



2024 Warriors United Tournament Rules 2024



UNIFORM: All competitors must wear a Karate Uniform in keeping with the style or Uniform of the School. Shoes may be worn in form competition if they do not damage or mark the competition floor.

If a division has not been previously staged, the head Judge or coordinator will gather competitor entry slips, then shuffle them and have a competitor pull the bye or byes. These will then be given to the scorekeeper to be staged.

KATA/WEAPONS

Once a division has been staged there will be no further entries.

If a colored belt competitor forgets their Kata they may ask to start again but will receive a .10 deduction for their total score. They may only do this once.

Black Belts may not re-do their kata.

WEAPONS

A competitor must perform Weapon Kata in order to be eligible to place in the division even if there is only one competitor for said division.

Bo must be at minimum the height of the competitor unless the competitor is taller than six foot.

Penalty for using an undersized weapon of any kind is .10 deductions from each judge.

If a competitor is using an edged weapon the center MUST examine it to check the blade to see if it is sharp for ring safety.

KATA

A competitor must perform Kata in order to be eligible to place in the division even if there is only one competitor for said division.

Any traditional or nontraditional Kata will be allowed in Kyu Ranks.

SCORING RANGES FOR KATA & WEAPONS

Novice: 6-7, Intermediate: 7-8, Advanced: 8-9, Black Belt: 9-10.

Use 1 whole number and 1 decimal place. I.e. 6.8. Average score for a Novice would be 6.5.

Judges will add or deduct points from the average based on the following criteria:

Power, balance, focus, concentration, control, execution and presentation or appearance.

At no time should there be two or more Judges from the same School on a panel.

In the event of a tie for any of the top three places the tied competitors need not run again. Divisions can end in a tie. If ran again, colored belt competitors have the choice to perform either the same Kata or routine again or perform a different one. Black Belts MUST perform a different Kata or routine. Competitors will only be judged on the second performance for the award.

KUMITE & 1 POINT SPARRING RULES

1. Safety equipment is required in all divisions. Approved soft foam head gear, foot and hand gear, mouthpiece and groin cup (males only) are required. Boots are approved safety equipment. Recommended equipment – soft shin pads and rib guards. Hand pads must cover the wrists and fingers in one single piece. Any equipment with excessive tape, or deemed unfit by the center referee shall not be used.
2. No two officials in the same ring from the same school should judge.
3. Jewelry or other objects that may endanger a competitor may not be worn. Medical ID tags may be worn.
5. All timed matches will be two minutes running time. Time will only be stopped by the center referee for medical, protests or gear related issues. .
6. All scoring techniques will receive one (1) point *punching or kicking*
7. 1 Point Kumite Matches are 1 pts in duration. First point that all judges agree on is victorious.
In regular Kumite Matches in can be 3 or 5 points depending on division and/or Tournament. The competitor to reach 3 or 5 points first or the competitor with most points at the end of 2 minutes wins.
8. If there is a tie when time is called a 'sudden victory' overtime will determine the winner.
The first competitor to score a point wins.
9. To score a point, techniques must be focused, snapped, controlled and with proper balance. Open hand back fists will not score. Slapping techniques or boxing and street type punches to the head or body will not be scored and can be penalized if depending on severity.
10. JUDGE/REFEREE CALLS Regular kumite 2 of 3 or 3 of 5 judges must call a point, in 1 point kumite it has to be 3 of 3 or 5 of 5 judges.
NO SEE – Hand in front of eyes
NO POINT – Cross arms
CLASH – Put both fists together
POINT – Point to the person getting point
PENALTY POINT – Deduct a point
CONTACT POINT – Fist in hand pointing towards person who was hit
EXCESSIVE CONTACT – Fist in hand pointing towards person who was hit while circling your hand.
11. If a corner judge mistakenly makes the wrong call he may retract his call but not make another call prior to the match beginning again. If he makes a late call their point call should not be counted. Judges, make calls in a timely minor.
12. TARGET AREAS
Face is a target for points but NO contact to the face is allowed in all Kids and Adult Novice and Intermediate Divisions. Light face contact is allowed in Adult Advanced and Black Belt Divisions.
Any part of the head gear is a point with Light contact. Face shield is considered part of the head gear so light contact to the face shield is a legal strike.
Chest, rib cage, abdominal area, kidney – Light to moderate contact should be made to score.
GROIN IS NOT A TARGET.
 - No strikes to neck, groin, back, spine, knees, or shins.
 - No throws/wrestling, takedowns, biting, headlocks holding, head butting, scratching, elbow or knee strikes.
 - No sweeps to back leg

13. The center referee may call a penalty point for rules infractions without verification from the corner judge's. i.e.: Out of Bounds Rule or Contact Rule but if he says CALL and request for corner Judges verification, then the majority rules.

14. 1st and 2nd contact a point will be **DEDUCTED** for each contact violation. 3rd Contact is **Disqualification!**

(Exception) If the offender has no score then the contacted fighter will receive a point.

15. **Light contact** means no penetration or visible movement of the part of the opponent struck by the competitor.

Moderate contact means slight penetration or slight movement of the target. Moderate contact to the body is allowed in all divisions.

Excessive contact means an uncontrolled technique. Any technique to the head causing the head to snap in any direction or that drives the opponent's head away by the impact of the technique is excessive. The penalty for illegal contact is a penalty point to the opponent. Any contact considered flagrant or malicious will result in **DISQUALIFICATION**.

18. If a competitor is knocked unconscious by a technique the medical technician must examine him or her immediately. A competitor who is knocked unconscious cannot continue to fight. If, in the opinion of the officials and the medical personnel, it may be unsafe for the competitor to continue, that competitor will not be allowed to continue in any sparring for that day. The medical technician will make the final decision on a competitor's ability to continue a match.

19. Grasping the uniform or an arm or leg is allowed to facilitate scoring. Scoring attempt must be immediate.

20. Sweeps accompanied with a scoring attempt are allowed to the front leg (boot to boot contact). Sweeping with no scoring intent is an infraction. No takedowns or rear leg sweeps are allowed. **GRAPPLING** is **not** allowed

21. Out of bounds – Any time a competitor HAS BOTH FEET ASROSS the bounds line and or steps out of bounds. Running out will be penalized. 1st time – Warning, 2nd time – penalty point deduction, 3rd time – DQ. A warning will not be assessed if Karateka is shoved or steps out of the ring while fighting.

22. The following are illegal techniques: groin strikes, head butts, swinging techniques, hair pulling, biting, scratching, knees, elbows, throws, base leg sweeps, hands or knees touching ground while striking stomps to the head, jumping on a downed opponent, kicks to the legs, blind techniques, open hand techniques to the eyes, striking to the spine, back of neck or throat, falling to the floor to avoid contact, pushing, running out of bounds, faking an injury.

Rule infraction: 1st Verbal Warning, 2nd Warning – 1 point deduction to the offender, 3rd Violation – DQ.

Rules infractions: that are considered intentional, dangerous and/or flagrant may result in DQ.

23, Centers can make Warning calls and/or call Injury or Equipment TIME OUTS without side judge verification.

24. Second punching – Executing an uncontrolled technique after the center referee has said stop may result in a penalty Point Deduction and/or Disqualification to the offender even if the infraction takes place in or out of bounds.

25. **NO TIME OUTS FOR COACHING.** It is permissible to Cheer from the sides but Please keep comments and/or coaching respectful and no excessive screaming at the participants. Judges can and should control the ring and the side lines. Center Judge may Penalize or Disqualify if the competitor's coaches and/or fans are Unsportsmanlike, Unruly and/or Disruptive.

26. The Center referee may issue a warning or deduct point or disqualification for any rules infraction involving excessive contact or un-sportsman like conduct without verification from the corner judges.
If the center referee is going to award a penalty, then he need not call for verification. He can call for verification if he is out of position and did not see what transpired.

27. Pairings and byes will be made randomly before the first round of competition. The brackets should be staged prior to the division but the center referee, and/or scorekeeper should make sure that the competitors cards are paired properly. In the event members of the same school are paired, cards should be switched if possible.

Breaking Rules

1. No minimum or maximum boards or breaks required.
2. Competitor has 2 attempts to break his/her boards.
3. Scoring:
 - a. 1st Consideration In Scoring – Completion Of The Break
 - b. 2nd Consideration In Scoring – Degree Of Difficulty
 - c. 3rd Consideration In Scoring – Number of Breaks, Number of Boards in Breaks, Appearance, Showmanship, Enthusiasm, Martial Arts Spirit
4. Competitors must purchase boards on site to ensure fairness and sameness of material.
5. Thickness will be determined by age. Amount of breaks and boards determined by Competitor.

Warriors United
Breaking Board Sizes
Ages 4-7. 3/8 Thickness
Ages 8-11. 1/2 Thickness
Ages 12+ 3/4 Thickness