

The 2022 WKU World USA Nationals Under Belt Rules at a Glance

Lori Stanley and EAST-WEST KARATE wants to thank you for attending our annual event. It allows Regional and National Martial Artists to participate in an open tournament and compete in a safe and family oriented environment. You will not only be seeing other styles of martial arts; but as a competitor you will be taking your skills to the next level. It is our hope that you compete with good intent and spirit and most of all have fun while making friends. We only ask that you please obey the following rules. **The ring assignments is on the back of this sheet.** The rings will run in the order listed from top to bottom.

*** NOTE: If a ring has finished all of these divisions, we could move some divisions from other rings to the ring that has finished. If we are moving you to a different ring, we will announce the ring change over the P.A. system. Please listen for announcements.

Parents and Spectators

For insurance and the safety of everyone please stay in the spectator area. Parents are allowed within 8 feet of your child's ring area only. Please do not stand behind the scorekeeper and timekeeper and talk or distract them. If parents or competitors have any questions please ask the center judge. We encourage moderate cheering but don't yell and distract the judges or competitors. Please be nice and don't block the spectators view of the rings.

Rules at a Glance

Ring assignments are on the back of this sheet, so you will know which ring you will be competing in. . Musical weapons and forms will start at 10:00 There will be a rules briefing at 9:45. Competition starts at 11:00 sharp. Weapons will be first, then forms and sparring last.

Weapons and Forms

- Three judges in each ring. They will judge on a base of 9.85 to 9.99. A three minute time limit to perform in weapons and forms. (Time starts when you enter the ring. Time stops when your form ends).
- The Center Judge will collect your entry card with your name on it. They will shuffle the cards and draw them in a random order to see who competes first to last. They will call up the first competitor, and the person who is on deck.
- Judges will watch everyone in the division perform their weapon and/or form, then score the competitors. Each judge can only give one 9.99,9.98,9.97,9.96 per division. This helps eliminate ties.
- The scorekeeper will total the scores. The competitor with the highest score wins. If there is a tie for first place, to break the tie the tied competitors will run their forms again. Judges will do a show of hands to pick the winner. Ties for second, third or fourth will be decided by majority of the number of higher scores given.
- If a competitor drops their weapon they are disqualified.
- If a competitor forgets their form and asks to start over, they will have .50 a point subtract from their score.

Sparring

- Sparring gear is mandatory to compete. It consist of a headgear, gloves, kicks (must cover fingers and toes) and a mouth-piece, guys must wear a groin cup. Face shield, Shin and forearm guards and chest protector are optional.
- The center judge will match competitors according by draw and will try to avoid matching competitors from the same school in the first round if possible.
- By luck of the draw some competitors will receive a bye in the first round.
- Sparring rounds last two minutes or the first competitor to get 10 points is declared the winner.
- The time will stay running the entire match unless the center judge calls for a time out for an injury or adjusting gear.
- You earn two points for a head kick, one point for body kicks and one for punch.
- Target areas are the torso, sides of the body, kidneys and headgear only. (light face contact in junior and under belt divisions).
- If a competitor is called for their first warning, no penalty points awarded to opposing competitor. Second or third warning one penalty awarded, if a competitor receives four warnings they are disqualified.
- Warnings would include excessive contact, punching or kicking below the belt, avoiding contact or running out of the ring or hitting after the center judge says stop. Warnings are accumulative.
- There will be three judges in sparring, two corner judges and a center judge, the center judge will control the ring, award points and warnings.
- To score a point (s), there must be at least two judges awarding a point (s) to a competitor.
- The center judge will start and stop the match, when one of the judges see a point or a warning is "called", the center judge will yell, "stop or break". Then the center judge will call for a point. Together they could raise one or two fingers for a point (s) or cross there hands for no points. Place their hand in front of their face for not seeing contact made for no points. Or their fist connecting together signifies competitors making contact at the same time again no points.
- You must have at least one foot inside the ring to score a point (s).
- A competitor can not receive a point (s) and a warning at the same time. But a competitor can receive a point (s) while their fellow competitor receives a warning. You can receive more than one warning after an exchange or a break is being called.