a Side Judge notify the Center Referee of a Point/Penalty? _____

10. What is the maximum number of points a Player can get on a single call? _____
11. Is a Judge allowed to change their call? _____
12. What is "popcorning"? _____
