



OPEN

— WORLD TOUR —

MARTIAL ARTS ASSOCIATION

2027



OFFICIAL RULE BOOK

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1.0. BASIC OPEN WORLD TOUR RULES

1.1. COMPETITOR RESPONSIBILITIES

Competitors are responsible for knowing the rules and being ready to compete when called.

1.2. LEGAL AGE RULE

The age a competitor is on June 30th of the current competition year is their legal competition age for that year.

For competition purposes an individual's age is based on their age on the first day of tournament competition for each event regardless of whether the individual competes on that day or not. This provision functions in conjunction with the June 30th competition age rule.

A competitor can always compete in their chronological age if they choose.

Competitors Turning 18 Years of age

A competitor who will turn 18 during the competition season may choose to compete the entire season as an adult in the 18+ division for all forms, weapons and sparring divisions.

Senior Competitors (30 and over)

Seniors will be required to select a competition age during registration for EACH INDIVIDUAL Tournament. Whichever age is selected determines which divisions the competitor is eligible to compete in - for all divisions (forms, weapons, and sparring) at that event. Competitors are no longer allowed to switch between age divisions for forms, then a different age group for weapons and then a different age group for sparring. Competitors can change their chosen age group from tournament to tournament, but their ratings points will not transfer to the different age groups. As such senior competitors will only be allowed to compete in the grand champion divisions for age selected. For example, a competitor who is 42 years old can elect to compete in either the 40+ divisions, the 30+ divisions, or the 18+ divisions; however, whichever age group is selected the competitor can only compete in forms, weapons, and sparring in that age group.

The exception to this rule would be 18+ Traditional Challenge, 18+ Korean Challenge, 18 + Open Weight sparring, 30+ Open Weight sparring, and Team Sparring **(NOTE: An adult competitor cannot compete in both 18+ and 30+ open weight and/or team sparring divisions)**. Team Demo and Team

Sync, which have youth and adults combined, are acceptable. All competitors aged 18 or above that compete in the 18+ Traditional Challenge and the 18+ Korean Challenge are eligible to compete in the 18+ traditional forms grand. For example, a senior competitor who wins the traditional challenge WOULD be allowed to compete in the 18+ traditional forms grand as well as any senior grands that they are eligible for based on the competition age selected. Seniors' Open World Tour points would stay in the age group earned, as such a competitor could be rated in multiple age categories.

1.3. PROOF OF AGE RULE

All competitors must have legal proof of age documents (birth certificate, driver's license, passport, or other legally acceptable documents). These documents must be uploaded to the tournament management system when creating your profile as proof of a competitor's legal age. If there is a legitimate reason to question a competitor's age, the competitor or their representative must immediately provide proof of age (one of the above accepted documents) to prove their age. Photos or documents on a phone or device are NOT acceptable. Falsifying any proof of age documents will be deemed as behavior unbecoming of a martial artist and will result in disciplinary action up to and including a one-year suspension from Open World Tour sanctioned competition.

1.4. RANK RULE

A competitor must compete at the highest belt level they have earned in the martial arts. A competitor can never compete in a lower belt division than the level of belt they have earned in the martial arts.

1.5. LATE ENTRIES

If a weapons, forms, or sparring competitor arrives late (the division is shuffled and is ready to start, but the 1st competitor or the first match has not started), the late entry must compete first, including seeds. A sparring bracket will not be re-drawn to accommodate a late entry.

Once a division has started (the first competitor has started their form or weapon routine, or the first divisional sparring match has started) no competitor(s) can be added to that division.

1.6. UNDER BLACK BELTS

Open World Tour has guidelines for promoters to follow for the purpose of safety. All youth, 17 and younger, must wear the proper safety equipment including face shields and chest protectors (see required safety equipment). Promoters must post the rules to be used in the UBB competition. Open World Tour has a set of standard divisions promoters must use for the purpose of ratings.

1.7. WEIGHING-IN

It is mandatory for all adult sparring competitors – who are in weight class divisions – to weigh in before competition. All competitors must compete based on their weight at the event in the appropriate weight division. A competitor cannot compete up or down in another weight division for which they have not made the proper weight. The registration system will not allow a competitor to check in before they are properly weighed in. **Competitors 18 years of age and older must provide a valid form of ID when weighing in.**

Events require that competitors weigh in to receive their registration documents and event access. However, a competitor can reweigh with an event official or registration personnel as many times as desired prior to the start of the division. If a competitor fails to weigh-in, prior to their division's competition starting, they are subject to the Delay of Time Penalty. It is the responsibility of the competitor to be officially weighed in prior to the start of their division.

1.8. SPLITTING A DIVISION

Any youth black belt weapons and/or forms divisions (ages 17 and under) with 20 or more competitors will be split into 2 divisions. The split will be based on age with two divisions created. The winner of each split division will be included in the divisional grand championship (youth runoffs).

Placement for positions first through eighth for both divisions will be awarded the applicable Open World Tour ratings points and awards. The split will be based solely on age without consideration of the number of competitors in each division and no additional split will be applied. Both split divisions will apply standard Open World Tour seeding meaning that a total of four seeds will be applied to each division. Only competitors rated in the top four of the combined rated division will receive an "A" seed. Remaining seeds will be completed from the combined division ratings and will be entered as "B" seeds; "C" seeds may apply at the first two events of the new season when the prior year ratings are utilized and when national seeds are applicable.

Adult forms and weapons divisions will be split at 24 competitors. The split will be done by dividing the division into two equal groups with the Open World Tour first and fourth seed going to one division and the Open World Tour second and third seed going into the other division. The selection of the other competitors placement will be by random draw. Placement for positions first through eighth for both divisions will be awarded the applicable Open World Tour ratings points. The winner of each split division will be included in the Overall Grand or Overall Grand Runoff.

Does not apply to youth black belt sparring divisions as they are split into short and tall.
Color belt divisions may be split at the tournament's discretion by age, gender, and/or total number of competitors in the divisions

1.9. CONCUSSION PROTOCOL

Competitors that suffer a head injury that are suspected of having a concussion as determined by medical personnel at an Open World Tour tournament will be flagged and not be allowed to compete in any other competition for that tournament. There is a mandatory 30-day medical suspension (from the date of injury) before the competitor can return to competition at any Open World Tour World tournament.

1.10. OPEN WORLD TOUR TOURNAMENT RATINGS

a) GENERAL OVERVIEW

Open World Tour tabulates points for hundreds of divisions each year including all ranks and ages. These tabulated points determine the seeding of Black Belt competitors at world tournaments and determine Open World Tour's end of year World and National champions.

b) RATINGS GUIDELINES

- 1) The Open World Tour rating period is a calendar year from January through December.
- 2) If a competitor is totally suspended from the Open World Tour tournament circuit for any reason, they will be excluded from the ratings.
- 3) Open World Tour members may elect to decline their published ratings which are used for seeding, however, they remain a member of Open World Tour.

1.11. OPEN WORLD TOUR SEEDING RULES

SCHEDULE OF RATINGS AND BEST OF SCORES CHART

The "Schedule of Ratings" shows when the updated ratings will be tabulated.

The "Best of Scores" will be used at the end of the year to determine the world champions.

SEEDING

Competitors only receive a seed in divisions they are rated. Points earned in one division do not carry over into another division. The only exception to this rule is in the first **2** tournaments of the year when a competitor is required to move into an older age division. The competitors moving into an older age division have an opportunity to be seeded (a "C" seed) in the older division although they have not earned points in that age division (**See Priority Order of Seeding below**).

PRIORITY ORDER OF SEEDING IN FORMS AND WEAPONS

Seeding is determined by three-groups of seeds; Group A, Group B, and Group C. Group-A are only the top 4 seeds and ties, based on the **current rankings**. Group-B are the remaining seeds and will be

selected, if needed, to complete the 4 seeded positions. Group-C is only considered for the first two world tournaments of the year where the previous year's ratings are being used for seeding and when national seeds are applicable.

MAXIMUM SEEDS – FORMS AND WEAPONS

There is a Maximum of 4 seeds which will be determined by the Open World Tour ratings and if needed the Open World Tour National ratings as defined above. Ties will be added to the 4 Open World Tour Group shuffles. See examples below.

FORMS AND WEAPONS SEEDING

Group-A is the top 4 seeds and may include ties. Only 4 seeded positions are utilized unless a tie exists for a seeded position that requires additional seeded positions to be included.

If some of the top 4 competitors are not present; the number of competitors needed to fill the maximum of 4 seeds will be selected from Group-B (next) and Group-C (lastly, if needed).

Examples of seeding methodology:

- a) If the top 4 competitors or, seeds 1, 2, 3, and 4 are present; then all will go into the group-A shuffle
- b) There are 2 seeds ranked number 1, a number 2 seed, a number 3 and a number 4 seed. All are present. The 2 number 1's, the number 2, and number 3 will go into the group-A shuffle (the number 4 seed will not be seeded in the shuffle);
- c) There are 2 seeds ranked number 1, a number 2 seed, 2 number 3 and a number 4 seed. All are present. The 2 number 1's, the number 2, and the 2 number 3's will go into the shuffle. In this example, 5 competitors will be in the group-A shuffle (the number 4 seed will not be seeded in the shuffle).
- d) There is 1 seed ranked 1, 2, and 3; and 3 seeds ranked 4th, all are present. In this example, 6 competitors will be included in the group-A shuffle. If only 2 of the top 4 are present in Group-A then you will need two more seeds to complete the seeding. If the two more seeds needed to make a total of 4 are found in Group-B, the seeding is complete. The 2 seeds selected from Group-B are selected by their order of placement in the divisions. Example: if the 5th, 6th and 7th are all present, 5th and 6th seeds would be selected.

If there are not 2 seeds present in Group-B, then you check Group-C to complete the total of 4 seeds. The number of seeded competitors from Group B and/or Group C if needed are **selected by their order of placement in the division**.

Once the additional seeds are selected, they will be shuffled to determine their placement of order. The Group-B seeds will always be placed in order before the Group-A seeds. Group-C seeds, if

needed, will be placed before Group-B Seeds. Meaning that Group-A seeds will go in the last positions, preceded by Group-B seeds, with Group-C seeds going in the first seeded positions.

It is required that the center official either supervise or perform the random selection process of the seeds.

SPARRING SEEDS

The top 4 seeds will be seeded in the first round of competition with all competitors. The top 4 seeds will be seeded away from each other in the brackets with the number one and four seeds in the top bracket and the number 2 and 3 seeds in the bottom bracket. A tie which results in more than 4 seeds will be broken by a random draw (coin flip) of the tied 4th place seeds.

If bye(s) is needed, the seed will receive the bye(s) in order of their seeded position. No longer are fighters automatically seeded into the quarter finals unless there are eight or fewer competitors in the division or if by receiving a bye they move into the quarter or semifinal brackets.

TEAM SPARRING SEEDS

Team seeds are only applicable if all identified team members are present. Otherwise, seeding and ratings will not apply for a blended or pick-up team

Teams must be registered with the name of the team and full names of (much match the registration system) all the members of the team: 3 names for the male teams and 2 names for the female teams. Example: A Male Team "Team Yellow Dragons: John Smith, Jim Jones, and David Brown" is how they must register. Teams can't register as "Team Yellow Dragons 1, Team Yellow Dragons 2 or Team Yellow Dragons 3".

UNDER BLACK BELTS

It is the promoter's option whether the under black belts divisions are seeded.

1.12. FAIRNESS RULE

If a question arises that is not completely covered by this rule book, the official rules arbitrator may at their discretion, consider the situation and the circumstances in their decision. However, rules cannot be modified and/or changed for any reason.

2.0. UNIFORMS AND SAFETY EQUIPMENT

2.1. UNIFORM

- a) All competitors must wear a complete (top and bottom) traditional or professional sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate color belt or sash must be worn in all competitions including sparring. No sweatshirts and sweatpants, tank tops, or shorts are allowed.
- b) **Sparring:** All sparring uniforms must have sleeves that reach at least the middle of the biceps.
- c) **Forms & Weapons.** Removal of the uniform top is allowed. Martial arts shoes may be worn in forms competition.

2.2. SAFETY EQUIPMENT

Open World Tour approved headgear; hand and foot pads, elbow pads (adult black belts), shin guards, mouthpieces, groin cups (for male competitors only) chest guards, and face shields (for all competitors 17-years-old and younger) are required for all competitors in sparring divisions.

- a) **Hand Pads:** A soft padded surface must cover the fingers, wrist, and any striking surface of the hand.
- b) **Foot Pads:** A soft padded surface must cover the instep, sides, toes, ankle, and back of the heel of the foot. The bottom of the foot does not have to be padded. Ringstar shoes or similar full covered sparring shoes with soles are NOT allowed.
- c) **Headgear:** The front, sides, and back of the head must be covered by a soft padded surface. In addition to the head gear, **A FACE SHIELD IS REQUIRED FOR ALL COMPETITORS 17 YEARS & UNDER. Metal cage** face shields are **NOT** allowed.
- d) **Chest Guard:** All 17 and younger competitors must wear an approved chest protector in sparring. The chest guard must sufficiently cover the abdomen and upper chest such that the sternum is completely protected. Approved body shirts with padding that protects the sternum and abdomen areas may be worn underneath the uniform. Rib guards that cover only the abdomen area are not approved chest guards.
- e) **Mouthpiece:** A properly fitted mouthpiece is required. (even if a face shield is worn)
- f) **Soft Elbow Pads** (adults only) **and soft shin guards** are required for black belt competitors.

The competitor's equipment will be checked by the corner judges.

If a competitor is missing required equipment or it does not meet Open World Tour safety requirements, prior to being called for competition, they are subject to the Delay of Time Penalty. It is the responsibility of the competitors to have the proper equipment.

The center official ultimately determines the approval or denial of the equipment.

3.0. OFFICIALS

ROLES AND RESPONSIBILITIES

Each ring must have a Center Official, two or four Judges, and a Timekeeper/Scorekeeper.

The Center Official is responsible for the operation of the ring including promoting the safety of the competitors and enforcing the rules. The Center Official is responsible for the following: a) oversees the seeding process and draws, b) match starts and ends only with their command; c) has final decision on any disputes on score; d) has the authority to issue warnings and award penalty points without a majority decision; e) can overrule a majority call only to issue a warning or a penalty point; f) automatically has the power to disqualify a competitor who receives (3) penalty points; and g) has the discretion to issue time-outs.

Judges score competitors, call points, and identify rule infractions as they see them as well as voting on disqualifications. Judges have the responsibility to assist the Center Official when: a) a competitor is requesting a time out b) a coach or competitor representative is requesting a protest and/or arbitration; c) a competitor is injured; d) a coach leaves their Coaching Chair; e) visually inspect competitors for proper equipment.

NOTE - The disqualification of a competitor, where disqualification is not automatic, is determined only by a majority vote of the judges.

4.0. PROTESTS

4.1. WHO MAY LODGE A PROTEST

Prior to each sparring match or forms/weapons division, each player may assign a Coach, (See Coaching) as a player representative, which is defined as someone who can lodge a protest for players before, during, or after the competition. For 18+ competitors only, if a player does not designate a player representative, that player MUST act as their own representative.

4.2. MATTERS THAT MAY BE PROTESTED

If the protest is lodged before the division or match begins:

- a) The composition of the judges, based only upon a fact-based conflict of interest.
For example, coaches or team members of a competitor.
- b) An improper order of competition in forms/weapons or matching of competitors according to the sparring bracket.

If the protest is lodged during the form or match:

- a) An improper application of the rules by an official or player representative during a match.
- b) An injury to a player not noticed by the Center Official.

If the protest is lodged after the division or match ends, before the next division or match begins, or prior to presentation of the awards:

- a) An improper application of the rules by an official during a form/weapons division.
- b) A fact-based concern that a judge's score is incorrect.
- c) A fact-based concern that the score, as posted, by the scorekeeper is incorrect

Commentary - Video and/or audio recordings CANNOT be used in the presentation or evaluation of a protest. ANY OFFICIAL'S JUDGEMENT DECISION THAT IS NOT A VIOLATION OF THE RULES CANNOT BE PROTESTED.

5.0. POINT SPARRING

5.1. A SPARRING POINT

A point is a sport karate technique that is scored by a competitor in-bounds and up-right (not considered down) without time being called that strikes a competitor with the allowable amount of light touch contact and focused control to a legal target area.

NOTE: A front punch to the body that does not have "focused control" and a back fist to the body are NOT considered a proper sport karate scoring technique are not a point.

NOTE: A defensive side kick that is not extended with "focused control" is NOT considered a proper sport karate scoring technique and is not a point.

5.2. POINT VALUES AND WINNER DETERMINATION

- a) All legal hand techniques that score will be awarded one (1) point.
- b) All legal kicking techniques that score will be awarded two (2) points.
- c) All controlled jump spin kicks to the head are (3) points. The competitor must land on both feet in bounds.
- d) A point will be awarded to the competitor if their opponent does the following to avoid competition: running or intentionally falls, intentionally shoves their opponent out of bounds, stalling or not engaging, steps out of bounds without being kicked or forced out.

NOTE ON FALLING: If a competitor falls down for any reason, the match is reset at the exact spot where they fell.

NOTE ON OUT OF BOUNDS: If a competitor steps out of bounds and the opponent is awarded a point, both competitors will return to the center of the ring, and the match will resume immediately.

- e) The competitor who is ahead after 2 minutes or who is ahead by 10 points (Ten point spread rule) before the end of the two-minute period is declared the winner.

5.3. MAJORITY OF VOTES

Points are awarded by a majority vote of all judges. The majority of the judges do not have to agree on the same technique being scored, only that a point was scored. A majority of the judges calling the point must call a two (2)-point kick before two points can be awarded. Otherwise, only one point is awarded,

5.4. ORDER OF COMPETITION

Once the final call for the sparring division is made at ringside and the seeds have been applied, the division is ready to be set up. If byes are needed, they will be picked randomly (seeds may have first priority for byes – See Seeding Rules).

- a) Matches are selected by a random draw (electronically shuffled).
- b) Allowances may be given to competitors from the same physical school, team, or country that are matched up in the first round of competition. They must register using the exact same school's name or exact same team name. They should be separated from each other in the first round and moved to the upper and lower bracket. If the competitors with the same exact school's name and team name are not separated into the upper and lower bracket, then they will be moved manually and no reshuffle is required.
- c) In the 10 and above Black Belt youth divisions, the competitors - boys and girls, should be lined up by height (smallest to the tallest) and split into tall and short divisions. A true break in size should be found to determine the taller competitors from the shorter competitors. The sole focus is to properly split by height; there is no requirement to split the division equally based on the number of competitors.
- d) Seeds follow the competitors once they are split into short and tall.
- e) The winner of the small and tall divisions will compete in a single round 2-minute match to determine the grand champion for that age group and gender.

5.5. LENGTH OF MATCH – DIVISION / INDIVIDUAL

The length of a match will be two minutes running-time unless the competitor is ten (10) points ahead (Ten Point Spread Rule) before time has expired.

- a) If a match is tied at the end of two minutes, a sudden victory (first person to score a point) Overtime period will determine the winner. **There is no rest period, the match is still in progress, and the coach cannot stand up until the match is completed and the winner is declared.**
- b) All divisional Grand Championship and overall Grand Championship matches are 1 two-minute round and win by 1.

5.6. LIGHT TOUCH CONTACT

Light Touch Contact means there is no penetration or visible movement of the competitor because of the controlled contact. Light touch is required to all legal target areas to score in all black belt sparring divisions.

5.7. EXCESSIVE CONTACT

Any contact that is deemed excessive by the center official is a penalty point. If excessive contact incapacitates the opponent the offending competitor will be disqualified, unless it is deemed **NO-FAULT** by a majority vote of the officials.

5.8. KNOCKOUTS

A competitor that causes a knockout with a legal sparring technique is disqualified. Does not matter if an opponent runs into a legal sparring technique. Any competitor who suffers a knockout by a legal sparring technique is done with any competition and cannot participate in any other divisions for the remainder of the event/tournament, including weapons and forms.

5.9. NO-FAULT CONTACT

Unintentional contact can occur that injures a competitor, which can be classified as no-fault on any competitor's part. A majority vote of the officials will decide if it was intentional or unintentional that caused the injury.

5.10. CONSECUTIVE MATCHES

Any competitor who must engage in consecutive (back-to-back) matches has the option to receive a one (1) minute rest between each match.

5.11. OUT-OF-BOUNDS

Out of bounds is defined as an area outside the designated competition surface.

A competitor is out-of-bound as soon as they have one foot completely out of bounds or off the sparring surface.

5.12. LEGAL AND ILLEGAL TARGET AREAS

- a) **Legal Target Areas:** Entire head and face (including a face shield), ribs, chest, abdomen.
- b) **Illegal Target Areas:** Spine, back of neck, throat, sides of the neck, groin, legs, knees, and back.

5.13. LEGAL AND ILLEGAL TECHNIQUES

- a) **LEGAL TECHNIQUES** are controlled light touch sport karate techniques delivered to a legal target area.
- b) **ILLEGAL TECHNIQUES:** Head butts, hair pulls, bites, scratches, elbows, **uppercuts**, knees, eye attacks of any kind, take downs or ground fighting, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled throws, takedowns or sweeps of the supporting leg and any other uncontrolled dangerous techniques that are deemed unsafe in sport karate.

5.14. GRABBING

A competitor may grab the uniform top of their opponent to score with a sport karate technique for only one second (immediately), after which time they must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent to score.

5.15. SWEEPS

Sweeps are not meant to take down an opponent, but only to obstruct the balance to follow up with a sport karate technique and can only be executed to the back of the **front leg at mid-calf or below**.

5.16. DELAY OF COMPETITION

A competitor will be determined to be delaying the competition for any of the following:

- a) A competitor arrives at the ring without the proper equipment.
- b) A sparring match is ready to start, and the competitor is delaying their entry into the ring.
- c) A competitor is not present when the match is called to the ring.

The center official will declare the competitor has one minute to comply with the competition rules. The center official may keep the time themselves or request that the time be kept by the scorekeeper.

If the competitor fails to comply within one-minute time a one-point penalty will be awarded to the competitor's opponent. Additional penalty points will be awarded for each additional minute. Once a 3rd penalty point is awarded or 3 minutes has expired, the competitor will be disqualified.

5.17. TIME OUTS

A request to stop the time can only be requested by the competitor in the ring. A coach may NOT request the timeout and can be penalized. The center official, at their discretion, may allow a timeout to be given for safety equipment, an injury or a legal protest.

5.18. SPARRING PENALTIES

A penalty is given for excessive contact, illegal techniques, late techniques and/or unsportsmanlike conduct by the competitor or their coach. Penalty points are cumulative regardless of the reason. On the 3rd occurrence the competitor is disqualified. NO WARNINGS are issued for penalties in OPEN WORLD TOUR Black Belt Sparring.

- a) A competitor cannot be penalized and still receive a point on the same call.
A competitor can receive a point for a proper technique and another point from a penalty call against their opponent.
- b) These are penalty points that will be issued if a competitor does any of the following:
 - 1) A one (1) point, per minute, penalty if a competitor fails to have all the required equipment, their belt or does not weigh in prior to the division being called.
 - 2) A coach stands up or leaves the coach's chair during the match.
 - 3) Excessive contact, an illegal or blind technique as deemed by the center official.
 - 4) Attacking illegal and non-target areas.
 - 5) Unsportsmanlike behavior by the competitor, their coaches, friends, etc.
 - 6) If a coach(s) and/or team member(s) enters the ring, during a match.
 - 7) Late strikes after call to stop.
 - 8) Retaliation strike from a competitor.
 - 9) Competitor's equipment that is incorrectly fitted or improperly secured and continues to fall off or requires adjustment. This penalty will be awarded on the 2nd occurrence of the equipment failure that requires stoppage of time.
 - 10) A competitor purposely removes their equipment.
 - 11) A competitor, coach, or team member uses profanity.
 - 12) Punching a downed competitor to the body, head or face.
 - 13) A downed competitor punches an upright competitor to the body, head, or face.
 - 14) Kicking a downed competitor to the body will result in a 2-point penalty. It is an automatic disqualification for kicking the downed competitor in the head, or face.

- 15) A downed competitor kicking a competitor to the body will result in a 2-point penalty.
- 16) Losing a protest or arbitration.
- 17) Continuing to protest, after a decision has been made.
- 18) Disrespecting an official in any way by a competitor, coach, or spectator will result in a penalty, disqualification, and possible suspension from future Open World Tour events.

If a penalty is called on one or both competitors, the penalty point(s) **must be issued** to the competitor(s). This ensures the penalties are counted to determine an automatic disqualification.

5.19. COACHING

Coaching is allowed in sparring, but only under the following guidelines:

- a) A **Coach** is defined as anyone who is trying to help a competitor in any way. A coach could be but is not limited to a friend, parent, teammate, or an official coach. Competitors or teams may have two coaches but only one designated coach is allowed to communicate with the center official.
- b) Coaches may be changed from one match to another but if a change is made the Center Official must be notified of the change for it to be official.
- c) Two coach chairs must be provided. Both coaches must stay in their chairs during the match. If either coach is late sitting in the coach's chair, and the chair is empty, the coach can sit down and coach without a penalty. However, coaches can't swap out with other coaches during the match. If they do swap during a match, then a penalty point will be awarded.
- d) If a coach leaves their chair, during a sparring match, a penalty point will be awarded to the opposing competitor for the first and second time it occurs. On the 3rd occurrence in any one match the coach's competitor will be disqualified.
- e) A coach may stand before a match starts, between rounds, during timeouts and once the sparring match is over.
- f) Only the designated coach may request arbitration to protest improper application of the rules.
- g) Just like a player, coaches can be penalized or disqualified for unsportsmanlike behavior. If a coach is disqualified, they can be replaced. Never, at any time, can a coach enter the ring without the referee's permission.
- h) Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges. The center official can issue a penalty to a competitor for each time their coach or coaches are interfering with a match or disrupting fair play between contestants. A referee can ask for a disqualification of a competitor but requires a majority vote of all judges.

5.20. INJURED COMPETITOR

- a) Medical personnel must be notified immediately once a competitor is injured and requires or requests assistance.
- b) The promoter, medical personnel and/or arbitrator have the final determination if a competitor may **NOT** continue, with **NO** exceptions.
- c) Everyone except medical personnel, the injured competitor, the center official, and one coach will be removed from the immediate area to allow medical personnel to treat the injured competitor.
- d) No one may discuss the injury with medical personnel, except the competitor, coach, and parent/legal guardian for youth. It is the responsibility of the center official to control the other/outside conversation and may issue a penalty if necessary.
- e) The competitor, parent/legal guardian or coach is informed if the competitor cannot continue.
- f) If a competitor is knocked out or is suspected of having a concussion, the concussion protocol applies.
- g) A competitor that is injured is allowed a maximum of 5 minutes to determine if they can continue. Time starts immediately once the medical personnel arrive at the ring. It is the center official's responsibility to communicate with the medical personnel to determine if the competitor can continue and to keep time. The timekeeper must record the score and time remaining to properly restart the match.
- h) If it is determined the injured competitor cannot continue as determined by medical personnel, the center referee and judges, the non-injured competitor is declared the winner.
- i) If a competitor cannot continue because of an injury, where there is **a penalty** call, the non-injured competitor is disqualified.
- j) If the injury is serious and requires additional medical personnel such as an ambulance, the tournament promoter/director or designee must be notified and is responsible for maintaining a safe environment for the injured competitor to be attended to.
- k) On the third request for an injury timeout, the competitor will NOT be allowed to continue. The Referee and Judges will follow normal protocol to see if the injury was the result of an illegal technique.

5.21. DISQUALIFICATION

Requires a majority vote by all officials unless it is an automatic disqualification.

- a) **Non-Competing:** If the majority of the officials agree that one or both competitors are not making an obvious attempt to compete in the true spirit of competition, one or both competitors will be penalized and if it continues, will be disqualified. If both competitors are disqualified, then no prize money will be awarded.

- b) **Wrong Division:** If any competitor competes in a division, they do not qualify to compete in due to age, weight, rank, gender, style, etc., they will be disqualified.
- c) Any competitor, team member, or coach who enters the sparring area, in the event an altercation happens, and accelerates the altercation, does not attempt to control their competitor, will be disqualified. (EXAMPLE – A fight between 2 competitors, if any of the above enters the sparring area and throws a punch or kick, they will immediately be disqualified.)
- d) If anyone refuses to leave, security will be called and a suspension and/or tournament disqualification (Tournament Disqualification is where the disqualified person(s) must leave the tournament site) would be given to that individual
- e) Any grabbing or pushing an official will cause the competitor to be disqualified. Striking an official will cause the competitor, coaches(s) or team member(s) to be disqualified and suspended from future Open World Tour events.

6.0. TEAM POINT SPARRING

6.1. TEAM SPARRING RULES

- a) Teams must register their team with Open World Tour, Both the team's name and the individual team member names are required to earn points and use their seed.
- b) All members of a team must sign a waiver before they are allowed to compete.
- c) Teams are allowed to add a new member/s to their team. They must submit the new member/s to Open World Tour to earn points and use their seed.
- d) A team may pick up and use competitor/competitors that are not listed on their roster at any event/tournament. However, they cannot earn any points or utilize their seed.
- e) If a sponsor has multiple teams, each team must declare their own members. Each team and their members will be rated separately. If both teams are not present at any event/tournament, team members can be combined, however they cannot earn points or utilize their seed.
- f) Prior to the start of the division, all eligible team members must be declared by listing those team members in the registration system.
- g) A flip of a coin will determine who sends out the first competitor. The winner of the coin flip can decide to send the first competitor or have the other team send out first. After the first competitors, the teams then alternate who must send out a fighter first to be matched by the other team. Youth teams must match the same age category. For example, a 14-15 must be matched by a 14-15 by the other team.
- h) All matches are 2 minutes.

- i) The competitor who earns a 10-point spread or is ahead at the end of 2 minutes is declared the winner of the first 2 matches (first match only in 2 –women teams). If either or both first 2 matches end in a tie, they remain tied. No run-off, of ties, in the first 2 matches (or match for 2-women)
- j) The final match is total points using the full 2 minutes.
- k) The team with the most accumulated points wins.
- l) If at the end of the final match the accumulated score is a tie, overtime is required to determine the winner. The same two fighters will immediately continue to fight a sudden victory match (next point wins) to determine the winner.

6.2. ADULT SPARRING TEAMS

- 3-Man 18+ Team Sparring (Max 4 Team Members)
- 2-Women 18+ Team Sparring (Max 3 Team Members)
- 3-Man 30+ Team Sparring (Max of 4 Team Members)
- 2-Women 30+ Team Sparring (Max of 3 Team Members)

A team may only declare 3 or 4 male team competitors per event/tournament or 2 or 3 female team competitors. A team may declare a team member who has not arrived. A team **may not** declare a 5th competitor for men or a 4th for women at any event/tournament.

When teams are called to the sparring surface (mat), only the 3 or 4 male competitors and 2 coaches or 2 or 3 women competitors and 2 coaches can appear on the mat. All other team members and coaches must remain off the mat and/or sparring area. It is a penalty point to bring extra competitors or coaches.

6.3. YOUTH SPARRING TEAMS

- 3-Boy Youth Team Sparring (one 13 & younger, one 14-15, one 16-17)
- 2-Girl Youth Team Sparring (one 13 & younger, one 14-17)

For youth 3-Boy Sparring Teams and 2-Girl Sparring Teams, a younger age category competitor can compete up 1 age category older (EXAMPLE – A 13 & younger age category can compete up into the 14-15 age category and/or a 14-15 age category competitor can compete up into the 16-17 team age category). They cannot ever compete down into a younger age category.

6.4. INJURY TO TEAM MEMBER(S)

Any declared Team Member, who has not completed during the match, can replace an injured competitor that cannot continue during a match. If this happens, the injured competitor cannot be used again in the team event at that tournament.

- a) If the competitor cannot continue **due to a penalty where the uninjured competitor is disqualified**, the **injured** competitor's team will receive 10 points because of the disqualification. Example: if the uninjured competitor's team is ahead 10-6, then after the disqualification the score would be 10-16.
- b) If a competitor is injured in the first two matches for 3-man team, sparring, (first match for 2-women), and cannot continue, where there is **NO** penalty call, and they do not have an alternate member to continue the match, the **uninjured** competitor will be declared the winner, and the cumulative score remains the same. If it is the last match, the other team will be declared the winner even if they have fewer points at that time.
- c) If two or more competitors are injured, (one for 2-women) the team could win the match but will NOT be allowed to continue in future matches at the tournament.

6.5. TEAM DISQUALIFICATION

- a) If a team uses a competitor not declared or registered, the team will be disqualified from competing at that event/tournament.
- b) If a competitor is disqualified in the first two matches for 3-man team, sparring, (first match for 2-women) the opposing team will receive 10 points. Example: if a competitor is disqualified for any reason and competitor's team is ahead 8-3, then after the disqualification the score would be 8-13.
- c) If a competitor is disqualified in the last match, the other team automatically will be declared the winner of that team match.
- d) If 2 or more members of the same team are disqualified, the team is automatically disqualified and cannot continue.
- e) A disqualified competitor cannot be used in any remaining team matches for that event/tournament.

7.0. FORMS AND WEAPONS

7.1. ORDER OF COMPETITION

Once the final call for a form or weapon division has been made at ring side and the divisional seeds have been applied; the competitor's order of competition will be established by a shuffle using the

electronic scoring system. Scoring of competitors will occur once all competitors have competed in the division.

7.2. SCORING RANGES OF FORMS AND WEAPONS

The Scoring range should always be confirmed by the center referee and judges before the division starts. The scoring range is 9.90 to 9.99 in the divisional eliminations and divisional grand runoffs; while the scoring range for the overall grands is 9.90 to 10.0. All judges must make scoring decisions by giving different scores to the competitors. Judges may only give a single 9.99, 9.98, 9.97, and 9.96 per division.

7.3. TIES

If there is a tie for 1st through 4th place, the following tie breaker rules will be applied in the stated priority order. Ties for 5th through 8th place are not broken with each tied competitor receiving finalist placement and awards.

- a) If the division is judged by **3 judges** the following priority order is applied:
- b) If the majority of the judge's scores (as adjusted if applicable) determine the placement.
- c) if the majority of judges does not resolve the tie, AND one judge or more has given the same score for the tied competitors, the judge(s) that gave the same scores must make a selection to break the tie.
- d) If options 1 and 2 do not resolve the tie, then any adjusted scores would be returned to the original value and the total score recalculated to resolve the tie.
- e) if options 1, 2, and 3 do not resolve the tie then each competitor is awarded the placement; unless the tie is for 1st place in which the tied competitors must rerun the division in the same order as they originally competed and will be scored again to resolve the tie. Ties for 1st place MUST be resolved.

If the division is being judged by **5 or 7 judges** the following priority order is applied:

- a) The majority of ALL judge's scores determine the placement.
- b) If the majority of judges does not resolve the tie, the dropped scores will be added back with the total score recalculated to resolve the tie
- c) if options 1 and 2 do not resolve the tie, AND one judge or more has given the same score for the tied competitors, the judge(s) that gave the same scores must make a selection to break the tie.
- d) if options 1, 2, and 3 do not resolve the tie then each competitor is awarded the placement; unless the tie is for 1st place in which the tied competitors must rerun the division in the same order as they originally competed and will be scored again to resolve the tie. Ties for 1st place MUST be resolved.

Commentary - Re-running only applies to ties for first place. All unbreakable [after applying the applicable tie-breaker rules above] ties for 2nd place and beyond will result in the tied competitors all receiving the same placement. The placement positions will be adjusted in the same manner as the Open World Tour ratings. For example, if there is a 2-way tie for 2nd place then the positions awarded would be 1st place, two 2nd place awards, and a 4th place award. There would not be a 3rd place award as we have two tied for second, thus allowing a total of 4 places to be awarded.

7.4. RELATIVE RANKING RULE

- a) The Relative Ranking Rule requires that all judges use the scoring worksheets provided in the ring boxes.
- b) As each competitor runs their form, they are given a place number relative to the competitor who has already run. (For example, each judge gives the first competitor up a "1" next to his/her name on the worksheet.)
- c) The next competitor gets a "2" if their form is not as good; or if their form is better, they get a "1" and the first competitor gets his "1" changed to a "2". The third competitor then gets a number that grades his form relative to the first two, and so on down the division. When all competitors have run, each judge's Worksheet will have all the competitor's names listed in the order they ran, but with numbers next to their names that reflect their place relative to one another.
- d) EXAMPLE IF FOUR COMPETITORS ARE IN DIVISION

JOHN DOE	II	9.98	2 nd
BOB SMIT	III	9.97	3 rd
KEN BLACK	I	9.99	1 st
LARRY JAY	IIII	9.96	4 th
- e) Each judge decides how high to score his number "1" competitor – a 9.99 – and assigns that score to the top competitor. The number "2" competitor will be scored one-hundredth lower at 9.98 Number "3" will get a score one-hundredth lower than the number "2, and number "4" will get a score one-hundredth lower than the number "3".
- f) This is done until all the competitors are ranked relative to each other. None of the top four competitors ever receive the same score, and the top four scores a judge gives are only given once. A judge may give the same score to competitors he/she has ranked as "5" or lower, though it is discouraged unless there are many competitors in the division and giving incrementally lower scores would take the lower-ranked competitors to scores that were undeserved low.
- g) Slash marks are the preferred methodology as judges do not mark out or erase as often, you only add slashes.

7.5. MAXIMUM DEVIATION RULE

The Maximum Deviation Rule limits the impact of a single judge's score to control with their high or low score the outcome of placement. The judge's score that is between the other two judges' scores (m) is considered the middle score. For clarity, this is the middle score of all three judges, NOT the center official's score. Once that score has been determined, the other two judges cannot be higher or lower than .02 points of that middle score. If their score is higher or lower than .02, they must adjust their score up or down according to that .02 maximum deviation. The implementation of the Maximum Deviation Rule will be automatically calculated by the scoring system software.

7.6. TIME LIMIT

Time starts with the competitor's first step, in the ring, onto the matted surface. Competitors typically use two initial launch points; 1) the corner of the ring; or 2) just outside of the corner. In either case, once a competitor takes their first step onto the competition surface, time will start.

Each divisional form or weapon routine, divisional grand routine and overall grand routine, must be four (4) minutes or less. Four (4) minutes is allowed for the Traditional Challenge, Korean Challenge and Team Synchronized Forms. Team demonstration is allowed a five (5) minute time limit. There is no requirement that the scorekeeper provide any type of "time warning". Competitors who exceed the applicable time limit will be disqualified.

7.7. DELAY OF TIME PENALTY

A .05 point, per judge, will be deducted from the offending competitor's final score each minute the competitor is not ready to compete. If a competitor is still not ready to compete after 3 minutes, they will be disqualified.

7.8. PROPS

Props are not allowed in individual or team synchronized weapons and forms divisions. Blindfolds, headbands, wristbands, tape, and face paint are not considered props and are allowed in individual and team synchronized weapons and forms divisions.

Props are only allowed in team demonstration performances. Props that are used during team demonstration performances must not create an unsafe situation or be harmful to the environment. Cleaning up must not exceed the 5 minutes allowed for team demonstration.

7.9. EQUIPMENT ABUSE

It is the competitor's responsibility to not abuse the tournament supplied equipment. Intentional actions may be penalized with a point .05 deduction subject to a majority decision of the judges. Intentional action may include, but are not limited to the following examples:

- a) Driving/striking downwards with a sword that penetrates the mat
- b) Throwing any weapon on the mat (placing is acceptable); and
- c) Forcibly pushing a bow into a mat.

7.10. STARTING A FORM OVER

If a competitor starts their form over because of a memory lapse or any other reason due to their negligence, the following applies:

- a) The officials will score as though there was not a mistake, but a penalty of .05 applies
- b) The four-minute time limit will start over.
- c) A competitor can only start over one time for scoring.
- d) If a competitor must start over, not due to their negligence, they will not be penalized if they start over. For example, the venue lights going out

7.11. OTHER FORMS AND WEAPONS PENALTIES

In the form and weapon divisions, all non-disqualification penalties are .05 reduction per judge and will be deducted from the offending competitor's final score.

Penalties:

- a) Moves that are illegal for the type of routine (Traditional, Creative, Musical, Extreme) - a downgrade of the form or weapon routine by each individual judge, or upon a majority vote of the judges, a disqualification "no score" as a form inappropriate for the division.
- b) Weapon Breaks – separates into 2 or more sections – Disqualification
- c) Weapons Cracks – Does Not separate into 2 or more pieces – NOT a penalty. The competitor may have lowered their scores if, in the opinion of the judges, the crack impacted the execution of the form or the effectiveness of the weapon.
- d) Music that contains any cursing, explicit sexual content, and/or racially insensitive lyrics -Disqualification.

8.0. OPEN WORLD TOUR FORMS DIVISIONS

8.1. TRADITIONAL FORMS (Youth & Seniors Only)

This division includes ALL styles of martial arts.

Forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, and footwork. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus.

Forms may be unmodified or modified from what a system or school considers to be the original version of the form. Styles or systems forms can be combined into a blended form. Forms can be completely created by the competitor utilizing a combination of traditional techniques. Exhibitions of flexibility and agility are allowed.

Only traditional techniques are allowed; the performance of the following movements will result in a downgrade of the form by individual judge, or upon unanimous vote of the judges, a disqualification "no score" as a form inappropriate for the division:

- a) Movements that involve more than 360-degree spin
- b) Require the body to be inverted more than parallel to the floor

Kip-ups and forward rolls are legal techniques.

The following three divisions: Japanese/Okinawan Traditional Forms, Korean Traditional Forms, and Chinese/Kenpo/ Kempo Traditional Forms are all judged based on the same criteria.

Forms may be unmodified or modified from what a system or school considers to be the original version of the form.

Only traditional techniques are allowed; the performance of the following movements will result in a downgrade of the form by individual judge, or upon unanimous vote of the judges, a disqualification "no score" as a form inappropriate for the division:

- a) Movements that involve more than 360-degree spin
- b) Require the body to be inverted more than parallel to the floor

Kip-ups and forward rolls are legal techniques.

8.2. JAPANESE/OKINAWAN TRADITIONAL FORMS (18+ Only)

This division is limited to the Japanese and Okinawan styles of martial arts.

8.3. KOREAN TRADITIONAL FORMS (Youth, 18+, and 30+ Only)

This division is limited to the Korean styles of martial arts.

8.4. CHINESE/KENPO/KEMPO TRADITIONAL FORMS (18+ Only)

This division is limited to the Chinese, Kenpo, and Kempo styles of martial arts.

8.5. CLASSICAL KATA – TRADITIONAL CHALLENGE (all ages)

The Classical Kata (Traditional Challenge Divisions) will showcase the patterns of recognized Karate systems from Japan (Shotokan, Shito-Ryu, Goju-Ryu, Wado-Ryu, Chito-Ryu) and Okinawa (Shorin-Ryu, Isshin-Ryu, Goju-Ryu, Uechi-Ryu). Competitors must perform a recognized unaltered/unmodified kata from one of the above systems and no additions, deletions, or exaggerations of movements are allowed. School variations are permitted provided the movements maintain the structural integrity of the original kata.

Commentary

Unlike the Japanese/Okinawan division (Open World Tour), competitors must only perform unmodified katas from Japanese or Okinawan Karate systems. Competitors who choose to alter/modify a classical working or add/delete moves are strongly encouraged to enter the Open World Tour Japanese/Okinawan division as such changes to the kata will result in disqualification in the Traditional Challenge division.

1) GENERAL CRITERIA

The Judging panel will use the following seven criteria to evaluate each competitor:

1) Eyes; 2) Pace; 3) Breathing (proper exhalation); 4) Focus (or *kime*); 5) Kiai (maximum of 6); 6) Technique (no stances below the horizontal, and criteria specific execution); and 7) Understanding of application (or *bunkai*).

2) SPECIFIC CRITERIA

Although Okinawan and Japanese styles have many stylistic similarities, the following subtle differences must be observed:

a) Japanese styles (i.e. Shotokan, Wado-Ryu, and Kyukoshinkai) generally have:

1. lower chamber, longer and wider stances (especially zenkutsu-dachi);
2. horse stances with toes pointing parallel (kiba dachi);
3. emphasis on use of back stance (or kokutsu dachi);
4. and thrusting kicks.

b) **Okinawan** styles (i.e. Shorin-Ryu, Isshin-Ryu, and Ryuei-Ryu) generally have:

1. higher chamber;a)
2. higher and shorter stances (more use of natural stance and sanchin dachi);
3. horse stances with toes pointing outward (shiko dachi);
4. emphasis on use of cat stance (neko ashi dachi); and snap kicks.

3) COMPETITION ATTIRE

Competitors must wear a clean, all white traditional uniform. Sleeve length must pass the elbows; uniform bottoms must be past (below) the knee in length. Competitors must wear a belt.

4) KEY ELEMENTS OF SCORING

Competitors will be judged/scored on focus (kime), proper execution of technique (punches, kicks, and stances), proper breathing and hip rotation.

Judges consider and evaluate the competitor on:

- a) Basic techniques, stances, punches, blocks and kicks executed with balance, strength and focus;
- b) Eyes (Visual Expression of the Competitor);
- c) The Pace of the Kata, Breathing (Proper Exhalation); and
- d) Focus of attention (chakugan).

The competitor must have an understanding of application (bunkai) and the criteria specific to the individual kata.

Specifics:

- a) Kia - Maximum of six (6);
- b) Kicks – Standing kicks must not go above the competitor's head;
- c) Stances must not break parallel.
- d) Movements must not be exaggerated (ex. Excess holding of kicks or balance movements)

5) SCORING/OFFICIATING

Judges follow official Open World Tour scoring procedures.

Two Judges in the corners, the center referee is located in the middle.

6) PROCEDURE

The following procedures will be used by the Officials.

- a) Time Limit: 4 minutes, the clock starts when the competitor enters the ring.
- b) The competitor will bow in and announce the name of the Kata only. He or she will be recognized by the center judge and the kata may begin.
- c) Competition will include two rounds.
 - 1. Round one includes all competitors and the seeded competitors. The top four finishers from round one will advance to the second round.
 - 2. The order of performance for round two will be RANDOMIZED by the computer system; Open World Tour seeding or results from round one will **NOT** have any bearing on the order of performance in round two.
 - 3. All competitors that advance to round two must perform a DIFFERENT kata than they performed in round one.
 - 4. Scoring will be the same as round one, with all athletes performing and then scores will be given.

7) OFFICIAL'S DUTIES IN PROCEDURE

- a) One Official is designated to count the Kia;
- b) One official will watch for the height of the kick;
- c) The Center Official (*who is the highest most experienced rank*) will raise a hand if the form is indeed traditional.

8) DISQUALIFICATION

Competitors may be disqualified for one of the following:

- a) Doing a non-traditional form (altered or made up);
- b) Kia rule not followed (too many or not enough);
- c) Sportsmanship is not adhered to;
- d) Excessive stance violation; and
- e) Exaggeration of techniques.

Note on out of bounds: Stepping out of bounds will not be a penalty or automatic disqualification because not all tournaments use the same size of tatami/mat to ensure kata can be properly executed in the provided competition area. If a competitor steps out of bounds, the Judges cannot penalize the competitor.

9) KATA LIST

Open World Tour follows the World Karate Federation approved kata list.

Only the Katas listed on the World Karate Federation approved kata list may be performed.

8.6. KOREAN CHALLENGE (all ages)

a) OVERVIEW AND INTENT

This is a three-round competition focused on highlighting traditional Korean forms that can trace their backgrounds from International Tae Kwon Do and its off-sets, World Taekwondo and its off-sets, Mu Do Kwon and Tang Soo Do. Competitors must perform a recognized unaltered/unmodified kata from one of the above systems and no additions or deletions of movements are allowed. School variations are permitted provided the movements maintain the structural integrity of the original kata. Uniform requirement includes white over or pullover dobak with or without any color trim. There are no limits in patches or association logos (i.e., ITF certified uniforms).

b) JUDGES & SCORING

Judges will be spread out, the center judge in the front and the two corner judges will be in the back two corners.

Judges will be looking at precision, beauty of technique, application of technique, balance, difficulty, focus, body control, consistency of stances, chambers and striking as well as a high focus on kicking precision.

c) FORMS REQUIREMENTS

1. The forms must be done how they were taught and there must be no change in the diagram of the forms (i.e., turning Ge-Baek sideways will not be allowed).
2. Sine wave for ITF forms is not required but will not be deducted for having sine wave
3. No more than four (4) kiyups (long paused yell). Loud breathing is acceptable.
4. No stances going below the plane (waist and hips going below the knees).
5. The forms must be completed within four minutes once bowed into the ring.

d) COMPETITION FORMAT

1. The competitor will not do a formal introduction but must present the name of their form before starting.
2. Competitors can only compete with forms that are on the list certified below but may choose any of the forms on the list, no matter what their rank.
3. The first round will be a regularly scored round and the top four highest scoring competitors move into the second round.
4. The first place will go head-to-head against the fourth place, and the second place will go head-to-head with the third place.
5. Competitors will do their forms at the same time, and the three judges will vote.

6. The top two move into the next round and must do a different form in the final round and go head-to-head again to crown a champion.
7. **IMPORTANT** – All competitors should come to the event with at least two forms prepared for competition.

e) DISQUALIFICATION

Competitors may be disqualified for one of the following:

1. Performing a nontraditional, altered, turned sideways or made-up form.
2. Performing a form not on the approved list. (see the list below)
3. More than 5 kiais
4. Not wearing the required uniform and following the uniform criteria
5. Exceeding the time limit of 4 minutes.

f) FORMS LIST

ITF (International Taekwon-Do Federation)

Hwa-Rang, Choong-Moo, Kwang-Gae, Po-Eun, Ge-Baek

Eui-Am, Choong-Jang, Ko-Dang, Juche

Sam-Il, Yoo-Sin, Choi-Yong

Yon-Gae, Ul-Ji, Moon-Moo

So-San, Se-Jong

Tong-Il

WT (World Taekwondo)

Pal-Gwe 6–8, Taegeuk 6–8, Koryo

Keumgang

Taebaek

Pyongwon

SipJin

Jitae, Chonkwon, Hansu, Ilyeo

Moo Duk Kwan / Tang Soo Do

Pyung-An/Pinan 4–5,

Passai (Bassai) Dai/So,

Jin Do, Ro-Hai,

Kong San

Kun Dai,

King San
un So,
Wan Shu,
Ji-On, Sei-Shan,
O Sip Sa Bo,
Sip Soo (Jit Te).

8.7. CREATIVE FORMS

Forms must include techniques which originate from martial arts and emphasis will be placed on execution of the techniques, application of the techniques, difficulty, balance, speed, power, solid stances, performance and focus. Quick and continual succession of hand strikes, combination flying kicks, multiple kicks, splits and other creative martial arts techniques are required and must be included in the majority of the performance. Athletes will receive scores based on elements that demonstrate and highlight speed, power, and stances that provide solid foundations for which movements can be executed. Scores will be based on the elements as defined and how the athlete utilizes performance techniques to highlight the elements.

Performance of the following movements will result in a downgrade by the individual judge(s), or upon a majority vote of the judges, a “no score” if a form is inappropriate for the division:

- a) Movements that involve more than a 360-degree spin without touching the leg down before continuing the rotational moves and spins.
- b) Movements that require the body to be inverted more than parallel to the floor ie; back flips, front flips etc.

The following techniques are legal in the Creative Divisions and will be scored as any other techniques (difficulty, power, speed, balance, and proper execution):

- a) Butterfly kick
- b) Illusion kick
- c) Forward Roll
- d) Kip Up

Commentary - The essence of a competitor's creative form/routine should be more in the manner of modern sport karate including those techniques, movements, and combinations and not simply a traditional form with one or two creative techniques added.

8.8. EXTREME FORMS

This division allows for the integration of techniques and movements from all martial art styles, gymnastics, acrobatics, dance, and athletic disciplines. However, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed.

The minimum requirements for eligible forms are:

- (1) at least half of the form must originate from martial arts techniques
- (2) the competitor must execute at least one technique that involves an inversion or greater than 360-degree spin.

Emphasis is placed on:

- a) the quality of execution of techniques and movements;
- b) martial arts skills;
- c) balance, speed, and power;
- d) the degree of difficulty;
- e) and showmanship.

Commentary - Although one extreme move qualifies a competitor for the extreme divisions, it should be expected that an extreme form with multiple extreme moves of good quality would prevail as the winner, assuming all other criteria is met.

8.9. MUSICAL FORMS

The division's purpose is to host a unique space for the evolution of art and the combination of artistry to be evaluated simultaneously with the emphasis on choreography and synchrony to music, musical elements such as tempo, rhythm, and beats, and overall presentation coupled with creative and extreme martial arts.

Therefore, a form in the musical division should be greater than 50% high-speed, contemporary techniques including but not limited to hand technique combinations, and aerial kicking technique. The musical division requires forms to meet all the above criteria for a Creative or Extreme form and additionally meet the requirements of the "Divisional Music Rule"

8.10. DIVISIONAL MUSIC RULE

Music Choreography is defined as the following:

- a) The movements of the form must be accentuated by and performed in conjunction with specific beats, notes, or words in the music. Simply performing your form with the same rhythm or cadence of a song (background music) is not satisfactory.
- b) If sound effects are added to the music, the form should not solely be choreographed to the added sound effects.
- c) Music and sound effects should appropriately match each other and set the overall mood for each performance.
- d) Overall, all music and sound effects used must compliment the form, and both the form and music should be judged together and viewed as an overall performance, not simply as a form performed with music playing.
- e) Live music performances are NOT allowed.

Each competitor must provide a music player of reasonable and non-intrusive size at ringside to play their music, and an attendant at the player who must be present at all times during the performance (unless it is advertised that music players will be supplied). As each form begins, a music volume check must be made, during which time the player attendant will look to the center judge for a nod of approval or a signal to lower the volume. Once this volume is set, it may not be increased during the performance of the form.

Commentary - If a competitor chooses to use music in a grand championship division to a form that does not require music, the "Divisional Music Rule" does not apply.

Commentary - If the event promoter is requiring competitors to utilize non-licensed or royalty-free music and a competitor does not have the required rights-free music, the competitor has the option of running their form WITHOUT music, WITHOUT penalty.

9.0. OPEN WORLD TOUR WEAPONS DIVISIONS

9.1. WEAPONS GENERAL RULE

All weapons forms should be judged based on the following: use of the weapon as well as execution of technique, balance, speed, power, solid stances, and focus.

All weapons MUST be for demonstration purposes only. No sharpened blades are allowed in competition. Projectile weapons such as a bow and arrow and/or gun are not allowed.

9.2. DROPPING A WEAPON

If a competitor drops their weapon **during the elimination divisions**, they will not be scored and will be disqualified.

If a competitor drops their weapons during the Divisional Grands or Overall Grands, they will receive a .05 deduction. However, a second drop or failure to complete their weapons form will result in disqualification.

During all phases of competition, if a competitor drops their weapon and it goes out of bounds and/or hits anyone, they will be disqualified and will not receive a score. Throwing a weapon down will be scored as a weapons drop and thus disqualification.

Competitors who use multiple weapons may place or toss one of the weapons, or part of the weapon, to the mat, to separate it from the competitor. An example includes a swords' sheath. Likewise, a competitor can place their weapon(s) on the mat at the end of their routine.

Should the tossed weapon or part of the weapon leave the dedicated competition area the competitor will be penalized. Should the tossed weapon or part of the weapon hit another competitor, a spectator or the judges the competitor will be disqualified.

9.3. ALTERING A WEAPON

It is the intent of this rule to enforce the use of a weapon in its original design, functionality, and capabilities. Altering the weapon(s) in any matter (excluding tape), including but not limited to the use of magnetic weapons, will be deemed as altering the weapon and the competitor scores may be lower. The competitors must notify the judges, prior to starting their routine, they are using magnetics.

9.4. TRADITIONAL WEAPONS – (All Ages)

Forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, and footwork. Emphasis is placed on proper use of the weapon as well as execution of technique, application of technique, balance, speed, power, solid stances, and focus.

Forms may be unmodified or modified from what a system or school considers to be the original version of the form. Styles or systems forms can be combined into a blended form. Forms can be completely created by the competitor utilizing a combination of traditional techniques. Exhibitions of flexibility and agility are allowed.

Only traditional techniques are allowed; the performance of the following movements will result in a downgrade of the form by individual judge, or upon unanimous vote of the judges, a disqualification "no score" as a form inappropriate for the division:

- a) Movements that involve more than 360-degree spin
- b) Require the body to be inverted more than parallel to the floor
- c) Front or side leg splits

Kip-ups and forward rolls are legal traditional techniques.

Juniors (14-17), 18+, and 30+ traditional weapons will be divided into two divisions: bladed and non-bladed. Bladed weapons are those that contain an actual cutting edge such as sword or kama. Non-bladed weapons would include weapons such as bo, oar, fans, and sai. Adding a blade to any weapon places it into the bladed weapons category.

9.5. CREATIVE WEAPONS – (All Ages)

Forms must include techniques which originate from martial arts and emphasis will be placed on the execution and use of the weapon to include all elements defined in creative forms as well as weapon manipulations and weapon releases. This division distinguishes itself from the Traditional Weapons division by rewarding athletes who uniquely incorporate the use of manipulations, releases, spins and body/hand/finger rolls with the weapon into a creative routine.

Weapons movement shall NOT be a factor in determining whether the weapons form constitutes a Creative or Extreme Form. The determining factor shall be the particular body movements as defined in the Creative and Extreme Divisions. Consequently, a Creative Weapons competitor is permitted to perform any weapons move (i.e., manipulations, releases, spins, etc.) but is not permitted to perform "Extreme" body movements (i.e. flips, any kick spinning greater than a 360, or any inverted body moves, etc.).

Juniors (14-17), 18+, and 30+ creative weapons will be divided into two divisions: bladed and non-bladed. Bladed weapons are those that contain an actual cutting edge such as sword or kama. Non-bladed weapons would include weapons such as bo (staff), oar, fans, and sai. Adding a blade to any weapon places it into the bladed weapons category.

9.6. EXTREME WEAPONS (Youth, 18+, and 30+)

This division allows for the integration of techniques and movements from all martial art styles, gymnastics, acrobatics, dance, and athletic disciplines. Emphasis will be placed on the execution

and use of the weapon to include all elements defined in extreme forms as well as weapon manipulations and weapon releases.

The minimum requirements for eligible forms are:

- (1) at least half of the form must originate from martial arts techniques
- (2) the competitor must execute at least one technique that involves an inversion or greater than 360-degree spin.

Weapons movement shall NOT be a factor in determining whether the weapons form constitutes an Extreme Form. The determining factor shall be the particular body movements as defined in Extreme Forms.

Commentary - Although one extreme move qualifies a competitor for the extreme divisions, it should be expected that an extreme weapons form with multiple extreme moves of good quality would prevail as the winner, assuming all other criteria is met. Simply holding a weapon and executing an extreme form without proper utilization of the weapon will be a downgrade by the judges.

9.7. MUSICAL WEAPONS (All Ages)

This division mirrors the requirements established in the musical forms section above but additionally requires the incorporation of a weapon. Emphasis will be placed on the execution and use of the weapon to include all elements defined in creative and extreme forms as well as weapon manipulations and weapon releases.

10.0. GRAND CHAMPIONSHIPS AND OVERALL GRAND CHAMPIONSHIPS

10.1. GENERAL RULES

All competitors must compete in any Divisional Grand Championship and/or Overall Grand Championship with the style of form or weapon (not exact form or weapon) from the elimination division type they won. EXAMPLE – A winner of a creative form division cannot compete with an extreme form in the grand championships. Performing a non-qualifying form will result in disqualification.

If a competitor wins more than one elimination division, they have the option to select the style of form or weapon of the divisions they won. Competitors receive a draw for each elimination division won within the applicable divisional grand or overall grand and will receive the preferential draw in the final order of competition.

All competitors may use music in all Divisional Grand divisions and Overall Grand divisions. To Compete in an 18+ Overall Grand Championships and/or Overall Grand Championship Runoff in Forms, Weapons, or Sparring, a competitor must have won an 18+ Division.

11.0. TEAM SYNCHRONIZED FORMS & WEAPONS AND TEAM DEMONSTRATION

11.1. TEAM SYNCHRONIZED FORMS & WEAPONS

Team Synchronized divisions are defined as a group organized to function cooperatively in a joint effort. Synchronized is defined as: working at same time or rate; working in unison; and/or use of techniques in a domino or sequenced effect.

There are four team synchronized divisions: traditional forms; traditional weapons, CMX forms; and CMX weapons. These team synchronized divisions feed into two divisional grands: traditional forms versus traditional weapons; and CMX forms versus CMX weapons. The divisional rules apply to each genre of the team synchronized divisions except for music being allowed in the traditional team synchronized divisions.

- a) 4 - Minute Maximum Time Limit – Time starts when the first team member steps into the competition area and ends when the team is obviously finished as determined by the Center Official.
- b) All the technical martial arts skills are evaluated for execution, presentation, and difficulty.
- c) Teams are composed of 2 – 5 members
- d) All listed team members must be present to utilize a seed and to earn ratings points. Substitutions are not allowed.
- e) All team members must be black belts.
- f) Teams must register their team with Open World Tour, both the team's name and the individual team member names are required to earn points and use their seed.
- g) All members of a team must sign a waiver before they are allowed to compete.
- h) Teams are allowed to add a new member/s to their team. They must submit the new member/s to Open World Tour to earn points and use their seed.
- i) A team may pick up and use competitor/competitors that are not listed on their roster at any event/tournament. However, they cannot earn any points or utilize their seed.
- j) If a sponsor has multiple teams, each team must declare their own members. Each team and their members will be rated separately. If both teams are not present at any event/tournament, team members can be combined, however they cannot earn points or utilize their seed

11.2. TEAM DEMONSTRATION

Team Demonstration is given more liberties and freedoms to exhibit one or a combination of martial arts skills.

- a) 5 - Minute Maximum Time Limit – Time starts when the first team member steps into the competition area and ends when the team is obviously finished as determined by the Center Official.
- b) All the technical martial arts skills are evaluated for execution, presentation, and difficulty.
- c) Teams are composed of 5 – 20 members; however,
- d) The majority of the original declared team must be present for the team to earn points or to utilize a seed.