



WORLD SEIDO KARATE ORGANIZATION

CHILDREN'S TOURNAMENT RULES & REGULATIONS

Age Group	Age
Pee Wee	4 through 6 years
Junior	7 through 9 years
Youth	10 through 12 years
Teen	13 through 16 years

Category	Age and Rank Allowed
Kata	All Ages All applicable ranks
Technique Shiai	All Ages White through Adv. Yellow
Kumite	Junior, Youth & Teens Green belt and up
Breaking	Black Belts only

**TOURNAMENT IS ABOUT GOOD SPORTSMANSHIP AND SUPPORT OF YOUR PEERS.
COMPETITORS SHOULD ALWAYS SHOW PROPER RESPECT TO YOUR OPPONENTS AND OFFICIALS.
PARENTS WE ASK THAT YOU PLEASE KEEP SIDELINE COMMENTS POSITIVE AND ENCOURAGING.**

KATA

GENERAL

- ⇒ All katas must be part of the syllabus as recognized by the *World Seido Karate Organization*
- ⇒ The kata performed must be up to or equal to the competitor's current age and rank
- ⇒ A competitor may not combine two or more katas
- ⇒ Katas may not be performed to music and no two-person katas are allowed

FORMAT

- ⇒ The first 3 competitors will perform their katas without receiving a score. After the third competitor completes his/her kata, those competitors will return to the ring one at a time, in the order of performance, and receive his/her score
- ⇒ The remaining competitors will receive their scores immediately following their kata
- ⇒ The first competitor does **not** have the option to go again

JUDGING AND SCORING:

- ⇒ There will be either 5 or 7 judges per ring
- ⇒ Judges will say "Yoi / Hajime" / "Naore" for all competitors
- ⇒ Counting will be permitted for all Pee Wee divisions as well as Junior *Kyu Belt* competitors only
- ⇒ A competitor may restart his/her kata, however, each judge must subtract 1 point from the individual score they would have given the competitor had the kata note been restarted (e.g., if a judge would have scored the competitor a 9.5 upon completion without starting over, then the same judge must submit a score of 8.5 if that competitor starts over)
- ⇒ Scoring will be on a 8 to 10 point scale
 - 1/2-points will be allowed from 8.0 to 9.0 (8.0, 8.5, 9.0)
 - Tenths of a point will be allowed from 9 to 10 (9.0, 9.1, 9.2, 9.3, etc.)

The numbers represent:	8	9	10
	Good	Excellent	Perfect

- ⇒ If there are 7 judges, the high and low score for each contestant will be dropped. The remaining 5 scores will then be added together and the sum will be the final score for the contestant's performance.
 - In the event of a tie the following will be applied:
 - The high and low scores will be added back in for a new total
 - If a tie still exists the high and low scores will be dropped along with the next lowest score
 - If a tie continues to exist, the lowest score will continue to be dropped until there is only one score left
 - In the unlikely event there is still a tie, the tie will remain and both competitors will place
- ⇒ If there are 5 judges, the final score will be the combined total of points awarded by the judges
 - In the event of a tie, the lowest score will be dropped
 - If a tie still exists, the lowest score will continue to be dropped until there is only one score left
 - In the unlikely event there is still a tie, the tie will remain and both competitors will place.

SCORING CRITERIA: A contestant's kata shall be evaluated on the following criteria:

- | | | |
|------------------------------------|-----------------------|------------------------------|
| • Strength / Energy | • Fluidity and rhythm | • Kiai / Spirit |
| • Focus and crispness of technique | • Eye position | • Discipline / Presentation |
| • Balance and Posture | • Accuracy of kata | • Attitude and concentration |



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TECHNIQUE SHIAI

FORMAT

- ⇒ Each competitor will have 2 matches each
- ⇒ There will be two competitors for each match
- ⇒ The competitors will be facing each other, each standing behind a line of tape with a 3 foot gap between the lines of tape for separation and safety
- ⇒ The Chief Referee will call "Hajime" (begin) and "Yame" (stop)
- ⇒ Both competitors will compete simultaneously
- ⇒ The competitors will pretend to fight each other using techniques such as-
 - punches, strikes, kicks and blocks
 - ducking, jumping and sweeping
 - maneuvering around the ring
 - loud kiais
 - lots of spirit!
- ⇒ There will be **no** contact between competitors

JUDGING AND SCORING

- ⇒ There will be 1 Chief Referee and 4 corner judges
- ⇒ The duration of each round will be **45 seconds**
 - Upon completion of each match, the chief referee will call "score" at which time each of the 4 corner judges along with the chief referee will hold up a flag representing his/her decision
 - One flag equals one point
- ⇒ The points for each competitor will totaled and recorded
- ⇒ The cumulative points of the 2 matches will represent the total score for each competitor

KUMITE

EQUIPMENT

MANDATORY EQUIPMENT

- ⇒ Headgear (back of head must be protected)
- ⇒ Mouth Guard
- ⇒ Groin Cup (for men)
- ⇒ Chest Guard (for women)
- ⇒ Hand Protectors (no tape will be permitted on the striking surface)
 - Must be at least ½ inch thick and foam dipped (not vinyl covered) ; no boxing, kick boxing or bag gloves
 - Must cover the entire fist, knuckles and fingers
- ⇒ Foot Protectors (no tape will be permitted on the striking surface)
 - Must be at least ½ inch thick and foam dipped (not vinyl covered)
 - Must cover the top, front (including toes), sides and back of the foot

OPTIONAL EQUIPMENT

- ⇒ Chest Protector for men
- ⇒ Groin cup for women
- ⇒ Forearm guards
- ⇒ Shin guards

TECHNIQUES AND CONTACT

LEGAL TECHNIQUES

- ⇒ **Hands:** Punch (forefist) | Backfist (though spinning backfists are prohibited) | Ridgehand
- ⇒ **Legs:** Kicks: Front Snap, Roundhouse, Hook, Side, Back straight, Back spin, Inside-outside and Outside-inside Axe
- ⇒ **Target Areas:** Midsection and sides of body (above the belt, below the neck)



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ILLEGAL TECHNIQUES

- ⇒ **Hands:** Grabbing, Ground-fighting (no points will be awarded for techniques delivered from the ground), Spear hand, Knife hand, Palm heel, Hammerfist, Elbows, Spinning backfists
- ⇒ **Legs:** Knee kicks, Low leg kicks
- ⇒ **Target Areas:** Eyes, Neck (front, sides & back), Top/back of head, Back, Groin, Kidneys, All other areas below the waist (there is no kicking to legs or joints)
- ⇒ **Other:** Sweeping

CONTACT LEVEL

- ⇒ Light to medium contact to permitted target areas
- ⇒ **No** contact to the face or head area will be allowed *whatsoever*

FORMAT

- ⇒ Each match will consist of a single **1-minute** continuous round
- ⇒ All competitors will be assigned 2 matches each

JUDGING AND SCORING

- ⇒ There will be 1 Chief Referee and 4 corner judges
- ⇒ All corner judges must remain seated
- ⇒ Upon completion of each match, the chief referee will call "score" at which time each of the 4 corner judges along with the chief referee will simultaneously hold up a flag representing his/her decision
 - One flag equals one point
- ⇒ The points for each competitor will be totaled and recorded
- ⇒ The cumulative points of the 2 matches will represent the total score for each competitor
- ⇒ Warnings and Disqualification
 - **Warnings** shall be issued for, but may not be limited to, the following
 - Running out of the ring, turning one's back to avoid fighting, falling to avoid fighting, using illegal techniques, striking illegal target areas, excessive contact
 - **Disqualification** shall immediately occur for, but may not be limited to, the following
 - The issuance of a 2nd warning to the same competitor (the 2nd warning may be for a different infraction from the 1st warning); disrespectful attitude or poor sportsmanship; striking an illegal target area, using an illegal technique or using excessive contact that results in the inability of the opponent to continue the match as determined by the chief referee and/or medic
 - If a competitor is disqualified from his/her first fight, he/she will receive 0 points for that fight, however he/she will still be allowed to compete in the second fight

BREAKING

GENERAL

- ⇒ Black Belts only
 - ⇒ Separate divisions for girls and boys
 - ⇒ Boards must be ordered via the online registration link to ensure proper size
- Each competitor is responsible for both setting up and cleaning up his/her break(s)*

QUALIFYING ROUND

- ⇒ Each competitor must break 1 board in the qualifying round
- ⇒ Only Hammerfist (tettsui) break will be allowed for the qualifying round
- ⇒ Supports for the boards will be supplied in the form of concrete blocks
- ⇒ Each contestant will be required to successfully complete the qualifying round to advance to the competition round
 - A partial break will not be counted
- ⇒ Only one attempt will be allowed
- ⇒ After the attempt is complete, the contestant is to move back (away) from the boards and sit in seiza until the break can be inspected
 - Do not touch your board prior to inspection by the judges
- ⇒ If any competitor fails to complete the Qualifying Round, he/she will not advance to the next round



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COMPETITION ROUND

- ⇒ Each contestant successfully completing the **Qualifying Round** decides how many boards, with spacers, he/she wishes to attempt in the **Competition Round**
- ⇒ Only Hammerfist (tettsui), Knifehand (shuto) or Elbow breaks will be allowed for the competition round
- ⇒ Supports for the boards will be supplied in the form of concrete blocks
- ⇒ Only one attempt will be allowed
- ⇒ **All** boards set up must be broken in order to collect points
 - If ALL boards are *completely* broken, the competitor will receive **1** point for **each** board
 - If any board remains unbroken, the competitor will not receive any points
 - Partial breaks will not be counted
- ⇒ After the attempt is complete, the contestant is to move back (away) from the boards and sit in seiza until the break can be inspected
 - Do not touch any boards prior to inspection by the judges

SOGO (OVERALL) CHAMPIONSHIP

ELIGIBILITY

- ⇒ Open for black belt competitors only
- ⇒ There will be one boy's division winner and one girl's division winner
- ⇒ A competitor must participate in **all events** (Kata, Kumite **and** Breaking) to qualify for Sogo
- ⇒ There must be a minimum of 4 competitors in each event/division to qualify for Sogo

DETERMINING A WINNER

- ⇒ The competitor who has accumulated the most points from each event will be the Sogo champion
- ⇒ Points are awarded as follows -

1 st Place = 5 Points		2 nd Place = 3 Points		3 rd Place = 2 Points		4 th Place = 1 Points
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- ⇒ If a competitor places (1st, 2nd, or 3rd) in all three events he/she will be automatically awarded 2 additional Sogo points