

Rules

Updated September 11, 2018

GENERAL CKC RULES

AGE

AGE CATEGORIES– A player must compete in his/her appropriate age category and divisional age breakdown according to their age as defined above. No player can compete in a younger or/and older age division than the division's listed age groupings except for 18+ or 35+ divisions. Competitors turning 17 during the CKC season may compete in the 18+ divisions with consent of their parent or guardian. Competitors turning 35 during the season may compete in both the 18+ and 35+ divisions.

PENALTY – Decisions regarding disputed ages before a division starts will be made by the Arbitrator with possible disqualification or player divisional changes. A player already competing in an incorrect age division will be disqualified or actions will be determined by the arbitrator.

PROOF OF AGE– is not mandatory for registration, but if a protest of age arises:

– The player must present a certified birth certificate, drivers license, current SKIL ratings proof of age card or passport to the Arbitrator (even if you've submitted proof to us before, we will not take responsibility if we do not have it on file at the event): or

CONTINUING AT AN AGE – a player must compete an entire league competition season at the age he/she is on the first day that the league's season begins. This must apply to all players equally.

CONTINUING AT AGE – The CKC season starts on January 1 and ends on November 30th of the same year. All players must compete at the age they were on January 1 at 12a.m

RANK

PROPER BELT COLOR-A player must compete in the proper division of the color belt that he/she is wearing when he/she is being staged at the division that he/she is competing in. A player must compete at the same belt rank in all events and divisions at the tournament. A player is not allowed to compete at two different ranks (belt colors) even if he/she has trained longer in one event or division than another.

PENALTY – A player competing in an incorrect division for his/her belt color, will by the Arbitrator, be moved to the correct division, have his/her belt changed, or be disqualified.

RANK DIVISIONS – The tournament under black belt rank divisions shall be called: If one- all ranks(or Nov/Adv); if two – Novice and Advanced; if three – Novice, Intermediate and Advanced and if four – Beginner, Novice, Intermediate, and Advanced. This applies to all age groupings that the tournament offers.

PLACEMENT – The placement of a player into Beginner, Novice, Intermediate or Advanced shall not be determined by belt color, but rather by dividing up the number of under black belt ranks that the player's style/school offers, equally into the amount of divisions provided for any age grouping (i.e. beginner, novice, intermediate, and advanced). If there is an indivisible amount, then the extra ranks shall be put into the more advanced division (Refer to chart.)

PENALTY – The Rules Arbitrator will make the final decision.

GENDER– A player must compete in the proper division according to

his/her gender.

PENALTY – A player competing in an incorrect gender division will, by the Arbitrator, be moved to the correct division or be disqualified.

PLAYER'S HEALTH

PRIOR INJURIES – A player must not compete who has been advised by medical personnel not to do so or that has an injury which has not fully healed before the day of the tournament. Players or their legal guardians/parents are responsible for their own medical insurance and to make the medical personnel and Center Referee aware of any prior injury.

INJURY CASTS – Players with a cast compete at their own risk of injury.

PENALTY – A player discovered to be competing who was warned by medical personnel prior to the tournament not to compete or has an injury which has not fully healed before the day of the tournament will be disqualified by the Center Referee, the Arbitrator or tournament medical personnel.

DIVISIONS/ EVENTS

EVENT DEFINITION- An event is an overall category including but not limited to forms, weapons, self defense, breaking, point sparring, team sparring and continuous sparring.

DIVISION DEFINITION– A division is a breakdown of an event. For example. divisions of forms could include Japanese forms, musical forms or creative forms. Divisions may breakdown into rank, age and sex.

PLAYER DIVISIONAL ENTRY – A player may enter as many events and divisions as he/she is allowed by the CKC. If The league allows a player to compete in multiple divisions (i.e., Japanese and musical) within one event (i.e., forms), then the players must understand the possibility of being

disqualified from one division if it runs concurrently with their other division(s) within that same event. A player cannot compete in a division using more than one entry.

INAPPROPRIATE BEHAVIOR

Child abuse, abusive language, disorderly conduct, etc. will not be tolerated and will be dealt with severely. Tournament staff can request that any offenders be reprimanded or removed from the tournament. Any non-coach that steps on the mat will qualify competitor(s) disqualification.

FORMS

RULES OF PLAY- PERFORMANCE

READINESS – A player must be prepared for his competition when called “up” to compete.

PENALTY – Any player not prepared for his competition will be given no more than two (2) minutes to prepare him/herself at which time he/she will be disqualified if not prepared. This two (2) minutes time cannot be used by the player or any people being used as his/her prop to do any kind of performance to influence the judgmental decision of the scoring

PRESENTATION- When called “up”, the player will enter the ring from the opposite side of the Center Judge and make his/her presentation followed by his/her performance.

PENALTY – Any player not available when called “up” to compete will be automatically disqualified after two (2) minutes.

TIMELIMIT -The player will have three (3)minutes to perform from the time he/she enters the ring. This performance time must be uninterrupted by the Judges. Time starts when the player, or any person used as a prop by the player, enters the ring, and time stops when the player stands at attention in

front of the judges. In a musical form, the time starts up on the player's entrance into the ring or once the player's music is started, whichever is first; however, if the music fails to begin as scheduled, then that amount of lapsed time until the music is restarted can be subtracted from the total running time of the form or the form and time can be restarted

PENALTY – Any performance beyond the time limit will demand that the scorekeeper deduct five one-hundredths (.05) of a point off the total score for every 10 seconds (or portion thereof) overtime. This is with the exception of any delays in the playing of music. If the start of the music is delayed, the time of delay can be deducted from the total running time of the form. If the scorekeeper neglects to time the form or fails to keep an accurate time, then, upon a protest the Arbitrator can request that the player re-perform the exact same form for timing purposes only. Only the originally performed form will be scored however. This must be done after all other players are finished competing. Any change of the form noticed by the judges, will disqualify the player.

BOWING OUT – Bowing out to an opponent for any reason is allowed without penalty. The player must be in attendance to bow out. The player bowing out will be recorded as last place. If another player bows out then he/she will assume the very last place after the first person that bowed out, etc.

POOR SPORTSMANSHIP – A player, coach or spectator is subject to disqualification and/or league suspension for exhibiting poor sportsmanship (i.e., yelling at Judges, swearing, cursing, profanity, refusing to continue after an unfavorable decision, etc.). A player cannot, however, be disqualified for the behavior of his/her coach(es), friend(s), teammate(s), etc.

PENALTY – A player who exhibits poor sportsmanship will be disqualified for that division and further play by the Center Referee and receives no rating points. Any person exhibiting poor sportsmanship may be escorted out of the tournament and/or suspended from participating within the tournament

league.

AMOUNT OF PERFORMANCES– A player can compete only once in a division per entry excepting ties and acceptable restarts.

ILLEGAL RING ENTRY – Spectators, noncompeting players and coaches can only enter the ring area as the rules permit, all other ring area entry is not permitted.

PENALTY – Anyone entering a ring or ring area without appropriate permission according to these player rules may be ejected from the tournament.

REQUEST TO KNOW SCORES– A player is allowed to check his/her score immediately upon finishing his/her performance and again after the placement awards are announced.

PERFORMANCE ERROR/ RESTARTS- A player forgetting his/her performance or making an obvious performance mistake may continue, bow out or ask the Center Referee to begin again.

PENALTY – A black belt player that neglects to finish his/her form because of an error or because he/she forgets his/her performance and then requests to start over may do so, but will receive no score. Any underbelt player that neglects to finish his/her form because of an error or because he/she forgets his/her performance and then requests to start over may do so, and must receive no penalty in scores by the judges. A player cannot request to start over again once they have completed their form. They may request to start over if they did the improper style criteria for the division they were competing in only if they do not complete their form. For a black belt making an obvious error but completing his/her form, it will be a decision of the Judges individually, as to whether they will deduct any point value from their score(s). More of a severe penalty should be deducted in a traditional forms division than a contemporary division since the error will be

obvious in a known traditional form but may only be an assumed error in a contemporary division. In contemporary divisions a technique error should not necessarily be the determining factor for a Judge to give a player a score less than he gives his opponent's. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that errored with the highest score.

MUSIC PLAYING – If music is allowed, the player (contestant) must provide his/her own music player (machine) and person to run the music player (machine) unless it is the finals, where the promoter provides both. When the music player (machine) is provided by the promoter, the music from the player (contestant) must be in the form of a mp3 player. The tape must be cued and marked as to which side is to be played if there is a promoter supplied music player (machine). If the dvd is required to be turned in upon registration then it must be cued with the player's name and division and division number clearly printed on the front side. To ensure less chance of error, the music should be recorded at the beginning of the mp3 player.

PENALTY – The failure of the person running the music player, the playing machine will not immediately disqualify the player. In the case of any music or equipment failure, the player can re-start their form without any penalty, but must ask for the restart within one (1) minute after the failure.

MUSIC LOUDNESS– If music is allowed and if the music player (machine) is promoter provided, then it must be loud enough for all the judges in the ring and the competing player to adequately hear. Once a volume level is set it cannot be lowered or raised during any performance. The loudness of a promoter provided player (machine) shall be regulated by the Center Referee for the first performance and adjusted for the same loudness for all successive performances. For player (contestant) provided players (machines) the Center Referee shall motion the person playing the music to raise or lower the volume at the beginning of each form so as to make each player's performance as equal as possible with the same loudness and within the

parameters of who must be able to hear the music.

PROFANITY IN MUSIC – A player must use discretion as to the language used in their music for their form.

PENALTY – Any player exhibiting severe profanity in their music may, at the discretion of the Arbitrator, be disqualified from the division. It is advisable for the player to have the Arbitrator review the words before using the music in competition.

BOUNDARIES

OUT OF BOUNDS- A player is considered out of bounds when either foot is outside the boundary line.

PENALTY – A player stepping out of bounds may be penalized up five one-hundredths (.05) by any of the Judges in their scores. This is a Judge's option. If a player's performance is disrupted by their being out of bounds (i.e., running into a spectator or judge while out of bounds), then they will not be given any chance for restarts or compensation, but they will be allowed to complete the form. Scoring may reflect the error.

SCORING

PROCEDURE– The first three (3) players of each division will be scored only after all three(3) have performed. For the remainder of the division, scores will be given immediately after the player performs and while he/she waits at attention in front of the Judges. Each of the Judges scores must be visible to the player and each score must be announced.

DETERMINING AN AVERAGE SCORE– The average score for the divisions will be determined by the center judge.

DETERMINING THE FINAL SCORE – A player's score will be determined by eliminating the player's highest and lowest score and totalling

the three (3) remaining scores. If only three (3) scores are used, then all three (3) will be tabulated for the final score.

THEWINNINGSCORE– The player with the highest score will be declared the winner.

SCORINGPLACEMENT/ ERROR– If the scores or sequential placement of winners is protested before the performance of the first player of the next division and if any error is found to be correct, then the scores or placement shall be corrected and all players shall be given the proper ratings points. Players must exchange awards to coincide with the proper scores.

ADMITTED JUDGING ERROR-A Judge that has admittedly given an incorrect score has until the start of the next division to change his/her score.

LEAVINGRINGBEFORESCORING- A player must be available and willing to receive his/her scores without leaving the ring before their scores are completely announced.

PENALTY – A player leaving the ring or turning his/her back before receiving his/her score will be disqualified. (Unless it is one of the first three (3) players that will be called back up for scoring.)

TIES

FIRST TIME-A first round tie for any of the top four (4) places must be broken by having all tying players compete again, with the same or a different form. The order of performance shall be by luck of the draw. Ties for eighth place must be broken by adding in the high and low scores. If the scores are still tied, the players must compete again.

SECONDTIME – [between two (2) or more tied competitors] – Second time ties between two players will be broken by having each of the Judges point to his/her choice at one call. The players are required not to be turned with their backs to the Judges when the Judges point. The odd amount of Judges[either

five (5) or three (3)] will result in a majority vote for one player. For three (3) tied players this same method will chose a winner (example: three(3) Judges vote for one player, one Judge for the second player and one(1) other Judge for the third player) or it will eliminate one player so that a second vote by the Judges will chose a winner from the remaining two (2) players (example: two (2) Judges vote for one player, two (2) vote for the second player and one(1) Judge for the third player. Now just two (2) players are left for the Judges to decide between in a second vote). This same continued method can be used for more than three (3) tied players.

SHARINGA WIN – Players are not allowed to share a tied position nor shall an Arbitrator assign a duel win for any placement. Only one person(or team) can hold any position in first through third place.

GENERAL FORMS CRITERIA

OPEN– Any form (traditional or creative, soft or hard andmusical or non-musical)

HARD– Forms created from Japanese, Korean, and/or Okinawan origin utilizing only linear “hard” style movements.

SOFT- Forms created from Chineseor Korean origin including styles of Kenpo, Polynesian, Wu Shu, Kung Fu, Tai Chi and

Kuk Sool Won utilizing mostly circular “soft” style movements.

KENPO– Forms with traditional Kenpo or Kajukenbo techniques only.

PENALTY – A player competing in an incorrect style division or using weapons in a non-weapons division or lacking the percentage of music required in a musical division shall be moved to the correct division, if possible, or be disqualified at the discretion of the Arbitrator. Although the Arbitrator shall make the final decision regarding correctness of forms, he/she will in all probability rely upon the expertise of the ring’s Judges to

make a determination.

POINT SPARRING

JUDGES

AMOUNT – Each ring shall have three (3) or five (5) Judges- one is the Center Referee, two (2) or four (4) as Corner Judges. It is not a player's option as to how many Judges a ring will have.

AGE – The age of all Center Judges must be eighteen (18) years or older and side judges must be 16 years or older

DUTIES -Votes on points and penalties at the direction of the Center Referee.

UNIFORM SPECIFICATIONS– A player must wear a martial arts uniform which is not unsightly or with foul language on it and must not have any metal items attached to it. The uniform must be a traditional tie across top or taekwondo pull over or sport karate uniform with basic traditional stylized elements. No “T” shirts or sweatshirts (in place of a uniform top) or pants above the knees will be allowed unless it is part of a school/team's official uniform. No form of shoes or footwear can be worn excepting the required foot safety gear.

PENALTY – Any uniform with foul language on it automatically disqualifies the player from further play. A player wearing a “T” shirt or sweatshirt (in place of uniform top) or short pants will have five (5) minutes to obtain a correct uniform and have it on or will be disqualified by the Center Referee. Unsightliness of uniforms are the decision of the Arbitrator.

JEWELRY -As a safety precaution, exposed jewelry of any kind is prohibited.

PENALTY – A player found wearing jewelry during sparring which is not

completely covered by safety equipment, must remove it immediately and may still be subject to disqualification at the Arbitrator's discretion.

SAFETY EQUIPMENT

MOUTH PIECE– A mouth piece is required.

GROIN CUP– A groin cup is required for males and must be worn under the uniform.

PENALTY – A player who wears a groin cup over a uniform will be given two (2) minutes to change it to be under the uniform. If not changed within two minutes he will be disqualified.

HANDGEAR- Sport karate handgear is required and must cover the fingers and be free of repairs that could cause injury.

FOOT GEAR– Sport karate foot gear is required and must cover the toes and be free of repairs that could cause injury.

HEADGEAR– Sport karate headgear is required and must be free of repairs or construction which could cause injury. It is the player's responsibility to wear headgear suitable to facilitate proper hearing of Judges' calls. Face protection gear (face make) are allowed and recommended. They may be made of any material so long as they are constructed and secured in such a way as to not injure the user .

PENALTY – A player entering the ring or caught in the middle of a match without proper safety equipment will be given two (2) minutes to obtain proper safety equipment or will be disqualified by the Center Referee.

INJURY CASTS – A player who is wearing a cast due to any injury will not be allowed to compete in sparring divisions.

PENALTY – A player caught competing that is wearing a cast will be dis

qualified.

SPLITTING OF DIVISION – To expedite a division, it may be arbitrarily split in half with the four finalists of each group being put back together to decide the final eight (8) places in a final run-off.

SCHEDULED TWICE – If a player is found to be accidentally scheduled to fight twice in the same division then the Center Referee will, by “luck of the draw”, eliminate one of the duplicate names and whoever was paired against the duplicate he chose, will get a bye.

MISSED DIVISION BECAUSE OF ERROR BY OFFICIAL

Error if Still in First Round Play – If a player has their card (or name) misplaced by the Staging Person/Ring Official, or if a player is given incorrect directions by the Announcer or an official Coordinator, or if a player was incorrectly disqualified by a Staging Person/Center Referee that was selecting the order of performance or byes, then the player shall be paired against one of the byes that was selected for the first round and compete accordingly. This does not apply to players who were not at ringside when the division started or players who didn't hear announcements.

Error Discovered after Completion of First Round- The player will be paired against any randomly selected remaining players (Player A), with the winner of that match assuming the position that Player A was originally chosen for.

RULES OF PLAY:

PRESENTATION – When called “on deck”, the player should stand near the entrance side of the ring and prepare himself for the next contest. When called “up”, the player will enter the ring and stand with toes on the starting line and face the opponent that is on the other line. On the Center Referee's command, both players will bow to him/her, then to each other and then

assume their “guard position”, keeping the toes of at least their lead foot on their starting line.

TIME LIMIT – Time limit of the match will be two (2) minutes running time (excluding any “stop time” made by the Center Referee). Only the Center Referee can stop the time, or adjust the time and only the Center Referee (not the Timekeeper) at the direction of the Timekeeper can officially call an end to the match due to the time limit expiring. The Center Referee officially ends the match when the time limit expires by yelling “stop” and saying, “Time has expired” or by blowing his whistle with one short blow. If a Center referee or Scorekeeper neglects to have the time clock stopped when time out is called during an arbitration, equipment adjustment or attention then the Center Referee must require that the estimated amount of time loss be put back onto the clock.

BOWING OUT – Bowing out to an opponent for any reason is allowed without penalty. The player must be in attendance to bow out. The player bowing out will be recorded as the loser of the match.

COACHING-A player may allow himself to be coached by one person who must stay within the coaches’ box and must remain there during the match. The coach must be in the coaches box that is on the same side as the player. This coach may only enter the playing ring when a medical doctor is called for an injury, or when an arbitration is officially called and he/she has permission by the Center Referee or Arbitrator. The coach cannot enter the playing ring to coach or to make player equipment adjustments. He must coach from his box. The coach cannot use over aggressive or foul language but may command verbal suggestions to his player during any part of the match except when play is stopped and the opponent is not able to be equally coached because their attention must be focused on something other than play. Examples include injury, equipment adjustment or when an official is talking to one of the players. No other players or spectators may be in this box or within three (3) feet of the ring or coaches’ box boundaries. Anyone in an

appropriately designated spectator area may shout commands to a player or cheer the player on in an orderly fashion.

PENALTY – A player who allows himself to be coached by the coach who is in the coaches box is subject to penalty points caused by the coaches' behavior. If his coach enters the playing floor illegally, uses over aggressive or foul language or has other team members that gather in the coaches' box or within three (3) feet of the ring border or is being coached when the opponent cannot also be coached equally because their attention must be focused elsewhere, will have one penalty point awarded to his/her opponent by the Center Referee for each and every offense.

REQUEST TO KNOW SCORES/ TIME – During any stopped play, a player has the right to ask and receive from the Center Referee the correct score and time left in the match. A player is allowed to check his/her score as tallied by the Scorekeeper immediately upon finishing his/her performance and again after the placement awards are announced.

COMMANDS-

– ***To begin*** : Upon the command to “start” – and after the Center Referee takes his/her handoff the player's shoulders, the players may move anywhere within the ring in order to score upon each other.

– ***To Stop*** – Upon the command to “stop” or “break” or a short blow of the whistle, the players must cease action of play and return to their starting positions behind their respective lines.

TIME OUT – A player or a coach may call one (1) time out for up to ten (10) seconds for coaching per match if the match is already stopped. If the player can't get the attention of the Center Referee to ask for a timeout then he/she should ask a Corner the score keeper to get the Center Referee for him/her.

HITTING AFTER THE CALL – A player must refrain from play at the

Center Referee's call to "stop" (break) or short blow of the whistle.

PENALTY – Any player(s) hitting after the call to stop by the Center Referee will have a penalty point awarded to the opponent for each offense or be disqualified by the Center Referee or majority vote of the Judges.

TIME BETWEEN MATCHES– A player will be given a break time of not less than two (2) minutes between consecutive matches in which he/she competes, when asked for by the player.

EQUIPMENT ADJUSTMENT – Any player needing their equipment adjusted must ask the Center Referee to adjust it – not a coach or spectator. If the player is using his 10 second time out, then he/she may use that time out with his/her coach to adjust the equipment.

PENALTY – Any player going to a coach or spectator to have his equipment adjusted without a legal time out will have one (1) penalty point awarded to his opponent by the Center Referee for each and every offense.

BOUNDARIES

OUT OF BOUNDS– A player is out of bounds when he/she has neither foot inside or touching the ring boundary line.

SCORING– A player that is out of bounds cannot score, but can be scored upon by an inbounds opponent before the match is stopped. A player jump kicking to score must land in bounds to score.

FORCED (fighting) OUT VS. RUNNING OUT – A player forced out of bounds while fighting will not be penalized. The Center Referee will simply reassemble the players and restart the match. A player running out of bounds to avoid fighting or stepping out while moving about is subject to a penalty.

PENALTY – A player running or stepping out of bounds will, at the discretion of the Center Referee, have a penalty point awarded to his opponent for each and every infraction.

SCORING AREAS

LEGAL SCORING AREAS– A player may score to the head, face, ribs, chest, abdomen or kidneys unless against a downed opponent.

NON-SCORING AREAS– A player cannot score to the back (spinal area), shoulders, throat, arms, elbows, hips, buttocks, groin, legs, knees, feet or any other area not specifically accepted as a legal scoring area. However, the player is allowed to strike to a non-scoring area if that area was intentionally used as a blocking area by the opponent.

PENALTY – A player striking to a non-scoring area that was not intentionally used as a blocking area by the opponent will, with a majority vote of the Judges, have a penalty point awarded to the opponent for each offense.

PENALTY – A player maliciously striking to a non-scoring area will, with a majority vote of the Judges, be disqualified for that match and further play.

PENALTY – NO ground fighting. If a player falls to the ground both players cannot score. It's a penalty for hitting a down opponent.

TECHNIQUES ALLOWED

LEGAL TECHNIQUES-Allowable techniques include all kicks, punches, backfists, knife hands, ridgehands, grabs, front leg sweeps and front leg takedowns. They may be spinning or aerial techniques. Grabs may be to any part of the body excluding the head, around the neck and groin area and can last no more than three (3) seconds. Sweeps and takedowns may be executed with either the front or back leg to the back or side of the opponent's lower (below the knee) front leg only. Legality of sweeps are not determined by

floor surface. All techniques must be focused (the player must make and keep eye contact to the area that he is making contact to or striking towards, before the completion of the technique).

ILLEGAL TECHNIQUES- Techniques not allowed include headbutts, hair pulls, biting, scratching, spear hands, palm heel strikes, all open hand techniques (other than knife hands and ridgehands), blind techniques, elbow strikes, knee strikes, throws, takedowns (other than from a legal sweep), sweeps (other than defined as legal) and jumping on or kicking to the head of a downed opponent.

PENALTY – A player using an illegal technique will, with a majority vote of the Judges, have a penalty point awarded to the opponent for each offense.

PENALTY – A player maliciously using an illegal technique will, with a majority vote of the Judges, be disqualified for that match and further play.

GLOVE EXTENTION– A player extending a glove on their hands to give extra reach beyond where the glove naturally fits is illegal.

PENALTY – A player extending a glove will, at the discretion of the Center Referee, have a penalty point awarded to his opponent for each and every infraction.

CONTACT

CONTACT DEFINITIONS

- **No Contact** – No contact to the opponent as a result of the technique. Technique must be within a four (4) inch zone of the targeted area to be considered a point.
- **Light** – No penetration or movement of the opponent as a result of the techniques. Just a touch. No blood can be drawn.

- **Moderate** – Slight penetration or movement of the opponent as a result of the technique. No blood can be drawn.
- **Excessive** -An extreme penetration or movement of the opponent as a result of the technique and possibly including swelling or bleeding (even if it was assumed, but unseen by the Judges). Any blood drawn as a result of an opponent's technique is considered excessive contact.
- **Face**– Facial area includes eyes, nose, mouth, jaw and cheeks (not ears).

AMOUNT OF CONTACT TO SCORE

All junior and adult ranks must use either light or no contact (the individual player's option) to score to any head scoring areas and light or moderate contact to score to body scoring areas.

AMOUNT OF CONTACT TO SCORE

- Black belts (or any division with black belts allowed in it) must use either light or no contact (the individual player's option) to score to any head scoring areas, and light or moderate contact to score to body scoring areas.
- Under black belts (unless the division allows black belts) must use no contact to score to facial scoring areas, light or no contact (the individual player's option) to headgear scoring areas and light contact to score to body scoring areas.

PENALTY – A player using more than the accepted amount of contact to a scoring area or any contact whatsoever to an illegal contact area will, by a majority vote of the Judges, have a penalty point awarded to the opponent for each and every offense.

PENALTY – A player using excessive contact to a scoring or non-scoring area will, with a majority vote of the Judges, be disqualified and declared the loser of that match only. The disqualification will not prevent the player from continuing in any further run-off for third and fourth place positions as long

as his disqualification wasn't for malicious contact or poor sportsmanship. If both players are simultaneously disqualified for excessive contact then the player in the next round that the winner would have been paired with, gets an automatic win. If both players are simultaneously disqualified for excessive contact and were fighting for either first and second place or third and fourth place then the match shall resume until a winner is decided.

***NOTE :** A Judge does not have to see the actual contact to penalize or disqualify a player for contact (including the drawing of blood) if they feel sufficient evidence warrants the call. Furthermore, a Center Referee will call for

a penalty point and/or disqualification call at any time after a questionable contact has been made, despite whether the match was continued or not and the Judges may change their call from a previous call if they feel that the evidence warrants it.

***NOTE:** In the case of the tournament's insurance liability not allowing face contact, the face will become a no contact point area, with no penalty for accidental light face touch.

FACE PROTECTION GEAR– Face protection gear (facemask) will be treated as if it is an extension of the face itself. If face touch is allowed then the face protection gear is allow to be touched. If face touch is not allowed then the face protection gear is not allowed to be touched.

EYEGASSES- Eyeglasses must be removed or be covered by a sufficient protective device manufactured for sparring that still allows unrestricted vision. The eyes then become a “Face Protection Gear” area.

FAULT OF CONTACT– Any player attempting to score upon another player will beat fault for any illegal contact, despite whether the other player's movement(s) caused the action to be illegal or not (i.e. running into a punch, turning one's back, being kicked or punched to an illegal back area, etc.)

SCORING BY POINTS AND PENALTIES

POINT DEFINITION – A point is a legal technique placed to a legal scoring area with a legal amount of contact during the play and before the play is stopped.

SCORING OF POINTS– One(1) point will be scored for hand and foot techniques; two (2) points for head kicks and spinning kicks from a standing position and three (3) points for spinning kicks to the head, any aerial spinning kicks from a standing position, cartwheel kicks, capoleira kicks or gyroscope kicks are awarded to a player by a majority vote of the Judges.

SCORING BY PENALTIES – A one 1) point penalty can be awarded to a player by a majority vote of the Judges, or in some cases by the Center Referee alone.

SCORING BY BOTH A POINT AND A PENALTY – A point(s) may be awarded to one player and a penalty to the other, there by giving one player two possibilities of scoring at the same time.

AMOUNT OF POINTS TO WIN – The winner will be determined by a 7 point spread or who has most points at the end of 2 minutes.

DISQUALIFICATION– A player will be disqualified for excessive contact, then B player is awarded the winner.

SCORING ERROR– If flip cards or an electronic scoreboard are being used, then the Scorekeeper using that equipment takes precedence for the official score over the Scorekeeper recording on cards or charts.

AWARDING POINTS AND PENALTIES

PROCEDURE– Any Judge seeing a point scored or penalty executed will

yell “stop” or “break”. A Center Referee should use a short blow of the whistle to “stop” a match. At that time, both players will stand with toes on their respective starting lines. The Center Referee will call for the Judges’ vote.

VOTING– The Center Referee will call for the Judges to vote with the Judges indicating both a point and penalty vote simultaneously.

AWARDING POINTS-A Judge will vote by pointing towards a player’s side of the ring and upwards to indicate his/her vote for a player’s point. The Judge will indicate (by fingers) the amount of points to be awarded for a point call (Two (2) and three (3) point kick option only).

AWARDING PENALTY POINTS – Simultaneously when the Center Referee calls for the vote, a Judge should make any penalty point calls against a player or both players, by pointing towards that player’s side of the ring and downwards. The Center Referee may also call for a penalty point vote separate from a point call.

AWARDING OF BOTH A POINT AND A PENALTY – A Judge cannot give one player both a point and penalty call. If the Judge feels that a player has scored both a point and a penalty point, then the penalty point should override his/her decision, despite which was scored first. A Judge may, however, vote to give a point(s) to one player and a penalty against the other player, thus with enough verification one player may receive two possibilities to score at the same time. A Judge can also give both players a penalty or both players a point call.

MOTIONS FOR DISQUALIFICATION – A Judge will vote using the same procedural disqualifications as for a penalty except that he/she will make a circling motion with the downward pointing arm. A vote for a disqualification is also a penalty vote.

AWARDING NO POINT OR PENALTY

If no Judge stops the match for any point or penalty, then the match will continue.

When the Center Referee calls for a point or a penalty:

- A Judge may cover his/her eyes if he/she was unable to see.
- A Judge may make a motion as if hitting his fists (or tips of flags) together if all he/she saw was a clash. (A clash does not mean simultaneous points – that is a point call.)
- A Judge may stand with wrists crossed if he/she feels that he/she saw nothing to be voted upon.

AMOUNT OF VOTES NEEDED FOR A POINT, PENALTY POINT OR DISQUALIFICATION :

- A majority vote by the Judges is needed to award a point.
- A majority vote by the Judges(or in some cases, only by the Center Referee) is needed to award a penalty.
- A majority vote by the Judges(or in some cases, only by the Center Referee) is needed to disqualify a player.

DETERMINING THE FINAL SCORE- A player's final score will be determined by adding all points and the penalty points together for the entire match.

SCORING ERROR/ PLACEMENT– If the scores or sequential placement of winners is protested before the performance of the first player of the next division and if any error is found to be correct, then the scores or placement shall be corrected and all players shall be given the proper ratings points. Players must exchange awards to coincide with the proper scores.

ADMITTED JUDGING ERROR– A Judge who admits to making an incorrect vote may change that vote before the next division is started.

LEAVING RING BEFORE SCORING – A player must be available and

willing to receive his/her points and penalties upon the calling of such and remain in the ring to continue the match after such call is given.

PENALTY – A player leaving the ring area before or after the Judges ‘ awarding of points or penalties will have one (1) penalty point awarded to the opponent by the Center Referee (unless they have been refused access to get the Rules Arbitrator or because of medical purposes with the medical personnel’s approval.)

DOWNED OPPONENTS

DEFINITION – A player is considered downed when either upper limb or buttocks touch the floor except in the performance of kicks that require one hand on the floor during their execution (i.e., cartwheel kick, capoeira kick, etc.)

SCORING- Either player will have three (3) seconds to score when one player has been downed or drops to the floor.

FALLING TO AVOID FIGHTING– A player cannot fall to the floor to avoid fighting.

PENALTY – A player falling to the floor to avoid play will, at the discretion of the Center Referee, have one (1) penalty point awarded to his opponent for each and every infraction.

TIES/ RUN-OFFS

TIES– A tie will be broken by “sudden death” player to score after the playing time has elapsed will become the winner.

RUNOFFS– Third and fourth place will be runoff. Fifth through eighth places will not.

SHARING A WIN – Players are not allowed to share a tied position nor shall an arbitrator assign a duel win for any placement. Only one person(or team) can hold anyone place first through fourth.

INJURY

INJURY DURATION– Starting with the arrival of medical personnel, a five (5) minute duration will be allowed for recovery of an injured player, only if the medical personnel deems it to be necessary. At the end of the five (5) minute recovery period, or sooner, with the medical personnel’s approval, the decision must be made by the medical personnel or Center Referee regarding immediate continuation or disqualification.

PLAYER NOT ALLOWED TO CONTINUE– TheCenter Referee and/or the tournament medical personnel may not let a player continue whom they deem as injured.

PENALTY – If a player is not allowed to continue due to an injury inflicted by his opponent, the opponent will be disqualified by the Center Referee or Arbitrator for that match and the player (victim) declared the winner. If the opponent is disqualified for causing the injury and the player for the injury itself, then this player disqualified due to injury will be awarded the win, but will be entered as the loser in the next round of match-ups if he is still not allowed to continue at that time.

BOW OUT DUE TO INJURY – A player not wanting to continue because of injury but who is still allowed to continue, may disqualify him/herself and be declared the loser of the match.

INJURY DUE TO LACK OF OR FAULTY SAFETY EQUIPMENT– A player will not be disqualified for the lack of his/her opponent’s safety equipment, but may be disqualified for the lack of his/her own.

PENALTY – Any injury which may have been inflicted or worsened because of the lack of either the players' safety equipment shall disqualify the player with lack of, or with faulty equipment, upon the decision of the Center Referee or the Arbitrator.

PRE-EXISTING INJURY -A player shall not be faulted for a technique to an opponent's pre-existing injury. The player can be awarded a point by a majority vote of the Judges if it qualified as such.

PENALTY – If, at the admittance of the opponent's or with the medical personnel's belief, or with the Arbitrator's decision that there is sufficient proof that the opponent had a pre-existing injury, the player shall not be disqualified for a technique delivered to the opponent's pre-existing injury area.

SELF INFLICTED INJURY – Any injury by a player that is self-inflicted or inflicted by contact with another player (not made by a technique executed by the other player) or inanimate obstacles, will not hold fault or penalty against the opponent.

PENALTY – If a player's injury is self, or otherwise inflicted (not the fault of the opponent) and he/she is not allowed to continue, then he/she will be declared the loser of the match.

PROTESTS

WHO CAN PROTEST-A protest can be brought forth by a player or a player's coach. A parent cannot act as a player's coach unless the player is under 18 years of age or unless the parent has purchased a coaches pass from the tournament promoter, if such a pass exists or unless the parent is listed as the players instructor on the player's registration or player's card

PLAYING AREA-All player protests regarding the playing area surface must be brought to the attention of the Promoter or league representative

RULES ARBITRATOR – Any protest regarding a rules violation decision by an Arbitrator should be brought to the attention of any league representative(Commissioner) or brought to the attention of the league by writing them.

FILING A PROTEST-All player protests regarding rule violations must immediately be brought to the attention of the Center Referee (unless otherwise noted) who must get the Arbitrator without question. If the player can't get the attention of the Center Referee, he/she should ask a Corner Referee or the Scorekeeper to get the Center Referee for him/her. If the Center Referee refuses to process an arbitration, the player can leave the ring without penalty and has five (5) minutes to obtain the Arbitrator who will then make a decision as to whether any infraction has occurred. (If the Arbitrator cannot be found or is not available then the player must ask the announcer to call for him. The player will not be penalized for a timely period to get the Arbitrator if he is not available). Getting the Arbitrator may be done by the player, only after his/her scores, points or penalties pertaining to the arbitration have been awarded, but before the winners have been declared. After the winners are declared the player has no right to an arbitration, excepting for scoring errors where the scores were not allowed to be disclosed previously.

– All protests regarding proper rank for the division that a player is competing in must be done before any sequence of play is chosen.

JUDGING/ REMOVAL OF JUDGES– A player cannot protest a judgmental call to have it changed. A player may, however, ask the Arbitrator to scrutinize any Judge for possible removal. A player may request to have one or more Judge(including the Center Referee) removed from his division from the onset. This protest should be made before the division starts (starts choosing order of performance). The arbitrator has the final decision in the removal of any judges.

REMOVAL OF JUDGES – Preselected Referees will not be removed upon

a protest by a player or coach.

SCORING PROTEST– Flip cards and/or scoreboards that the Center Referee is keeping score by, take precedence over tabulation by the Scorekeeper. Scoring error disputes where the scores were not disclosed previously must be questioned immediately following the division and within five (5) minutes after the awarding the winners

CKC POINT KICKBOXING

- **BOUT LENGTHS**

- **GENERAL Point Kickboxing Rounds**

- Bouts are 3 rounds of 60 seconds per round
- If there is a small division or advanced divisions, CKC Representative, promoter, trainer and fighter may all agree to increase length of a round or rounds.

- **Bout Rules**

- **CKC Point Kickboxing Rules – Above The Waist**

- Controlled spinning back-fist allowed in all divisions.
- Foot and hand strikes to the body above the waist/belt line are allowed.
- No strikes to joints, groin and spine area.
- Shin and foot pads that cover the toes are MANDATORY for all divisions.
- Headgear is MANDATORY.
- Mouth Piece is MANDATORY
- No knees!
- No Elbows!
- No side/front kicks to legs
- Kicks to inside and outside of thigh OK.
- Dress Code: Full Length, Long Karate or Contact Pants are MANDATORY. (Short are optional)

- **Protective Gear**

- Headgear
- 10oz, 12oz and 16oz boxing gloves
 - 10 under 10oz gloves
 - 13 under 12oz gloves
 - 13 plus 16oz gloves
- Mouth piece
- Groin protection

CONTACT

- Semi-contact only. **NO KNOCKOUTS ALLOWED!** There are no Knockouts and, or Technical Knockouts. If a fighter quits, (for example due to exhaustion) this will give a win to his or her opponent by DEFAULT.
- HAND & FOOT STRIKES to the HEAD – Semi- Contact Only – The Official CKC Ring Referee or the CKC Ringside Representative, may penalized by points or disqualify the striker.
- No *Knockouts allowed. Any Knockout will result in Disqualification of the striker. *There are some exceptions to a person stopping or faking a knockout. This circumstance shall be determined by the Official CKC Ring Referee or the CKC Ringside Representative. Together, they will determine the reason for the stoppage and designate the winner.
- No kicks or punches in the back spine area, groin or knee joints.
- Faking and, or over exaggerating a blow will be closely monitored.

EQUIPMENT

- MANDATORY Safety Equipment Required for ALL CKC POINT KICKBOXING MATCHES
 - Mouth Piece.
 - Headgear- All Juniors must wear headgear- Headgear that a glove can not touch the face is also acceptable.
 - Groin Cup.

- Foot Pads- All divisions/rule styles must wear footgear that covers the toes.
 - Shin Pads.
- All fighters wear CKC APPROVED boxing gloves.
- GLOVES: 12 or 16 ounce Boxing Gloves. (*Weight, Age and Experience shall determine glove SIZE. 12 Ounce are for JUNIOR Divisions, 16 ounce for ADULT Divisions. 10oz may be use for ages 4-8 year old*).
- Hand Wraps – Standard hand-wraps should be worn by all competitors.
- Breast and Chest Protectors, Face Guard Protectors- Are optional for adults but are recommended. If one fighter chooses not to wear a protector, it will have no bearing on the scoring. The winner will still be determined by who hits the point areas most effectively.

JUDGING

- Three judges will sit at ringside and score each bout based on a 10 point must system just like in regular boxing or kickboxing. The winner gets 10, the loser gets 9 or less if point deductions occur.
- Bouts will be solely judged on who lands the most strikes / points in the designated areas based on the judges discretion.
- It will not be judged on who the crowd is chanting for on one's "show boating" etc.
- Point Kickboxing is a semi contact event and no full contact techniques will be allowed.

- If judges rule that a participant is intentionally trying to hurt someone or hurts someone resulting from a full contact blow that participant will be disqualified with no refund. (*this will be at judges discretion majority rules*).
- Full protective gear is Mandatory – approved head gear, mouth piece, groin protectors, shin guards, handwraps and foot pads must be worn.
- All strikes must be in designated striking areas... these are front head area, front body area, inside and outside of thigh... no groin strikes. If there is a draw in a match there will be an extra round to determine a winner.
- If a leg kick is thrown and it is blocked with the shin portion of the leg...it is not a point.