

Tournament Rules

Musical Forms

1. Must bring your own sound system (with power supply)
2. Weapons are optional but if you drop your weapon you will be automatically disqualified.

Weapon forms

1. If you drop your weapon you will be automatically disqualified
2. Weapons MUST be dull! No sharp weapons will be allowed in ANY divisions.

Team Form

1. Must have at least 2 people on a team. (If more than 8 people you will be in the Mega Team form division.)
2. Music is optional and if you choose to do music you must bring your own sound system (with power supply).
3. You will compete in the division of your highest team member. (Example: If you have 7 Purple Belts & one Black Belt you will be competing in the Black Belt division.)
 - a. Exception to this rule is if you have Black Belts leading a Little Kickers team they compete in the Under Black Belt team forms division. (The Black Belts will be ignored for the scoring process.)
4. Weapons are optional but if you drop your weapon, you will be automatically disqualified.

** In deciding which division you compete in follow 2 simple rules. One, if you have more than one person (regardless if you have weapons and/or music in your form) you will be in the Team Forms Division. Two, if you are an individual and you do music (regardless if you also have weapons in your form) then you will be in the Musical Forms Division. **

Mega Team Form

1. Same rules as Team Forms but you have more than 8 team members.

Sparring

1. Mouth guards, groin cups, foam head, foot, & hand pads are mandatory. (Ringstar sparring shoes that are NASKA approved are allowed). Face cage and rib guard are not required but HIGHLY recommended.
2. Two (2) points for all kicks
3. One (1) point for all punches
4. Majority of judges to count a point. (Exception: The center judge will override the side judges to warn a competitor for head contact or excessive contact.)
 - a. It takes a majority of the scoring judges to award 2 points.
5. Light head contact **will only** be allowed in the Black Belt divisions (all ages).
 - a. Face cages – If you are wearing this and allowed head contact you may make light contact to the face cage. If you are not allowed head contact you **cannot** hit the face cage.
6. Matches will be two minutes long or 7 point spread.
 - a. If at the end of two minutes the match is tied it will go into sudden death overtime. The first person that scores a point will win the match.
7. Three penalty points will result in an automatic disqualification.
8. Unable to spar due to injury
 - a. Illegal maneuver – If a fighter is unable to continue due to his opponent hitting him with an illegal maneuver the opponent will be disqualified. (NOTE: The judges must see the illegal move in order to disqualify any competitor.)
 - b. No fault – If a fighter is unable to continue but not because of an illegal move by his opponent this fighter will forfeit the match due to injury.

NOTE: Mr. Jason Dutton will have the final say on rules questions or decisions. If you feel there has been a rules violation you must bring it to your center referee, **in a respectable manner & timely manner**. At all times you must treat the judges, timers & scorekeepers, fellow competitors, and spectators with the utmost respect! This is a martial arts tournament and as such disrespect will not be tolerated.