

DESCRIPTION, PROTOCOL AND RULES ON WEAPONS & FORMS

SECTION 1A: DIVISIONS/AGE

Age division is determined by the athlete's age on June 30. Competitors whose birth date falls on or before June 30 must compete in the age division they would be in on their birthday. If an athlete competes in the wrong age division any points accumulated will be nullified. Competitors must be able to provide a birth certificate if requested by a USA SPORT KARATE

SECTION 1B: DIVISIONS/EXPERIENCE

There are two factors used when separating competitors into experience levels, years of training and belt color. School Instructors must register their belt colors and their commensurate experience levels with USA SPORT KARATE for future reference to determine the proper division for their athletes. In the event of a belt rank question, to ensure the safety and fairness of all competitors, the years of training takes preference over belt color. The Most important parameter is the competitor must compete in the highest belt rank achieved even if the competitor has changed styles. The rank achieved in the school is where they start their competition experience level, even if the event is their first.

- **First Timers** - may be any Beginner Belt Color, only ages 9 & Under
- Beginner athletes may compete in those specified divisions for a maximum of (1) year
- Intermediate a maximum of 2 years
- Advanced students a maximum of 2 years
- Black Belts are always Black Belts even if Junior Black

Whatever belts rank an athlete is going to be on November 30 is the rank they must compete in all year. Entering the correct experience & age division is the responsibility of the athlete and/or their coach. Any athlete that competes at the wrong experience level will be moved by USA SPORT KARATE to the correct experience level and will forfeit any points they have accumulated up until that point. Any athlete that knowingly enters the wrong division may be disqualified from all future competitions. If a school does not register their ranks, then USA SPORT KARATE will determine the proper experience level. The USA SPORT KARATE reserves the right to move competitors into their proper division at any time. Once a student competes at a new experience level by their choosing or by the guidelines provided, they cannot compete again at the lower level. If a student is asked to compete at a higher level due to a shortage of competitors, the student is allowed to go back to their original level and their points from that division will be placed at their proper division. **Competitors with a Black Belt in any style are required to compete in the Black Belt division even if they have started a new style of martial arts. Black Belt takes precedent over any other rank in competition.**

SECTION 1C: COMPETITION BELT COLORS

The following are the belt colors to be used while competing in USA Sport Karate Events. These have no bearing on the colors you may use in your school. Once a student/Instructor has determined which experience level you should be competing in based on USA Sport Karate Rules, The belt colors should be worn at each USA Sport Karate event. Because of future rank promotions in your school, Lower Belt Colors are allowed in Higher experience levels, Higher belt colors are not allowed in Lower experience levels

First Timers - may be any Beginner Belt Color, only ages 9 & Under

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

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

Advanced – over 2 years of continuous training, (red, brown belt or sash).

Black Belt – determined solely on Belt Color

SECTION 1D: DIVISIONS/NUMBER OF COMPETITORS

Although not Mandatory, **USA Sport Karate** reserves the right to split divisions with more than 14 Athletes in Weapons and Forms. USA SPORT KARATE reserves the right to split with less athletes to create a fair competition. USA Sport Karate may split based on age, gender, height, school affiliation, etc. to create a fair & balanced division.

SECTION 1E: DIVISIONS/PROTOCOL ALL WEAPONS & FORMS DIVISIONS

Athletes are only required to bow when entering and exiting the performance area. Scoring will be done after all athletes have performed.

Athletes will have 3 minutes to enter the performance area, perform and finish their form. Time will begin when the athlete enters the performance area. Time will stop when the athlete finishes their form and bows.

The rules apply as soon as the athlete enters the performance area.

Weapons are not allowed to strike the floor at any time.

SECTION 1F: DIVISIONS/PROTOCOL ALL WEAPONS & FORMS /SCORING

Scoring forms and weapons will take place after every athlete has performed. Athletes will stand up and line up in their original order of performance. They will be asked to step forward one at a time and receive their score. They will be scored in the following manner.

Judges will award scores from 9.91 – 9.99. Each judge may only one of the below

9.99 = 1st place

9.98 = 2nd place

9.97 = 3rd place

9.96 = 4th place

All others receive from 9.91 – 9.95, there may be multiples of these.

If there are only 2 athletes, then a show of hands will determine the winner. True ties may also be decided in this manner.

SECTION 1G: DIVISIONS/PROTOCOL ALL WEAPONS & FORMS /DEDUCTIONS

Penalties are all 1 point and are deducted from an athlete's total score, as part of the scoring procedure.

All Divisions are subject to the 3-minute time limit, All Weapons Divisions do not allow striking the Floor. Any extreme loss of balance that results in fall or body part touching the floor unintentionally. Restarts are a penalty in all divisions.

Traditional Weapons Penalties

Weapons Related

Dropping of the weapon, striking the floor with the weapon, a release of the weapon, loss of control of the weapons, use of a non-traditional weapon

Movement Related

Inversions, any technique involving more than a 360 degree turn, More than the allowed number of kicks without lowering the foot based on experience. Stepping outside the performance area

Traditional Forms Penalties

Inversions, any technique involving more than a 360 degree turn, More than the allowed number of kicks without lowering the foot based on experience. Stepping outside the performance area

Extreme Weapons Penalties

Weapons Related

Dropping of the weapon, striking the floor with the weapon, No release of the weapon, loss of control of the weapons, movements without a weapon in the hand.

Movement Related

No Inversion

Extreme Forms Penalties – same as above with no weapons.

SECTION 1H: DIVISIONS/EVENT DEFINITIONS/TRADITIONAL WEAPONS

Weapon divisions are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Weapon may not Strike the floor at anytime. Judging is based on the manipulation and control of the Weapon. **Other than transitioning movements and single Strike**, both hands must be on traditionally 2 handed weapon(s) at all times, except when transitioning, (i.e. the Bo)

No Overly Creative Manipulation of the weapon. Weapons must be Traditional in construction. The Center Referee/USASK Arbitrator will make the determination based on USASK Rules, whether a Weapon may be used or if the weapon is only a one or a two handed weapon.

No music or gymnastics are allowed. Beginners may not use more than (1) Kick in any direction without touching their foot to the floor. Intermediates may not use more than (2) Kicks in any direction without touching their foot to the floor. Advanced & Black Belt competitors may execute up to 3 kicks in any direction before touching their foot to the floor. Techniques may not involve any more than a 360-degree turn. Athlete may not step out of the ring during their performance

The weapons defined below are shown based on the usage at USASK events:

Bo - Ends may be only slightly tapered. The Bo must be natural in Construction made of wood. Balsa Wood, Graphite, or other lightweight, highly porous materials are not allowed. Only natural wood color allowed. The Height of the weapon must be no less than 6" below the user's overall height or 6" taller.

Kama – Handle must be Natural wood construction. No metal protrusions, holes in blade are allowed

Nunchaku – Natural wood Construction & cord or chain only

Sai – Must be Solid Metal in Construction. No Aluminum or other lightweight composite materials. Weapon must extend to the elbow at a minimum

Japanese Sword – Must be Solid Metal in Construction and have clearly defined Separate Blade, Handle, Blade Guard and Sheath.

Other weapons may or may not be disqualified from being used at USASK Discretion. USASK reserves the right to move any athletes using non-conforming Weapons or more Creative movements into a different division even if they are considered traditional to the style of martial art being shown.

SECTION 1I: DIVISIONS/EVENT DEFINITIONS/EXTREME WEAPONS

Extreme Weapon division are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Although multiple weapons types may be used, a Weapon must be in the athlete's hand or hands at all times, with the exception of at least (1) Full release of the weapon. Forms must include at least one full inversion where both legs go over the head. A forward and backward roll is NOT considered an inversion. All movements & gymnastics are allowed. Judging based equally on Creativity and Manipulation of the Weapon. Music may or may not use music during the performance. Competitors must bring their own proper music and their own device to play the music. No electricity may be available for said device. USA SPORT KARATE reserves the right to disallow any music that may involve the use of profanity, violence or any inappropriate words or suggestions.

SECTION 1J: DIVISIONS/EVENT DEFINITIONS/CREATIVE WEAPONS

Creative Weapons are defined as an event involving an individual performing a pre-arranged series of movements that include the use of a clearly identified weapon. Judging is based on the use, manipulation and control of the Weapon. Lightweight Competition Weapons are allowed.. Creative manipulation of the weapon is allowed, and must include at least (1) release of the weapon. No music is allowed. Techniques may not involve any more than a 360-degree turn. No Inversions are allowed

SECTION 1K: DIVISIONS/EVENT DEFINITIONS/TRADITIONAL FORMS

Traditional Forms are defined as an event involving an individual performing a pre-arranged series of empty-handed movements without music. They may not include gymnastics, acrobatics, splits or other freestyle type movements. Forward & Backward roles are allowed

Beginners may not use more than (1) Kick in any direction without touching their foot to the floor. Intermediates may not use more than (2) Kicks in any direction without touching their foot to the floor. Advanced & Black Belt competitors may execute up to 3 kicks in any direction before touching their foot to the floor. Techniques may not involve any more than a 360-degree turn.

Athletes must always stay on the performance area during their form. Any part of the body stepping outside the performance area will result in a penalty.

SECTION 1L: DIVISIONS/EVENT DEFINITIONS/EXTREME FORMS

Extreme Forms are defined as an event involving an individual performing a pre-arranged series of empty-handed movements that may or may not involve the use of music. Competitors may use any type of gymnastic, acrobatic, splits or other freestyle type movement. Form must include at least 1 full inversion where the legs go over the head, forward and backward roles are not considered inversions. Competitors must bring their own appropriate music and their own device to play the music. No electricity may be available for said device. USA SPORT KARATE reserves the right to disallow any music that may involve the use of profanity, violence or any inappropriate words or suggestions. Athletes are allowed to step outside the performance area.

SECTION 1M: DIVISIONS/EVENT DEFINITIONS/ CREATIVE FORMS

Creative Forms are defined as an event involving an individual performing a pre-arranged series of freestyle movements. No music is allowed. Techniques may not involve any more than a 360-degree turn. No Inversions are allowed. The Athlete may step outside the performance area.

SECTION 1N: DIVISIONS/EVENT DEFINITIONS/ CMX FORMS & WEAPONS

CMX Divisions are combined Creative & extreme divisions. They are used in lieu of separate divisions. These divisions allow for a combination of both divisions: Music allowed, inversion allowed but not mandatory, Acrobatics allowed. There must be a release of the weapon.

Section 1O: Arbitration Weapons and Forms

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

Improper Penalty – If an improper penalty has been assessed against a competitor, the deduction will be added back into the total and the proper award will be given. If a penalty was not assessed and judged to be applicable, the deduction will be taken from the competitor's total.