

# World Cup Martial Arts Organization

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**Membership:** Annual fee is \$60.00



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## World Cup Martial Arts Organization Rules

**Rules of play:** Luck of the draw. No seeds.

**Availability:** When the division has been declared closed and/or the charting has been started, No late entries will be accepted. Only the promoter and /or the arbitrator can make the final decision.

**Judges:** There must be three (3) Judges for Forms, Weapons, Self-Defense, Breaking, and Sparring divisions. There must be four (4) Judges, one (1) Center Referee and three (3) Judges, for Continuous Sparring divisions. There may be five (5) Judges for Black Belt Divisions. There may be seven (7) Judges for Forms and Weapons Grand championship Run-Off and /or Finals.

**Coaching:** Allowed from Coaches' Box and designated areas.

**Uniforms:** All competitors must wear a complete Martial Arts uniform in good condition representative of their style.

A competitor with offensive words or artwork on the uniform are **Not Allowed and** will be denied the privilege of participation. In Forms, shoes maybe worn. However, if the uniform top is a T-shirt, sweat shirt or tank top with the school logo, it will be acceptable. In sparring, the uniform must have sleeves that reach to the middle of the forearm. T-shirts, sweats, and tank tops are **Not Allowed!**

**Traditional Forms:** A competitor must compete in the appropriate division.

If such styles, Korean, Japanese, Okinawan, Chinese, Kenpo, Kung-Fu, or Wu-Shu is not specified in the division, then the competitor may perform any style of Traditional Form. The competitor will be disqualified for competing in an inappropriate division.

**American/Creative/Open Divisions:** Unlike the Traditional Divisions, these divisions are more Free Style Divisions. These divisions may include modified Traditional Forms as well as Creative Forms.

However, Any moves more than 360 degree spin, body being inverted more than parallel to the floor or gymnastics and/or non Martial Arts moves are **Not Allowed** (540's, Aerials, Kip-ups, etc...) However, a forward or backward roll is allowed!

**Extreme Division:** May perform any moves - All Martial Arts, Acrobatics, Dance, & Athletic moves are Allowed.

**Musical Divisions:** Same as the American/Creative/Open & Extreme Divisions, but the Form must be choreographed to the music. Background music will be judged as poor choreography for not being synchronized to the music. The use of music should be to enhance the presentation of the competitor's techniques and synchronization plays a major part in the score. The time limit of three (3) minutes once the competitor enters the ring is not reversible due to music difficulties. This also applies to the Musical Weapons Divisions.

**Weapons:** Sharp weapons are **Not Allowed** in the Junior Divisions.

If a competitor drops the weapon, or the weapon breaks during the competition, the competitor will be automatically disqualified. If a competitor recklessly or carelessly misuses the weapon, the competitor will be penalized or disqualified.

**Music:** The Competitors are responsible for their own music. This includes music, music player, and power supply to play the music and/or any other required equipment. You are responsible for supplying various options of your music for the night time finals. Due to numerous musical divisions and the success of having many competitors at the tournaments, your music needs to be controlled. You may not have your music overpower other rings.

**Sparring:** All competitors must wear Approved Protective Equipment: **Headgear, Footgear, Handgear, Mouthpiece, and Groin Protector (Male Only). Chest Protector & Face Shield for 17 & Younger Competitors are Mandatory!**

All of the head, face, chest, abdomen, and kidneys are legal target areas. Groin is NOT a target!!!

Light Headgear contact is allowed in All of the Divisions. Face contact is allowed in the Adult Black Belt Divisions Only!

Face contact in all of the other divisions will result in a **Warning, Penalty Point, or Disqualification!**

All Under Black Belts and Junior Black Belts must use either light or no contact to score to head target areas, and light or moderate contact to score to body target areas. Adult Black Belts must make contact to all of the scoring areas.

Drawing of blood is NOT an automatic disqualification!

Only standing Sweeping techniques to the footgear part of the front leg allowed. Takedowns or sweeping the base leg is **Not Allowed !**

**Time Out:** There can be **one (1)-ten (10) seconds Time Out** per match/round Only when play has stopped.

**Out of Bounds:** Out of bounds is when neither foot is inside or touching the boundary line.

**Penalties:** Illegal or Excessive contact, Illegal techniques, contact to non-scoring area, hitting after the break, out of bounds, dropping or running to avoid fighting and unsportsmanlike conduct are subject to a **Warning, Penalty Point, or Disqualification** by the Center Referee or with a majority vote by the Judges.

**Point and Penalty:** Only one (1) warning is allowed. Thereafter, a Penalty point will be given.

A point can be awarded to a competitor, and at the same time a penalty point can be awarded to a same competitor, thus giving a competitor two (2) scores. However, a point and a penalty **can not** be given to the same competitor.

**Ground Fighting:** Ground Fighting is **Not Allowed!**

**Techniques:** Allowable techniques include all controlled Martial Arts kicks and hand techniques.

Grabbing one (1) second to score is allowed. All other techniques are illegal. Blind techniques are **Not Allowed!**

**Weighing-In:** All of the competitors must weigh-in and must compete in appropriate weight division.

**Judging Error:** A Judge making an admitted error may immediately change the error.

**Time Limits:**

**Point Sparring:** Two (2) Minutes. The competitor to the first five (5) points or the competitor with the most points at the end of two (2) minutes will be declared winner.

**Continuous Sparring:** Two (2) rounds. One (1) minute per round, with a thirty (30) second break between the rounds. The competitor with most points at the end of two (2) rounds will be the winner.

**Forms & Weapons:** Three (3) Minutes. If the competitor exceeds the time limit, the competitor will be automatically disqualified. Four (4) Minutes time & music for the Grand Championship Finals will be allowed.

**Breaking:** Five (5) Minutes includes Set-up and Clean-up. Maximum of three (3) station for Under Black Belts and five (5) stations for Black Belts will be allowed. Multiple Breaks are to be one (1) station.

**Self-Defense:** Three (3) Minutes. Up to five (5) defenses or five (5) sets of fighting skits are allowed.

**Team Forms & Weapons:** Three (3) Minutes. Minimum of Two (2) to Maximum of ten (10) people.

**Team Demonstration:** Four (4) Minutes. Minimum of two (2), No maximum people.

**Team Sparring:** Ninety (90) seconds per round. Total points.

**Self-Defense:** The competitor may use props and/or weapons (no sharp objects are allowed). Maximum of five (5) sets of defenses or fighting skits are allowed. The competitor may have one (1) or multiple attackers. The competitor will be judged on application, effectiveness, control, and execution of the techniques. Music is Not Allowed in the Self-Defense division unless the division is specifically designated for a choreographed Fighting or Musical Self-Defense division.

**Team Forms & Weapons:** Music is Allowed.

Teams will be judged on: Execution, Originality, Presentation, and Synchronization (50% minimum).

**Team Pairs:** Music is Allowed.

Teams will be judged on: Execution, Originality, Presentation, and Synchronization (100 %).

**Team Demonstration:** Music and Props are Allowed.

Teams will be judged on Execution, Originality, Presentation and Showmanship.

**Team Sparring: Adults:** See specific requirements. **Juniors:** See Age and/or weight requirements.

In case of a disqualification, the other Team will receive Five (5) advantage points regardless of the score.

Example: If Team A is leading Team B by 3 - 2 and Team A gets disqualified, the score will be three (3) for Team A and two (2) plus five (5), seven (7) for Team B. However, if Team B gets disqualified, the score will be eight (8) for Team A and two (2) for Team B.

**Scores: Point Sparring:** Competitor's score is received with a majority decision from the judges. The judges will use their fingers to indicate whether they are awarding **one (1) point** for a **hand technique** or **two (2) points** for a **kicking technique**.

The promoter may use different point systems for scoring in sparring. (Example: One (1) point for all techniques).

**In case of a Tie**, first competitor to score is a Winner!

**Sparring Grand Champion:** Two (2) minutes total points or ten (10) point spread to determine the winner.

**Continuous Sparring:** Ten (10)-points must system will be used. Ten (10) for the winner and Nine (9) for the loser will be awarded.

There can be a 10-8 round. **In case of a Tie**, the competitors will compete an extra round to determine the Winner!

Three (3) judges to determine the winner. Center Referee awards only warnings and penalty points!

**Forms and Weapons:** Scoring range will be issued by the center Referee at the beginning of each division, taking into consideration the number of competitors. If five (5) judges are used, the highest and the lowest scores will be dropped, then, the remaining three (3) scores will be added to determine the winners.

If only three (3) judges are used, all of the three (3) scores will be added to determine the winners.

**Dropping the weapon** is an automatic **Disqualification** anytime Weapons are used. (Except in Team Demonstration Division!)

**Restarting of the Forms** in the Black Belt Division is automatic **disqualification**.

However, in the Under Black Belt Divisions, **0.5** points deduction from the **TOTAL SCORE**.

**In case of a Tie**, the competitors will perform again with the same or a different Form to Determine the First Place Only.

Judges will vote to determine the Winner! Other places will go to Judges' scores.

**Breaking:** The judges will first count the number of attempts, then the difficulty of the techniques, then the presentation of the breaks.

**In case of a Tie**, the Judges will vote to determine the Winner! **No Fire or Glass Breaks!!!**

**\*The Competitor is responsible for the Clean-Up or No Score\*** Must Supply Own Material.

**Self-Defense:** Score will be issued using application, effectiveness, control, and execution. **Sharp weapons are Not Allowed!!!**

**In case of a Tie**, the competitors will perform again with the same or a different routine. Judges will vote to determine the Winner!

**Team Forms & Weapons and Team Sparring:** Same guideline as listed above.

**Belt Ranks:** White, Yellow, Gold, and Orange Belts are **Beginner Division**.

Green, Purple, and Blue Belts are **Intermediate Division**. Red, Brown, and Black Belt Candidates are **Advanced Division**.

**Age Rule:** Competitor must compete in Age-appropriate division on the day (s) of the competition.

Only exception is if the competitor's birthday is on the day of the competition. Example: If the Birthday is on January 1st, and the competition is also on January 1st, then the competitor may chose to compete in either Age-appropriate divisions.

However, competitor may not compete in two different Age groups.

A competitor must be able to provide **Proof of Age**. (Birth certificate, Passport, or a Government issued photo ID)

**Arbitration:** No arbitration on the Judge's decision is allowed.

Any disputes of the rules will be determined by the Arbitrator's decision!

## World Cup Martial Arts Organization Rules

### Rules for the Continuous Sparring: (Two - 1-Minute Rounds)

The Winner will be determined by:

- Who is Controlling the fight.
- Who is the Dominant fighter.
- Who is scoring more points. Same point rule as the point sparring.
- 10 points for the Winner and 9 for the Loser per Round. (There can be a 10 - 8 Round)
- Penalty points will be subtracted from Total Points.
- Penalties and Warnings carry into Over Time.
- Light to Medium Head Gear Contact is allowed.
- Medium to Heavy Contact is allowed to the body.
- **Absolutely No Face Contact!!! Please be very Cautious.**
- **Knockout will result in Disqualification.**

**Excessive Contact or Uncontrolled Techniques will result in Warning, Penalty point, or disqualification.**

**There will be a One (1)-Ten Second (10)'Time-Out' allowed per Match not per Round.**

Time-Out can be called by the Fighter or the Coach.

Time-Out can be called ONLY during the break of the match.

**There will be three (3) Judges and one (1) Referee.**

**The Referee will be in charge of the fight and the safety of the fighter.**

**The Referee will issue Warnings and Penalty Points Only.**

**Three Judges will score the fight and determine the winner and the loser for the Round.**

**PLEASE make a decision!!! :-)**

**Pick a WINNER!!!**



## **BERMUDA OPEN**

**Bermuda Karate Institute**

57 King Street / P. O. Box HM 2140, Hamilton  
Bermuda, HMJX

Telephone: 441.292.2157

Email: kingham@cwbd, bm

The 31st anniversary of the Bermuda Open Karate Championships will be celebrated on April 2014.

This is Bermuda's longest running event. The host are Kristina & Skipper Ingham. Bermuda Open was held at the Fairmont Hamilton Princess Hotel.

The traditionally run event appeals to all styles and levels and is greatly appreciated by seasoned competitors.

In 2014, this event will be ready for you, will you be ready for it?

## World Cup Martial Arts Organization Rules

All Sparring Competitors Must Wear Approved Protective gears:

**Headgear, Footgear, Handgear, Mouthpiece and Groin Protector (Male Only). \*NO EXCEPTIONS!**

**17 & Younger Competitors: Chest Protector & Face Shield are also REQUIRED!**

Light Headgear Contact is Allowed in all divisions.

**Not Allowed: Face Contact** (except in Adult Black Belts).

**Not Allowed: Groin techniques!**

**\*WE RESERVE THE RIGHT TO REFUSE YOUR PARTICIPATION IN ALL MANNERS  
AND THE RIGHT TO ASK YOU TO LEAVE THE TOURNAMENT.\***

### POINT SPARRING:

1 round - 2 min

2 point kicks and 1 point hand techniques. 5 points to win or the most points at the end of round.

### CONTINUOUS SPARRING: **No face contact allowed.**

2 rounds - 1 min. each with a 30 sec. break.

3 Judges to determine the winner. In case of a tie, 1 Extra Round to Break the Tie.

### KICKBOXING:

Competitive Fighting Style (FCR Kickboxing Rules) **\*Boxing Gloves are Required\***

Adults: 3 - 2 Minute Rounds with 1 Minute Break. 3 Judges to Determine the Winner.

*In Case of a Tie, 1 Extra Round to Break the Tie.*

Juniors: 3 - 90 Second Rounds with 1 Minute Break. 3 Judges to Determine the Winner.

*In Case of a Tie, 1 Extra Round to Break the Tie.*

### BREAKING:

5 Minute Time Limit includes Set-Up and Clean-Up. 10 Minutes in Extreme Breaking Divisions.

**Not Allowed: Fire or Glass Breaks! Each Competitor Must Supply Own Material.**

*\*The Competitor is responsible for the Clean-Up or No Score.\**

### SELF-DEFENSE:

5 Minute Time Limit or Up to 5 Defenses. **Not Allowed:** Sharp or Live Weapons.

### TEAM FORMS:

3 Minute Time Limit. 2 to 10 People. Music is Allowed.

Teams Will be Judged on: Execution, Originality, Synchronization.

### TEAM WEAPONS:

3 Minute Time Limit. 2 to 10 People. Music is Allowed.

Teams Will be Judged on: Execution, Originality, Synchronization.

### TEAM DEMONSTRATION:

4 Minute Time Limit. Minimum 2 People. Music and Props Allowed.

Teams Will be Judged on Execution, Showmanship and Presentation.

### TEAM PAIRS:

3 Minute Time Limit 100% Synchronization. Music is Allowed.

### TEAM SPARRING:

Adults: 1 Round 90 Seconds -Total Points. No Weight Requirement.

Juniors: 1 Round 90 Seconds -Total Points. See Age Requirement.

### BOPPER DIVISIONS:

Visit <http://www.superchallengetkd.com/videos.php> for video titled 'Bopper Sparring Rules Video'.

## World Cup Martial Arts Organization Rules

### **Full Contact Rules:**

**Junior Boys & Girls:** 17 years of age & younger (1 Minute and a Half Rounds)

**Adult Men & Women:** 18 years of age & Older (all 2 minute Rounds)

**Time Limits Between Rounds** is (1 Minute for all Age Group Divisions).

**Rounds Per Divisions:** **Preliminary:** 2 or 3 Rounds for all Preliminary bouts for all age divisions.

**Finals:** 3 Rounds for all Finals for all age divisions.

**FCR Fight Rules:** All Kicks and Punches above the Belt. Leg Kicks are **Not Allowed**. Sweeps are Legal to Forward Foot and Ankle only or if Foot & Ankle are not the Base Leg. Groin Kicks are **Not Allowed**.

Spin Back Kicks are Legal and Spin Back Fist and Spin Bottom Fist are Legal. Fouls are Accumulative up to DQ.

All Bouts will be fought on Carpet and not in a Ring, No Ropes. All out of bounds or Running out of bounds can be Ruled Fouls. Boundaries will be marked off by tape and will be followed closely. Ring Boundaries are TBA.

All Fighters will Stop on all Break Calls and Time will continue. Time will only be stopped due to Officials Time-Outs, Injuries, or Rounds.

No Improper Language or Improper Coaching, Coaches must stay in Coaching areas.

Safety First will be the Officials Feeling per Bout. Three Standing Eights per Bout will Stop the Fight Automatically. Two Standing Eight Counts per Round can call for a Stoppage by the Ref. Official.

There may be Exhibition Bouts if there are no Official Sanctioned Match-ups. All Exhibition Matches will be only Two Rounds

All Judges are Independent from the Official Referee. The Scores will be done on a 10-10, 10-9, 10-8, must System Per Round.

In Preliminary bouts, if the bouts are 2 round bouts, after two rounds the scores will be added up, if there is a tie after two rounds, a third and final round will be needed to determine the Winner to go onto the Finals or next Preliminary bouts.

**What to Wear:** FCR Uniform will be Long Pants, Martial Arts Pants or Kickboxing Pants, Uniform Top or T-Shirt, Tank or No Shirt is Legal. (Shorts are **Not Allowed**).

**Equipment Needed:** Proper Uniform (See Above), Shin Guards, Foot Pads or Ring-star Shoes (Toes must be covered), Cup & Supporter for all Males, Hand Wraps, Mouth Piece, Boxing Gloves (Minimum of 10 oz. Gloves in all divisions).

**Weigh-ins Times:** Friday - starting at 3:00 pm at Hotel, (When arriving at Hotel look for Directions to Weigh-ins area). Saturday - Morning starting at 8:00 am (See Info for Weigh-ins Directions to area).

**Fight Times:** Officials Meeting with Fighters and Coaches starts directly after Saturday Morning Ceremonies Kickoff. Fights start time after Kick-off Ceremonies & Officials Meeting Saturday Morning. All Fights, preliminary and Finals will be completed on Saturday through out the day.

# Sunday, January 12th, 2014

At Herricks High School • 100 Shelter Rock Rd., New Hyde Park, NY



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# 2014 BEACH BLAST OPEN MARTIAL ARTS CHAMPIONSHIPS



February 14th & 15th

Norfolk, VA



**Norfolk Waterside Marriott**

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For more information call 1-757-287-0956

email: [gicco1@aol.com](mailto:gicco1@aol.com)

[www.karatevabeach.com](http://www.karatevabeach.com)

Tournament begins Friday 5PM the 14th, and

Saturday at 9AM the 15th

**Grappling Division**

**Weigh Ins: 6 to 9 PM 2/14/2014 Competition : 9 AM 2/15/2014**

**Lil' Dragons Division**

**Competition : 5 PM, 2/14/2014**



All Styles Welcome — Traditional, Extreme,  
Musical and Open Team Events, Forms, Weapons,  
Sparring, and Self Defense.

Grand Champion for Black Belt and Under Belt

Saturday night will be our Famous  
Beach Blast Celebration. We look  
forward to seeing you all there!