



# 3<sup>rd</sup> Annual Tyler Kenshin Kan



## *Karate & Kobudo Tournament*

### **CONTINUOUS SPARRING RULES OF COMPETITION**

1. Center referee has complete control of the ring. There will be no arbitration.

If an official is affiliated with a competitor and potential influence or prejudiced by that affiliation, he shall be required to remove themselves for the duration of the match. Generally, officials shall not be replaced.

2. Center referee has no vote on winner of the match. Three judges ringside will decide the winner with a scoring system based on the competitor who controls the fight by either. (scoring the most strikes on target areas, most effective use of body change, etc.)

3. Match length will be one (1) 2-minute round for normal elimination matches and one (1) thirty-second 'sudden death' round in the case of a tie.

4. Any attempt to stall between rounds will result in disqualification of player.

5. Any player disqualified is not eligible for the next round.

6. All gear must be foamed dipped, leather, or padded cloth in good repair. No tape or rough edges. The judges center referee or any of the three ringside judges may ask to see a competitors gear at any time.

7. Moderate contact to the body.

8. Light contact to the head (blackbelt divisions only)

9. No contact to the face.

10. No takedowns

below blackbelt.

11. No ground fighting.

12. No groin contact.

13. No blind technique

14. Absolutely no uppercuts, knee strikes, or elbows strikes will be allowed.

15. No techniques against the joints.

16. No contact to the back or spinal area.

17. No Limit of consecutive punches can be thrown without a break of contact or a kick being thrown.



18. Participants may be disqualified due to malicious or unsportsmanlike conduct. This decision can be made by either the center referee or any two of the ringside judges.

## **TARGETS**

The target areas shall be the body, chest, stomach, sides, kidney, and with qualified focus, the head. The back and top of the head is not a target.

## **FOULS**

1. Fouls:

- a) Any technique executed blindly.
- b) Any technique executed in a wild and unsafe manner.
- c) Open hand techniques toward the face
- d) Striking the spine, throat, back of neck, and head below the tops of the ears, or kicking to the leg lower leg.
- e) Excessive body contact with the intent to do harmful injury.
- f) Intentionally Attacking the back.
- g) Excessive talking in the ring.
- h) Running out of bounds- whenever a competitor steps out of bounds, the center referee will wait 3 seconds or until both competitors are out of bounds, whichever comes first before stopping the clock and returning the fighters to a neutral position. The offensive competitor may score a point as long as both feet remain in the ring while punching or if one foot is in bounds while kicking.  
  
The defensive competitor may not score a point if any part of his foot is on the boundary lines nor will be permitted to move back into the ring and score without both fighters first being brought to a neutral position by the center referee. The inbound fighter shall be given every opportunity to score under the guidelines as long as a competitor's safety is not in question.
- i) Stalling.
- j) Unsportsmanlike conduct.
- k) Outside interference.
- l) Coaching
- m) Turning your back to avoid fighting

## **PENALTIES FOR FOULS**

The first instance will result in a warning, unless the judge deems it to be a severe infraction, with the second resulting in loss of the match. A third infraction will result in disqualification from the rest of the competition.