

# 2007 Rules

## KICK/PRO Code of Conduct Tournament Officials

KICK/PRO Officials are known for excellence, integrity and professionalism in Judging and in Conduct when officiating at martial arts competitions. In order to maintain the Highest Standards for Excellence, Safety and Ethics, the following Standard of Excellence will be strictly enforced.

KICK/USA Officials must dress in their proper uniform  
KICK/USA Officials may not coach with their referee shirts on  
KICK/USA must not fraternize with their students in the ring they are judging in.  
KICK/USA Officials must not enter any ring they are not judging in unless there is an injury to their students or they are asked by the Chief Referee.

KICK/USA Referee must observe the 2 foot "No Coaching Zone" around each competition area, whether marked or not.  
No Negative Coaching is allowed at anytime No acts of Vulgarity, Profanity, Violence or Extreme Outward displays of anger will be tolerated.

### Competitors

All competitors will also be held to the Highest Standard of Excellence. There will be Zero Tolerance for Unsafe or Un-sportsmanlike Behavior. This includes any disrespectful gestures or behavior while performing or attending at any KICK/USA event.

### Spectator/Instructor/Coach or other Participant

No Negative Coaching will be allowed at anytime No person may step into a ring unless their student or child is injured or invited by The Chief Referee. No acts of Vulgarity, Profanity, Violence or Extreme Outward displays of anger will be tolerated.  
Violations may be treated with disqualification from the division in which the person is competing in and Disqualification from the current and any future KICK/USA Event and or a request to leave the event.

**Our primary goal is to provide a Safe, Fair and Motivating Environment in which a competitor can test their skills. It is through our example of Excellence that we can achieve our goal.**

### Section 1A: Divisions/age

Lil Dragons( no point rankings), 5 & under, 6/7,8/9,10/11, 12/13, 14-17 Forms & Weapons, 14/15, 16/17 Fighting  
If a person is competing for point rankings, their age division is determined by their age on June 30. Any competitor whose birth date falls on or before June 30 must compete in the age division they would be in on their birthday. If a competitor chooses not to move up, any points they have accumulated do not move up to their new age division. Any person whose birthday falls after the above date may compete in same age division the whole tournament year. Competitors must provide a birth certificate if they become a KICK/USA member.

### Section 1B: Divisions/experience

There are two factors used when separating competitors into experience levels, years of training and belt color. School Instructors must register their belt colors and their commensurate experience levels with KICK/USA for future reference to determine the proper division for their athletes. In the event of a rank question, to ensure the safety and fairness of all competitors, the years of training takes preference over belt color. Beginner & Intermediate athletes may compete in those specified divisions for a maximum of (1) calendar year each, advanced students a maximum of 2 years. Whatever rank an athlete is going to be on September 30 is the rank they should compete in all year. Entering the correct experience & age division is the responsibility of the athlete and/or their coach. Any athlete that enters the wrong division and is moved by KICK/USA their correct divisions will forfeit any points they have accumulated up until that point. Any athlete that knowingly enters the wrong division may be disqualified from all future competitions. If a school does not register their ranks, then KICK/USA will determine the proper experience level.. The KICK/USA reserves the right to move competitors into their proper division at anytime. Once a student competes at a new experience level by their

choosing or by the guidelines provided, they cannot compete again at the lower level. If a student is asked to compete at a higher level due to a shortage of competitors, the student is allowed to go back to their original level. Competitors with a Black Belt in any style are required to compete in the Black Belt division even if they have started a new style of martial arts. Black Belt takes precedent over any other rank in competition. The Belt colors below are used as a general reference only, the final determination will come with the schools belt registration form. In the event that no form has been completed, then this shall prevail.

**Beginner** – 1 year or less continuous training, (white, yellow, orange, gold or equivalent).

**Intermediate** – up to 2 years of continuous training, (green, blue, purple or equivalent)

**Advanced** – over 2 year's continuous training, (red, brown or equivalent belt or sash).

**Black Belt** – determined solely on Belt Color

### **Section 1C: Divisions/number of competitors**

There must be a minimum of (2) competitors to make a division. If there are not at least (2), the competitor is given the choice to compete in the next rank up in their age division. Competitors can only be requested to move up (1) Experience level. If there are still no competitors in the next experience level, they receive an automatic 1<sup>st</sup> Place including their points. No competitor will be moved into a Black Belt Division. Athletes may not move down. Only if they move up will their points will be awarded in the division that they are supposed to be competing in. If a competitor waives the choice to move up, they still receive their award, but they receive no points. In fighting they must move up to compete in the Grand Championship Round. KICK/USA reserves the right to waive this provision and allow a competitor to compete individually in their proper division

### **Section 1D: Divisions/ type by age & experience/traditional weapons, forms**

5 & under All Ranks male & female together, Forms Only

6 & 7 beginner, intermediate, advanced (if Needed) male & female together

8 & 9 beginner, intermediate, advanced & black belt, male & female together

10 & 11 beginner, intermediate, advanced & black belt, male & female together

12 & 13 beginner, intermediate, advanced & black belt, male & female together

14 - 17 beginner, intermediate, advanced & black belt, male & female together

### **Section 1E: Divisions/type by age & experience/XMA Weapons/Forms**

Beginner/Intermediate 12 & Under, 13 & Up

Advanced 12 & Under, 13 & Up

Black Belt 12 & Under, Black Belt 13 & Up

### **Section 1F: Divisions/type by age & experience/Open Weapons**

Beginner 12 & Under, 13 & Up

Intermediate 12 & Under, 13 & Up

Advanced 12 & Under, 13 & Up

Black Belt 12 & Under, Black Belt 13 & Up

**Judging in all Weapons & Forms Divisions shall begin when the athlete enters the ring (ie. if athlete drops their weapon when entering the ring, that would be a 1 point deduction), Divisions used may vary by Level of event.**

**KICK/USA reserves the right to add or eliminate divisions**

### **Section 1G: Divisions/type by age & experience/point fighting**

5 & under All Ranks male & female together

6 & 7 beginner, intermediate, advanced (if Needed), male & female separate

8 & 9 .. beginner, intermediate, advanced & black belt, male & female separate

10 & 11 beginner, intermediate, advanced & black belt, male & female separate

12 & 13 beginner, intermediate, advanced & black belt, male & female separate

14 & 15 beginner, intermediate, advanced & black belt, male & female separate  
16 & 17 beginner, intermediate, advanced & black belt, male & female separate  
Small and Tall Divisions may also be added to all fighting divisions

Competitors are to wear specified gear, (see Section 2C:uniforms & equipment), and are to kick or punch towards specified areas of their opponent. Points are scored when a specified target area is hit lightly, or when a technique is thrown within 2-3 inches of a specified target area, with the ability to have made contact with focus. Techniques must have room for extension and must be retracted a minimum of 3 inches from the target. No contact is allowed to certain areas, but may be scored upon if a technique is within 2-3 inches, (i.e. the face) , with the same parameters of extension & retraction.

### **Section 1H: Divisions/Lil Dragons**

This is a performance only division for all ranks, 5 yrs & Under, No weapons may be used. Performance may include any series of kicks & punches with or without the aid of their instructor. (1) Referee will be used to control the ring. No points will be earned & no score is given. All athletes receive the same award.

### **Section 1H: Divisions/event definitions/traditional forms**

Traditional Forms are defined as an event involving an individual performing a pre-arranged series of empty-handed movements without music. They may not include gymnastics, acrobatics, splits or other freestyle type movements. Beginner & Intermediate Competitors may not use more than (1) Kick in any direction without touching their foot to the floor. Advanced & Black Belt competitors may execute up to 3 kicks in any direction before touching their foot to the floor. Techniques may not involve any more than a 360-degree turn.

### **Section 1I: Divisions/event definitions/XMA creative Weapons**

XMA Weapon divisions are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. All movements & gymnastics are allowed. Judging based equally on Creativity and Manipulation of the Weapon. Music may or may not use music during the performance. Competitors must bring their own appropriate music and their own device to play the music. No electricity may be available for said device. KICK/USA reserves the right to disallow any music that may involve the use of profanity, violence or any inappropriate words or suggestions.

### **Section 1J: Divisions/event definitions/traditional weapons**

Weapon divisions are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Judging is based on the use, manipulation and control of the Weapon. Other than transitioning movements, both hands must be on the weapon(s) at all times. No Overly Creative Manipulation of the weapon. Weapon must be Traditional in construction. Weapon may not touch the floor. No music or gymnastics are allowed. The definition from Traditional forms as it applies to kicks also applies to traditional weapons. Only weapons that are traditional to the style of martial arts practiced may be used. The 4 weapons below are shown based on the usage at events. Other weapons may or may not be disqualified from being used at KICK'S Discretion

KICK reserves the right to move any athletes using non-conforming Weapons or more Creative movements into a different division even if they are considered traditional to the style of martial art being shown.

**Bo-** Ends may be only slightly tapered. The Bo must be constructed of Hardwood or other dense materials. Balsa Wood, Graphite, or other lightweight, highly porous materials are not allowed. The Height of the weapon must be no less than 6" below the user's overall height or 6" taller.

**Kama** – Solid unsharpened Blades, no holes w/Solid Handle

**Nunchuku** – See description of the Bo above as it relates to materials

**Sai** – Must Solid Metal in Construction. No Aluminum or other lightweight composite materials. Weapon must extend to

the elbow at a minimum

### **Section 1K: Divisions/event definitions/Open Weapons**

Open Weapons are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Judging is based on the use, manipulation and control of the Weapon. Lightweight Competition Weapons are allowed. Creative manipulation of the weapon is allowed, including but not limited to release of the weapon. No music is allowed. The definition from Traditional weapons as it applies to physical movement & kicks also applies to Open Weapons.

### **Section 1L: Divisions/event definitions/XMA Creative Forms**

XMA Forms are defined as an event involving an individual performing a pre-arranged series of empty-handed movements that may or may not involve the use of music. Competitors may use any type of gymnastic, acrobatic, splits or other freestyle type movement. Competitors must bring their own appropriate music and their own device to play the music. No electricity may be available for said device. KICK/USA reserves the right to disallow any music that may involve the use of profanity, violence or any inappropriate words or suggestions.

### **Section 1M: Divisions/event definitions/point fighting**

Point Fighting is defined as an event involving (2) individuals engaged in a simulated sparring match. The object of which is to score a specified number points on your opponent first to win the match. Competitors are to wear specified gear, (see Section 2C:uniforms & equipment), and are to kick or punch towards specified areas of their opponent. Points are scored when a specified target area is hit lightly, or when a technique is thrown within 2-3 inches of a specified target area, with the ability to have made contact with focus. Techniques must have room for extension and must be retracted a minimum of 3 inches from the target. No contact is allowed to certain areas, but may be scored upon if a technique is within 2-3 inches, (i.e. the face), with the same parameters of extension & retraction.

### **Section 1N: Divisions/number of competitors**

There must be a minimum of (2) competitors to make a division. If there are not at least (2), the competitor is given the choice to compete in the next rank up in their age division. Competitors can only be requested to move up (1) Experience level. If there are still no competitors in the next experience level, they receive an automatic 1<sup>st</sup> Place including their points. No competitor will be moved into a Black Belt Division. They may not move down. Only if they move up will their points will be awarded in the division that they are supposed to be competing in. If a competitor waives the choice to move up, they still receive their award, but they receive no points. In fighting they must move up to compete in the Grand Championship Round. KICK/USA reserves the right to waive this provision and allow a competitor to compete individually in their proper division Small and Tall Divisions may also be added to all fighting divisions

**Divisions used may vary by Level of event. KICK/USA reserves the right to add or eliminate divisions**

## **Section 2: Uniforms & Equipment**

### **Section 2A: Uniforms/Officials**

Arbitrator shall wear the Yellow Arbitrator Polo, Event Coordinators shall wear Dark Blue or Black Polo, Class A National Referee shall wear a dark blue polo, Center Referee shall wear Red KICK/USA polo, Corner Judges shall wear a White KICK/USA polo,. Volunteer Referees shall wear a White Volunteer Referee T- Shirt (given by the tournament promoter). All Officials shall also wear Black Pants, Black Rubber Soled or Tennis Shoes.

### **Section 2B: Uniforms/Competitors**

Competitors required to wear the uniform of their school or club while competing. Competitors are also required to wear their appropriate belt or sash to signify their proper rank. Uniforms must clean & un-torn. T-shirts are only allowed if that is the uniform of their school.

## **Section 2C: Equipment/Competitors**

Competitors must wear the following safety equipment when point sparring: mouthpiece, headgear with or without a face shield, hand pads, foot pads. Males must also wear groin protection. Equipment is required to be vinyl dipped type gear, (i.e. macho, century, etc.) and must cover fingers and toes. Equipment must be in good condition. No Cloth Gear, boxing gloves, bag gloves or gloves with individually articulated fingers or other unapproved equipment is allowed. Any competitor without proper equipment will not be allowed to point spar. KICK/ USA reserves the right to disallow any equipment deemed unsafe.

## **Section 3: Ring Procedure and Protocol**

### **Section 3A: Ring Procedure and Protocol/ Officials/ Weapons and all forms divisions**

There will be 3 Officials in each ring, (1) Center Referee & (2) Corner Judges. (**Positioning see Sections 7C**) When competitors are finished with their weapons or form, each official will write down their score using the appropriate assigned range. Each official will also write the score in small numbers on the side of their scoreboard. The Center Referee will then yell "**SCORE**". All officials will then display their scoreboard in the direction of the scorekeepers. The Center Referee will also indicate to the scorekeeper if there are any deductions to be taken from that competitor. All officials will then erase their boards and prepare for the next competitor. When the division is finished, the Center Referee will determine if the score sheet is correct. If so, the awards will be brought to the ring and the winners will be announced and given their awards immediately. In the event there are up to (2) extra unplaced competitors, awards will also be given out to them. In the forms divisions, competitors 5th – last, all receive a good sportsmanship award. After the awards are given, The officials will line up the competitors. The Center Referee will then say "**BOW**" and the competitors will bow towards the officials. The Center Referee will then repeat this procedure towards the spectators. Center Referee will then dismiss the competitors and advise them to get ready for their next event.

### **Section 3B: Ring Procedure and Protocol/ Officials/ Center Referee/Point Sparring**

There will be 3 Officials in each ring, (1) Center Referee & (2) Corner Judges. (**Positioning see Sections 7C**) Matches shall proceed in following manner until first through fourth place is determined. Once competitors have entered the ring and positioned on the Ready Lines, the Center Referee will check to determine that both competitors have the proper safety equipment is in proper condition. The Center Referee will also insert a red ribbon in the belt of the competitor on their right and indicate to the scorekeeper the name of the red competitor. The Center Referee will then call "**BOW**" and use the proper hand signal for the competitors to bow to each other, (see Section: hand signals/point sparring), The Center Referee then calls "**READY**", again using the proper hand signal. Finally the Center Referee calls "**FIGHT**" and uses the proper hand signal to begin the match.

When a point is to be called, The Center Referee yells, "**STOP**" and uses the proper hand signal to stop the action. The Center Referee will then stand at attention with hands at their side and yell "**CALL**". Then Center Referee will then use the proper hand signal to indicate their call. The Center Referee will then tell the competitors and scorekeepers the point, penalty or no call. and give their name. The match will continue in this manner until the proper amount of points or a disqualification occurs. The winner of the match will report to the scorekeeper and give their name. The division will continue in this manner until all places have been determined.

### **Section 3C: Ring Procedure and Protocol/ Officials/Corner Referee/Point Sparring**

There shall be (2) Corner Referees in each ring. Each Corner Referee will have a red flag in their left hand and a white flag in their right hand for hand signals. The Corner Referees line up on each corner opposite the Center Referee. When the match starts the Corner Referees may move around the ring to get properly positioned to see the match. When a Corner Referee sees a point or penalty they yell "**CALL**". When the

Center referee stops the match, The Corner Referees stand at attention with hands at their side. When the Center Referee yells call, the Corner Referees then use the proper hand signal to indicate a point, penalty or no call. The match continues in this manner until the places are determined. If there is a question during the match, the Corner Referee may request a private conference with the center referee by using the proper hand signal.

### **Section 3D: Ring Procedure and Protocol/Award Presentation**

All awards shall be presented in the rings immediately following the end of the division, unless other award presentation ceremonies have been arranged. Competitors will be called from the lowest place in that event, (usually 4<sup>th</sup>, except for Nationals to 8<sup>th</sup>), up to 1st place. If there are up to 2 unplaced competitors, they shall be called first and given sportsmanship awards, and then the other places will be awarded. When the awards have been given out, they will be asked by the Center Referee to line up. The Center Referee will then yell Bow. The competitors will then be asked to turn and face the spectators. The Center Referee will then yell BOW. The Score-sheets are then turned in at the Head Table immediately.

### **Section 3E: Ring Procedure and Protocol/ Dispute & Arbitration/Weapons & Forms**

No Spectators, competitors or Coaches may step into the ring to dispute a call. All disputes must be brought to the attention of the arbitrator. If no designated arbitrator is present then the KICK/USA Official charge of the event or Center Referee in shall be notified and rectify the situation if necessary.

**Addition errors** – If an addition error has been discovered, and the awards have not been given out, then the paperwork will be corrected and the proper awards will be given. If the awards have been given out and the competitors have left the ring, then competitors will be called to the award table and given their proper awards. Only higher places will be re-awarded.

**Improper Penalty** – If an improper penalty has been assessed against a competitor, the deduction will be added back into the total and the proper award will be given.

## **Section 4: Event Specifications**

### **Section 4A: event specifications/ring size**

All rings must be a minimum of 16ft x 16ft to maximum of 20ft x 20ft based on the size of the competition area. There is also a 2 ft. area around each ring that is designated as a Non-Coaching Zone. There must be a minimum of 4 ft. between rings

### **Section 4B: event specifications/number of rings, (these are minimum amounts)**

Level one: no minimum

Level two: 6 rings Level five: 8 rings

Level three: 6 rings Level six: 12 Rings

Level four: 8 rings

You can always add more rings if space and personnel are available

#### Section 4C: event specifications/ ring setup



#### Section 5:

### KICK/USA Championship Titles

#### Section 5A: Individual Regional Point Champions/Requirements

Individuals must be a KICK/USA member in good standing. The individual with the most points after the Regional Championship shall be designated the Regional Point Champion. Only events entered with at least (2) competitors in the division shall count towards a Regional Point Championship. Points stop after the final events in August. You must attend a minimum of 4 events in your specified Region to qualify.

#### Section 5B: Individual State Point Champions/Requirements

Individuals must be a KICK/USA member in good standing. The individual with the most points at the end of the State Championships shall be designated the State Point Champion. Only events entered with at least (2) competitors in the division shall count towards a State Point Championship. You must attend 4 events in your region, your KICK-Off and/or Your State Championships. KICK members will be seeded.

#### Section 5C: Individual National Point Champions/Requirements

Individuals must be a KICK/USA member in good standing. You must attend 4 events in your region, The KICK-Off and/or your State Championships and **Disney's Martial Arts Festival** to qualify. KICK Members will continue to accrue points towards the KICK National Championship

#### Section 5D: State Champions/points disputes

All points shall be posted on The KICK/USA website within 14 days of each event. Point Disputes must be submitted in writing to KICK/USA within 30 days of the initial posting of the disputed event. Any disputes in point standings submitted after 30 days will not be recognized. Disputes must have the following info: Name of competitor, Age Division, Date of the event, Event type, Place awarded & Phone number.

#### Section 5E: School State Championship

State Banner will be based on points thru the State Championships. The National Banner will be awarded to the school with the most points at The KICK Nationals at **Disney's Martial Arts Festival**. Only Athletes that are KICK Members may accumulate Points for Individual or School Championships.

**Division IA – 200 or more students**

**Division IIA – 101-199 students**

**Division IIIA – 100 or less students**

## Point Values

**Level One:** Inter School. Competitors receive 2 points for any division entered

**Level 2:** Local qualifier

1<sup>st</sup> – 7pts, 2<sup>nd</sup> – 5pts, 3<sup>rd</sup> – 4pts, 4<sup>th</sup> – 3pts

**Level 3:** Regional Championship

1<sup>st</sup> – 14 pts, 2<sup>nd</sup> – 10pts, 3<sup>rd</sup> – 8pts, 4<sup>th</sup> – 6ts

**Level 4:** State Championships

1<sup>st</sup> – 20pts, 2<sup>nd</sup> – 15pts, 3<sup>rd</sup> – 12pts, 4<sup>th</sup> – 10pts Grand Championship 25pts

**Level 5:** National Championships

1<sup>st</sup> – 25pts, 2<sup>nd</sup> – 20pts, 3<sup>rd</sup> – 18pts, 4<sup>th</sup> – 16pts

5<sup>th</sup> – 14pts, 6<sup>th</sup> – 12pts, 7<sup>th</sup> – 10pts, 8<sup>th</sup> – 8pts Grand Championship 30pts

(In fighting divisions, 5 – 8<sup>th</sup> place competitors will not fight off, instead they will all receive 5<sup>th</sup> place points). Only Ties for 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> will be re-run. KICK/USA reserves the right to award point to all competitors in lieu of breaking a tie.

## Section 6: Protocol for competitor line-up

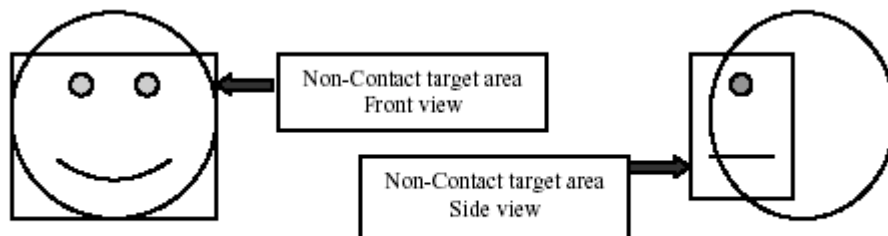
### Section 6A: protocol for competitor line-up/level 2,3,4

15 minutes prior to the listed event start time, Competitor will be directed to their assigned rings for competition starting with the youngest division. When all age divisions have been directed to their rings, the volunteers in each ring will begin to line the competitors by experience levels. When competitors have been lined up properly, the volunteers can begin to collect division sheets from each competitor. Sheets are then turned upside down, mixed up and then the names are put on the score-sheets. Competitors reporting to the ring after the score-sheets have been prepared perform first. If the ring has already started the athlete is not allowed to compete. A competitor that has been picked to go first in any Weapons or Empty Hands Forms Division, may not perform first in the following division they are entered in.

## Section 7: Fighting Rules

### Section 7A; fighting rules/legal target areas/no contact allowed

The following are the areas where a point can be scored, but **NO CONTACT IS ALLOWED**. A legal controlled technique that is stopped 2 – 3 inches from the target area, with the ability to have made contact with focus. No contact is allowed to certain areas, but may be scored upon if a technique is within 2-3 inches, (i.e. the face) **The Face**. Defined as the area from the top of the eyebrows to the chin. Face shields are to be considered an extension of the face.



### Section 7B; fighting rules/legal target areas/light contact allowed

Light Contact to be defined as a legal technique, touching on a legal target area for contact, where the technique hits with a minimum of force. Light Contact should not rock the person in an excessive manner as to cause harm or bodily damage to the person. If the head or other body part moves in an extreme manner due to the force of the technique, the technique would be considered unsafe and illegal. That would result in a contact

warning or disqualification. The word allowed is defined as light contact is permissible but not necessary to score a point

**The Head** , defined as all parts of the head other than the face, excluding the top of the head

**The Back**, defined as the area on either side of the spine above the waist and below the neck

### **Section 7C; fighting rules/legal target areas/moderate contact allowed**

Moderate contact is defined as a legal technique, touching on a legal target area for contact, where the technique is allowed to hit with enough force that could generate some movement of the body in the direction of the technique. Techniques that generate enough force to physically cause damage to the person would be ruled excessive & could result in a contact warning or disqualification. The word allowed is defined, as moderate contact is permissible but not necessary to score a point **Front Upper Torso**, defined as the area from the Shoulders to the Waist, not including the arms.

**Side Upper Torso**, defined as the side of the upper torso, from the armpit to the waist

### **Section 7D; fighting rules/illegal target areas**

Illegal target areas are defined as areas that no points can be scored and that penalties would result from directing an illegal or legal technique towards this area. Contact does not have to be made to incur a penalty if a technique is directed at an illegal area.

**Top of the head:** Defined as 360 degrees around the crown of the head above the ears

**Upper Torso:** Spine, Top of Shoulders, Neck

**Lower Torso**, defines as the complete area from the waist down

### **Section 7E; fighting rules/legal techniques**

Legal techniques are defined as techniques that can score a point when directed at a legal target area. They must also be executed with focus and start and finish on balance.

**Closed Hand Techniques:** Vertical Punch, Reverse Punch, Side Punch, Lunge Punch, Back Fist, Hammer Fist, Jab

**Open Hand Techniques:** Inner Knife, Outer Knife, Ridge Hand

**Kicking Techniques:** Roundhouse, Front, Side, Hook, Inner Crescent, Outer Crescent, Axe, Back.

Grabbing is allowed if followed within 2 seconds by a legal technique. Hand & Leg Techniques may be done with a spin so long as the person attacking is looking at their opponent. Leg Techniques may also be done with a jump, skip or double fake.

### **Section 7F; fighting rules/illegal techniques**

Illegal techniques are defined as techniques that are not allowed to be used whether or not they are directed to a legal target. The use of an illegal technique results in a Contact Warning, (see penalties/contact warning) Finger Tip Strikes, Palm Heel, Scratch, Elbows, Knees, Leg Sweeps or Checks, Takedowns, Throws, Chokes, Arm Locks, Leg Locks, Spinning back fast.

Blind Techniques: defined as any technique executed while not looking at the opponent

### **Section 7G; fighting rules/non techniques**

Non-techniques are defined as techniques that do not count as a point or penalty, but are directed at a legal target area. Slaps with the front or back of the hand to any part of the body Bops with a closed fist, palm down If either fighters hand is touching the ground

## **Section 7H; scoring /point fighting**

All techniques are scored (1) point. The majority of Judges are needed to score a point. All matches will be 3 points. Only Level 5 National Championship, Grand Championship matches will be 5 points

## **Section 7I; Scoring/Point Fighting/ Definition of a Point**

A point shall be defined as a controlled legal technique, executed to a legal target area, either making contact where allowed, or with the ability to have made contact. Techniques must show extension and minimum of 3 inch retraction.

## **Section 8: Scoring**

### **Section 8A; scoring /Weapons/Forms**

All weapons & forms divisions shall be scored in the following manner:

Beginners 6:50 to 7:00 by hundredths  
Intermediate 7:50 to 8:00 by hundredths  
Advanced 8:50 to 9:00 by hundredths  
Black Belt 9:50 to 10:00 by hundredths

Scoring should start from the top and deductions taken for mistakes. All scores count towards the final total unless there are 5 judges. With 5 judges the high & low scores are dropped. In the event of a tie you add back the low. If a tie still exists the high score is added back. Performing again breaks all other ties.

### **Section 8A; scoring /Weapons/Forms/Ties or 2 Athletes**

In the event there is a tie or only 2 athletes in a division, then the first athlete shall receive a score of the proper whole number and .88. The second athlete shall receive a .87 or .89.

## **Section 9: Warnings and Penalties**

### **Section 9A: Warnings and Penalties/Weapons/Forms**

The following rule infractions result in Mandatory deductions from the total score. Multiple infractions cannot total more than 1 point. The scorekeepers will do all deductions.

#### **1 Point Deductions**

Dropping the weapon, Re-starts (only 1 allowed), Non-traditional moves in a traditional division. Creative manipulation of weapon in Traditional Weapons.

#### **.50 Deduction**

Extreme loss of control that does not result in a drop of the weapon. Extreme loss of balance that results in a fall or touching of a body part to the ground other than the feet or hands if not part of the form.

### **Section 9C: Warnings and Penalties/Point Fighting**

**Boundary Warning:** A boundary warning is defined as excessive stepping out of bounds to either escape from an opponent, or to avoid fighting without any physical contact made to force the person out of the ring.

1<sup>st</sup> time = Verbal Warning, 2<sup>nd</sup>–4<sup>th</sup> time=a point will be awarded to opponent

**Any physical means used to force an opponent out of bounds does not result in a warning or penalty.**

**Contact Warning:** This category encompasses the following infractions; Face Contact, excessive contact to any legal target area, contact to any non target area, low punches or kicks, blind techniques, throws or takedowns, illegal hand or leg techniques.

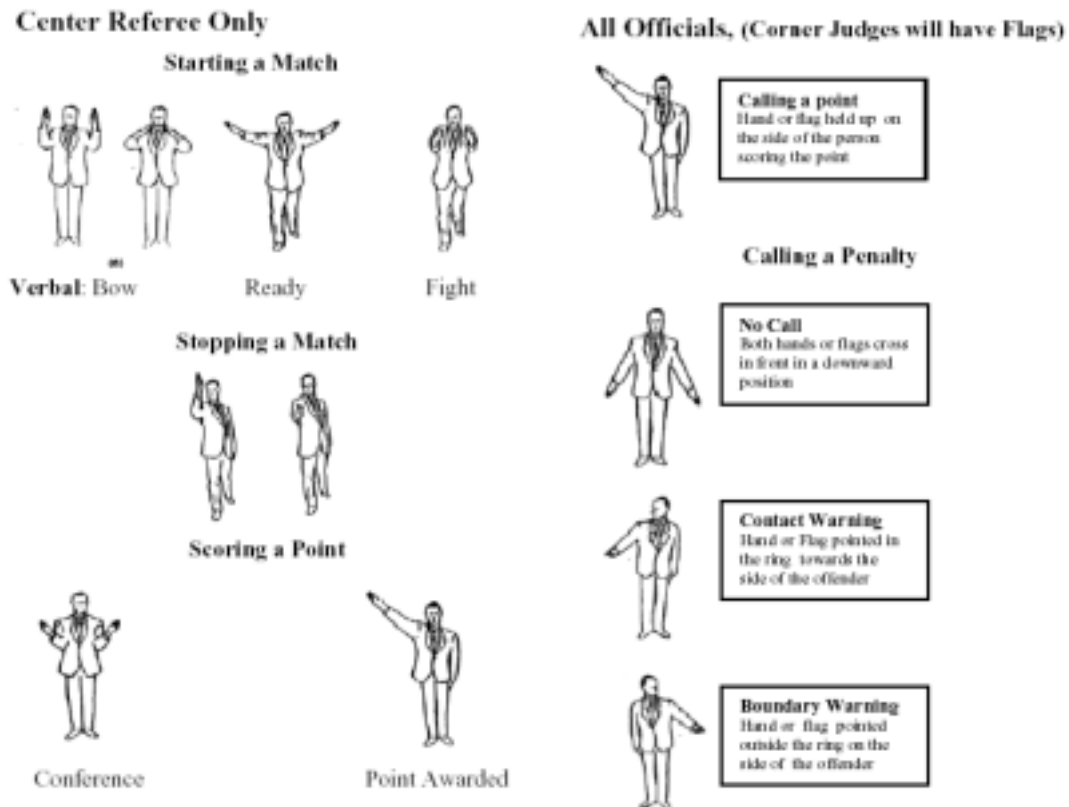
1<sup>st</sup> time = Verbal Warning, 2<sup>nd</sup> – 4<sup>th</sup> time = a point will be awarded to opponent

**Unsportsmanlike Behavior:** defined as any act considered to be a physical display of disrespect to an official, other competitor or spectator. This includes but is not limited to Profanity, Vulgarity, Throwing of equipment, speaking in a loud or disrespectful manner. This results in one or all of the following; warning to the competitor, point awarded to the opponent, disqualification of the competitor from the match and or disqualification from the tournament.

**Negative Coaching:** defined as any unsportsmanlike or vulgar act committed by a instructor, coach, parent, friend or other interested party of a competitor. This also includes stepping inside the NO-COACHING ZONE without authorization from the Center Referee or other KICK/USA Official. This results in one or all of the following; warning to the competitor, point awarded to the opponent, disqualification of the competitor and expulsion of the interested party from the event. Negative Coaching and Unsportsmanlike Behavior will be treated as Contact Warnings. Penalties for Boundary and Contact Warnings are awarded separately, but the warning points awarded to an opponent accumulate with points scored towards determining the outcome of a match.

### Section 10: Hand Signals

The following are the Hand Signals for the Officials in the ring. The Center Referee shall use empty hand signals. The Corner Judges will hold a Red Flag in their left hand and a White Flag in their right hand. (See next pages)



## Section 11: Coaching

### Section 11A: Coaching/Requirements

A coach is defined as a recognized instructor from a participating school, that is the head of or designated by the head of a martial arts school/team or club. Non martial artists may not coach, including but not limited to parents, guardians or other relatives of an athlete. Every school/team/club is allowed (1) coach on the competition floor for every 10 athletes registered in the competition. Coaches must be registered and credentialed at the first event they attend in any calendar year. Only registered coaches will be allowed on the floor. No Coaches on the floor during Weapons & forms. Coaches are allowed on the side of the ring only during their athlete's match. Coaches must sit in the chair. If a Coach want to arbitrate a call, they must raise their hand ask for the Center Referee for an Arbitration. The event coordinator may also be called in. Once a call has been arbitrated and a decision rendered, the match will continue and no more arbitration is allowed. If a Coach continues to try & discuss the decision they may be asked to leave and or their athlete may be disqualified. When the match is over, the Coach must leave the floor. Coaches must be dressed in an appropriate manner. Any coach displaying vulgar or offensive clothing will not allowed on or be asked to leave the floor and or the event.

#### **All Coaches must adhere to The KICK/USA Code of Conduct.**

No negative coaching is allowed. Rule infractions will result in the coach's athletes being penalized under the contact warnings section of this passbook, and in revocation of Coaching Credential & a request to leave the event.

### Section 11B: Coaching/Temporary

The same rules apply as above with the exception of this is a (1) time pass authorized by KICK/USA & the event host.

#### **Byes & Seeding (C=# competitors B=# of byes)**

Byes are awarded on a random basis. In the event there are only 3 athletes and 2 are from the same school, then the Bye will be chosen between the 2 athletes from the same school.

#C #B	#C #B	#C #B	#C #B
2 - 0	12 - 4	22 - 10	32 - 0
3 - 1	13 - 3	23 - 9	33 - 31
4 - 0	14 - 2	24 - 8	34 - 30
5 - 3	15 - 1	25 - 7	35 - 29
6 - 2	16 - 0	26 - 6	36 - 28
7 - 1	17 - 15	27 - 5	37 - 27
8 - 0	18 - 14	28 - 4	38 - 26
9 - 7	19 - 13	29 - 3	39 - 25
10 - 6	20 - 12	30 - 2	40 - 24
11 - 5	21 - 11	31 - 1	41 - 23

### Grand Championships

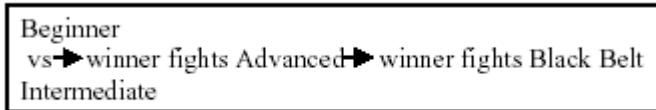
#### **Forms or Weapons**

All First Place Winners in The Black Belt Divisions compete in a Grand Championship Final. Order of

performance will be randomly selected. When available, 5 Judges will be used. Forms & Weapons Grand Championships may not be held at every event.

### **Point Fighting**

All first place winners, all ranks, each division separate may compete for Grand Champion. Females ages 7 & up will be compete separately



### **Seeding**

Seeding is the act of giving the top 4 points competitors a particular place in the competition order. Seeding only takes place at one tournament, the State Championships. It is done as a reward for continued excellence throughout the competition year. State Seeding will be for the 5 Regional Champions.

### **Forms Seeding**

The top 4 points competitors will be given the last 4 competition places in the competition order. The top seed will be the last competitor. The 2<sup>nd</sup> seed will be next to last. The 3<sup>rd</sup> seed will be 3<sup>rd</sup> to last. The 4<sup>th</sup> seed will be 4<sup>th</sup> from last. (Remove the seed tickets from the stack. Randomize the stack and record. Place the seed tickets in the proper order and record.)

### **Fighting Seeding**

Seeding for fighting is done very simply. The top 4 seeds get any byes that are available. They may not be the only ones to get byes, however.

For example:

If there is only 1 bye, the top seed gets it.

If there are no byes care must be taken that none of the top 4 seeds fight each other for the first fight. This cannot be avoided if they are the only 4 competitors. In this case #1 will fight #4 and #3 will fight #2.

If only one seed gets a bye, also set the other 3 seeds as to not fight each other or the #1 seed for the first fight. This applies to all seeded competitors however many have byes. If the above 3 points have been met, then try to not have people from the same school fight the first fight with each other. Do not shuffle a seeded competitor to accomplish this.

### **Competitors Code of Conduct**

All competitors will also be held to the Highest Standard of Excellence. There will be Zero Tolerance for Unsafe or Un-sportsmanlike Behavior. This includes any disrespectful gestures or behavior while performing or attending at any KICK/USA event. Spectator/Instructor/Coach or other Participant

No Negative Coaching will be allowed at anytime.

No person may step into a ring unless their student or child is injured or invited by The Chief Referee.

No acts of Vulgarity, Profanity, Violence or Extreme Outward displays of anger will be tolerated.

Violations may be treated with disqualification from the division in which the person is competing in and Disqualification from the current and any future KICK/USA Event and or a request to leave the event.

**Our primary goal is to provide a Safe, Fair and Motivating Environment in which a competitor can test their skills. It is through our example of Excellence that we can achieve our goal.**

## The Beginning...2007

**January 13**  
**Regional KICK-Off – Titusville – Level 3**  
**All Regions, All Points**

## The States...

**September 28 & 29**  
**KICK/USA FL. State Championship - Level 4**  
**All Regions, All Points**

**Tiger Claws National Elite Qualifier**

## The Nationals...

**October 26-28**  
**Disney's Martial Arts Festival – Level 5**  
**All Regions, All Points**  
**[www.disneymartialartsfestival.com](http://www.disneymartialartsfestival.com)**

For Regional Schedule please visit [www.kickusa.com](http://www.kickusa.com)

The Premier Organization

**Devoted to Youth and the Martial Arts.**

2613 Curry Ford Road

Orlando Florida 32806

**(407) 897-6856 Voice (407) 897-6704 FAX**

All events subject to change without notice. Please call  
the promoter prior to making plans to attend.