

Shinkyu Shotokan Karate Tournament Condensed Rules

Kata

- 1) Kata is judged on various criteria including: focus, stances, complete technique, rhythm, intensity, Kiai, attitude and correct basics.
- 2) If Kata is not completed, youth will be given a second chance with a 0.1-point deduction. Adults will not be given a second chance and will receive a 0. If Kiai, move or moves are left out, judges will make appropriate deductions.
- 3) Kata performed must be commensurate with belt level. If judges do not know Kata, then competitor will be judged on above criteria.
- 4) Scoring ranges are as follows: white/yellow/blue = 4.0 to 5.0, green/purple = 5.0 to 6.0, brown = 6.0 to 7.0, black = 7.0 to 8.0.
- 5) As much of the range can be used in order to give competitors fair scores. If a Kata is poor, then a low score should be given. Enough flexibility should be allowed in order to give a poor, average, or excellent Kata execution a fair score.
- 6) In case of a tie score, a different Kata must be performed by green belts and above.

Kumite

- 1) Matches for Black and Brown belts are Shobu Sanbon and will be scored as three Wazari (half point) or one Ippon and one Wazari (full point and half point). Color belt matches will be Shobu Ippon. To receive a Wazari the technique must have good focus, control, extension, and intent. Lower belts will be allowed some leniency.
- 2) Two complete consecutive techniques that score can be an ippon if they are completed before Yame, are in quick succession, and have excellent focus, timing, and extension.
- 3) An Ippon or full point may be awarded in the event of an exceptionally well-executed technique. This can include a sweep with an immediately executed punch or kick that scores, or a scoring technique that receives no reaction from the opponent. An Ippon is rarely awarded as the technique must be nearly perfect.
- 4) All competitors can target the face and head but there will be no contact allowed for the youth division and adults purple belt and below. Brown and black belts may make only very light contact to the face and head, if any at all. All competitors may make light contact to the body.
- 5) Contact and out of bounds fouls will be assessed as follows: 1st contact foul is a warning, 2nd contact foul is half point to opponent, and 3rd contact foul is disqualification. A competitor may be immediately penalized or disqualified if contact is intentional, malicious or careless.
- 6) If a competitor puts himself or herself in danger due to poor skills or displays reckless disregard for their own safety (Mubobi), a half point may be awarded to the opponent.
- 7) If there is a draw, a one minute sudden-death overtime extension proceeds. If no points are scored, judges must select a winner based on aggressiveness, skill, and attitude.
- 8) If a competitor shows signs of injury, the judges must determine if there was a contact foul or the person was unprepared. Then either a point or penalty can be given.
- 9) A corner judge's score has a weight of one and the center referee has a weight of two.