

# THE KURO BUSHI MARTIAL ARTS CHAMPIONSHIP

## KBMA RULES

PLEASE READ THE FOLLOWING RULES AND OPTIONS CAREFULLY AND BE FAMILIAR WITH THEM. THERE WILL BE NO REFUND FOR DISQUALIFICATION DUE TO RULES INFRACTIONS. ALL REVISIONS HERE ARE UNDERLINED AND TAKE PRECEDENCE OVER ANY PREVIOUS KBMA HANDBOOK DISCREPANCIES.

### TRADITIONAL WEAPONS / FORMS (UNDERBELTS)

**UNIFORM:** Uniform must be solid **White** if representing Japanese/Okinawan or Korean. Uniform must be solid **Black** if representing Kenpo.

**Weapon:** Weapon must be traditional to Japanese, Korean or Chinese martial arts. **NO** light weight Bo, Kama, etc. **Center Judges'**

Discretion.

### POINT SPARING

**LOCATION OF JUDGES** -- Standing and moving about the inside of the ring.

**UNIFORM** – (Same as forms except the following) NO T-shirts or sweatshirts (in place of uniform tops) or pants above the knee are allowed. Additionally, the sleeves must reach the elbows. Jewelry is not allowed unless covered by safety equipment. No metal can be worn on the uniform.

**SAFETY EQUIPMENT** – Mouth piece, groin cup (males), hand, foot, and head gear is required. Cups cannot be worn outside the uniform.

**TIME LIMIT** – Up to 2 minutes running time.

**COACHING** – Allowed from coaches' box and designated areas. **Coaches in coaches' box cannot physically or verbally signal points for their player after a call for break for scoring so as to confuse Judges' call for points.** **MUST HAVE COACHS' PASS.**

**TIME OUT** – A player or coach can call (1) time out per match up to (10) seconds when play is already stopped.

**SCORING AREAS** – Option

**01** Head, Face, Ribs, Chest, Abdomen, and Kidneys.

**TECHNIQUES** – Allowable techniques include all kicks, punches, back fists, knife hands, ridge hands, sweeps to the back or side of the lower front leg, grabs up to (3) seconds, spins and aerials. All other techniques are illegal.

**CONTACT** – Option

**02** All ranks must use either light or no contact (the individual player's option) to score to head scoring areas (and the groin if it is a legal scoring area): and light or moderate contact to score to body scoring areas.

**OUT OF BOUNDS** – Out of bounds is when neither foot is inside or touching the boundary line.

**FORCED OUT VS RUNNING OUT** – A player is not penalized for fighting out or being forced out of the ring, but may be penalized on (1) point for running out to avoid fighting.

**DOWNED OPPONENT** -- Illegal contact, illegal techniques, contact to non-scoring areas, hitting after call to stop, out of bounds, dropping to the floor to avoid fighting and unsportsmanlike conduct are subject to penalty points or disqualification by the Center Referee or with a majority vote of judges.

**SCORING** -- Option

**03** One (1) Point for hand and kicking techniques, two (2) points for head and spin kicking techniques and three (3) points for spinning head kicks and spinning aerial kicks. (Kicks are only one point when either player is downed).

**POINT AND PENALTY** – A point can be given to one player and a penalty point to the other player at one calling by majority vote, thus giving a player two scores when points are called at a break. However, a point and penalty cannot be given to the same player by one judge.

**NUMBER OF POINTS TO WIN** – Option

**04** The player with the most points after two (2) minutes playing time or (10) point spread. Time shall be stopped by the Scorekeeper whenever play is stopped during the last 30 seconds of each match.

**TIES** – Result in sudden death overtime.

**INJURY** – The Center Referee or the medical personnel may prohibit a player from continuing due to injury.

### SELF DEFENSE

**PROCEDURE** – (Same as Forms)

**PROPS** – Only people and weapons (no other props, music or skit dialogue) can be used in traditional. Props, music, dialogue and skits are allowed in contemporary.

**TIME LIMIT** – Up to three (3) minutes per performance is allowed from the time the player enters the ring or when player's music is started, whichever is first.

### FORMS

**RINGS** -- 20' X 20' for all ages 20' X 40' for Chinese divisions if requested by the player.

**FINAL DECISIONS** – Made by the Rules Arbitrator.

**NUMBER OF JUDGES** -- Every Blackbelt division must have five (5) judges. Underbelt divisions may have three (3) judges.

**LOCATION OF JUDGES** – Option

**05** One side of the ring for contemporary or open forms, corners for traditional forms.

**UNIFORM** – Player must wear a traditional or sport karate uniform with no foul language on it. T-shirts as a part of a school uniform are allowed in Chinese (soft style) divisions only. The top may be removed during the performance if appropriate for the division. (January 1<sup>st</sup>)

**AGE** – Player must compete at the age they were on the first day that the circuit's season begins.

**BELT RANK** – Must compete with the proper color belt worn for the division he/she is competing in and at the same rank in all divisions

**AMOUNT OF DIVISIONS** – Can compete in any amount of divisions of each event.

**NOTE:** If a player is competing in one division when their other division is called, they cannot be disqualified so long as they are on deck or up competing and have informed the scorekeeper or coordinator of the division that is waiting on them as to what ring they are in.

**STYLE - Blackbelt divisions ONLY – Option**

06 Must compete in the proper style division for the form which is being performed. Detailed specifications are outlined in SPECIFIC FORMS CRITERIAL of the BWMA Handbook. A generation of the specific forms criteria is as follows:

**Japanese/Okinawan Forms** – Pure white Uniform with a maximum of two (2) emblems on the uniform top and sponsor logo on back and nothing on pants. No shirt allowed under uniform “top (males) and only White sports bra, sleeveless or sleeved “T” under uniform top (females), no jewelry, max 4 kiai, no kicks above the chest, no multiple kicks, no elevated spin kicks, no gymnastics. Traditional unaltered Japanese/Okinawan forms only.

**Kenpo/Kajukenbo Forms** -- Black Uniform with a maximum of (2) emblems on the uniform top and sponsor logo on back and nothing on pants. No shirt allowed under uniform “top (males) and only black sports bra, sleeveless or sleeved “T” under uniform top (Females), no jewelry. Traditional unaltered Kenpo, Kajukenbo and Polynesian forms only.

**Chinese Forms** -- Traditional forms only in traditional divisions

**Hard Creative / Musical Forms** – Sport or traditional uniform (no T-shirts), soft style techniques not allowed. Forms must include:

- 1) Series of at least 5 consecutive hand techniques
- 2) Spinning kick landing to a hand technique or split
- 3) Series of at least 3 kicks without touching down with the kicking leg (while kicking) from a standing position or from an aerial position
- 4) Either a jumping front thrust kick, flying side kick, split kick, tornado kick, whip kick, two or more kicks while airborne, gyroscope kick or a capoeira kick.

**MUSIC-**

**Blackbelt divisions ONLY -- Option**

07 Choreographed musical forms divisions cannot use background music. Occasional sound effects can be added but any player's attempted choreography to sound effects CANNOT be considered by the Judges as part of their choreography requirement.

Judges will award a separate musical choreography score of one of the following:

- 1) 2 points = Sufficient choreography to music where an obvious attempt was made by the player to choreograph the majority of the form.
- 2) 1 point = Attempted choreography of the form where only a few techniques are choreographed.
- 3) 0 points = Basically not choreographed, A few techniques may hit the beats on purpose or by accident.

A total of 7-10 points means a player's overall score stays the same.

A total of 4-6 points means a player's overall score will have 1.0 deducted.

A total of 0-3 points means a player is disqualified.

**SEQUENCE** – Luck of the Draw must be done at ringside with no more than one division staged ahead of time and the draw must be done in front of all players (coaches) that are available.

**AVAILABILITY** – When a division has been declared closed and/or the charting has started, no late entries are accepted.

**TIME LIMIT** – Up to Three (3) minutes per performance is allowed from the time the player enters the ring or when any player's music is started.

**RESTARTS** --- No penalties or deductions for the first restart per person, per division, for any Blackbelt or underbelt. No score for a second restart.

**MUSIC PLAYER** – The competitor must provide their own music player and someone to run it.

**SCORING RANGE** – Blackbelts will be scored 9:90 – 10:00 and underbelts 9:80 – 9:90. The first three players compete before any scores are given.

With only one or two players the winner is chosen by Judges' show of hands.

**Scoring Range Special Option:** Before the division begins the Center Referee can declare use of an option requiring all the Judges must give one of the first three players a score of 9.96(UBB) another one of the first three players a score higher than 9.96 (UBB) and the other a score less than 9.96 (UBB). The exception will occur if 2 or more of the first three players are DQed or make an obvious error that would otherwise lower their score and make this system ineffective.

**TIES** – Ties for the top (4) places and for eight place will be broken by a Judges' show of hands. The scorekeeper must inform each Judge as to which player they gave the higher score to when they initially scored them and that judge must point to that same player. If a Judge gave both players the same score then they must point to both players. For ties between 3 or more players, a second (or more) show of hands may be required for a process of elimination. If in the end any players are still tied then they must run their forms again with a new show of hands.

**TRADITIONAL WEAPONS (BLACKBELTS)**

**PROCEDURE** – (Same as forms)

**SPECIFICATIONS** – Weapons must be authentic to martial arts and must be protected from sharpness

**STYLE** – Only the following weapons will be allowed: Kai (oar), kama no rope, katana, kuwa (hoe), long bo, naginata, nunchaku, sai, tonfa and yari/hoko. Each weapon has specific size and weight requirements for size of the player. See KBMA Handbook Hard Traditional Weapons for specifics.

**EXAMPLE:** Long Bo:

Construction – Must be hardwood, unadorned

Length – Must be at least the height of the player and can be to a maximum of four (4) inches taller than the player

Weight / Thickness – According to below chart

Length of Bo: 3'-3'6" (36"- 42") 3'6"-4' (42"-48") 4'-4'6" (48"-54") 4'6"-5' (54"-60") 5'-5'6" (60"-66") 5'6"-6' (66"-72") 6'-6'6" (72"-78")

**PLEASE READ AND UNDERSTAND THE AFOREMENTIONED RULES. THEY WILL BE ENFORCED**

**LET'S MOVE SPORT KARATE INTO THE FUTURE!**