



JKA NORCAL TOURNAMENT RULES

www.jkanorcal.org

KATA:

1. All divisions will be point system with 5 judges. Eliminate highest & lowest scores. In case of a tie, contestant must perform another kata, white belts can repeat the same kata. Colored belt divisions with more than 10 competitors will have elimination round, flag system.
2. Kata is judged on various criteria including: focus, stances, complete techniques, rhythm, intensity, kiai & correct basics.
3. If kata is not completed, **Youth beginners will be given a 2nd chance with a 0.2 point deduction, Adults no 2nd attempt and will receive a 0.** If kiai, move or moves are left out, judges will make appropriate deductions.
4. Scoring ranges are as follows: **yellow/orange/green 6.0-7.0, purple/brown/black 7.0-8.0.** As much of the range can be used in order to give competitors fair scores.
5. White to brown belts are not allowed to perform kata higher than that required for their next promotion examination.

SHOBU IPPON KUMITE:

1. **Shobu-Ippon kumite (1 full point or 2 half points), 2 minute match.** To receive a wazari the technique must have good focus, control, extension & intent. Lower belts will be allowed some leniency.
2. **Two complete consecutive techniques that score can be an ippon** if they are completed before Yame, are in quick succession, and have excellent focus, distance and timing.
3. An ippon may be awarded in the event of an exceptionally well-executed techniques. This includes scoring techniques that receives no reaction from the opponent. An ippon is rarely awarded, as the technique must be nearly perfect.
4. Competitors can target the body, back, face and head, but there will be **no face contact allowed for the youth.** Adults may make **only light contact to the body, back, face & head,** if any at all.
5. A competitor may be immediately penalized or disqualified if the contact is intentional or malicious.
6. If a competitor shows signs of injury, the judges must determine if there was a contact foul or the person was unprepared. Then either a point or penalty can be given.
7. If time expires before the ippon is scored - decision is called for by judges.
8. 1st Tie: Rematch 2 minutes (Shobu ippon)
2nd Tie: Sudden Death 1 minutes (First score)
3rd Tie: Judges must select a winner based on aggressiveness, skill & attitude.
9. Out of bound: (Jogai)
1st warning - Jogai keikoku
2nd warning - Jogai chui
3rd warning - Jogai hansoku (disqualification)
10. Penalties and contact foul: (Hansoku)
1st warning - keikoku
2nd warning - hansoku chui
3rd warning - hansoku (disqualification)
11. Display of recklessness (Mobubi)
1st warning - mobubi keikoku
2nd warning - mobubi chui
3rd warning - mobubi hansoku (disqualification)

GOHON KUMITE & KIHON IPPON KUMITE:

1. The match result is decided by majority vote using flag system. Competitors' posture, balance & good distance are the main focus in judging the winner.
2. In the event of a draw, a further match will be undertaken after which a decision must be made.
3. Aka (red) attacks first followed by Shiro (white), the attacks are jodan oi zuki & chudan oi zuki.
4. Uncontrolled counter attacks are prohibited, counter attacks to the eyes, groin, throws & sweep.