

Eastcoast Children's Sports Karate League Tournament Rules

Please read and understand all rules listed below carefully.

General Rules

- All competitors must compete in their proper school uniforms.
- Combining of Divisions is not permitted i.e. cannot move a competitor who is the only one in his or her division to an upper belt division to compete
- Exhibition Sparring matches or performances are not permitted
- Coaching is NOT permitted in any form- this includes from the sidelines and stands
- All disputes including protests of the center judge's decision must be directed to the tournament Arbitrator (NO exceptions).
 - The tournament promoters may not be involved in disputes
 - Protests of judge's decision must be made by the competitor involved or their instructor only
 - Protests must be made immediately during the match NOT afterwards.
- Arbitrator will make final ruling on all disputes in accordance to official tournament rules. Arguing the final decision of Arbitrator is prohibited.
- Any action deemed disruptive to the tournament (i.e. foul language, arguments, fighting) is not permitted and may result in immediate expulsion from tournament venue.
- Any disrespectful behavior or language towards a tournament official is not permitted and may result in immediate disqualification and/or expulsion from tournament venue.

Empty Hand and Weapon Forms Rules

- NO Competitors will be allowed to enter the division once the 1st Competitor has bowed into the ring (NO exceptions).
- In a division with 5 or more Competitors, the Judges are required to view the first 3 Competitors then call each one back up for scoring. Normal scoring will resume from the 4th Competitor forward.
- All Competitors under black belt will have one opportunity to restart a performance after a mistake.
- All black belt Competitors are NOT permitted to restart a performance after a mistake is made.
- Bladed weapons must be inspected by the center judge prior to Competitor's performance.
- Sharp weapons are NOT permitted.
- Striking the floor with a bladed weapon or in such a way as to mar or damage the floor's surface is NOT permitted and may result in disqualification.
- Two-Way Tie Rules:
 - If there are 3 judges...
 - The judges will determine the winner by a "show of hands"
 - If there are 5 judges...
 - The high and low scores of each Competitor will be dropped. The Competitor with the highest score after this adjustment is the winner of the tie.
 - If still tied after removal of high and low scores, the low scores are added back into each score. The Competitor with the highest score after this adjustment is the winner of the tie.
 - If still tied after addition of low scores, Competitors must redo their forms.
 - Note: If there is a Three-Way tie when only 3 judges are present, Competitors must redo their forms. If there is a Three-Way tie when there are 5 judges present, the Two-Way tie rules will be followed.
- Empty Hand and Weapons Scoring Scale:
 - Beginners: 5.0 (Low) to 7.0 (High)
 - Intermediates: 6.0 (Low) to 8.0 (High)
 - Advanced: 7.0 (Low) to 9.0 (High)
 - Black Belt: 8.0 (Low) to 10.0 (High)

Sparring Rules

- Sparring Gear:
 - All Competitors who are competing in the Sparring division must have their own safety gear.
 - Safety gear should be standard dipped-foam and must include: head, hand, foot gear, cup and mouthpiece.
 - Any type of shoes, weighted hand gear, or rubber-soled foot gear is NOT permitted.
 - All Competitors must wear a mouthpiece
- Under Black Belt Sparring Match details:
 - 2-minute time limit per round
 - First Competitor to score 5 points wins round
- Black Belt Sparring Match details:
 - 2-minute time limit per round
 - First Competitor to score 7 points wins round
- If there is a tie after 2-minute time limit is over, the match will continue and first Competitor to score will win round
- Scoring Rules:
 - Hand Techniques to head or body: 1 point
 - Kicks to body: 1 point
 - Kicks to head: 2 points
 - NOTE: Light contact only! If head is significantly displaced, judges are to rule excessive contact.
- Legal target areas include:
 - Headgear (any part of the headgear excluding face/cage)
 - Torso (chest, stomach, and ribs)
- Competitors are NOT permitted to strike anywhere below the belt, entire back, neck, throat, or face/face shield.
- Illegal Techniques include: grabbing, throwing, running out of the ring, or turning one's back to avoid being scored on
- If Competitor runs out of the ring more than twice, a warning must be issued.
- Warnings:
 - In the event a 2nd warning is called on a Competitor, the opponent will be awarded 1 point
 - A 3rd warning results in disqualification
- If Competitor draws blood, he or she will be immediately disqualified
- If Competitor has one foot inside and outside of the ring, he or she can (1) score so long as one foot remains inside the ring and (2) be scored on. If Competitor lifts foot that is inside the ring, he or she can no longer score but can be scored on.
- Ground fighting or intentionally falling is NOT permitted. Once any Competitor's hand or knee touches the ground, the center judge should stop match so Competitors can reset.