

# **The 37<sup>th</sup> Annual Battle of Baltimore**

## **Simplified Rules and Scoring System**

**Forms ( Kata, Creative Kata, Weapons Kata, Creative Weapons Kata), Team Demonstration and Self-Defense**

Participants are to be judged on seven critical technical Points-Stances, techniques, transitional movements, timing, correct breathing, focus and conformance-and the athletic points-strength, speed and balance.

All participants will receive a Courage Award at the conclusion of each ring and the top four scores will be awarded 1<sup>st</sup> Place, 2<sup>nd</sup> Place and two 3<sup>rd</sup> Places. In the event of a tie for first and second place or second place and third place, the contestant with the most high scores from the three (five) judges will be awarded the higher place. In the event of an exact tie, each contestant will perform their form again and the judges will decide by decision the winner, not by numerical scoring. Third and fourth places will not be run off and the two contestants will have been both considered to be third place winners.

Dropping a weapon in the Under Black Belt Divisions will be accepted with a commensurate deduction off points off of the contestant's score. Dropping of a weapon, striking an onlooker who is outside of the ring or a judge, hitting the floor with a weapon if not a technique of the form will be cause for elimination.

The judges will award a 9.9 to their top competitor, 9.8 to their second place competitor, a 9.7 to their third place competitor, a 9.6 to their fourth place competitor and between a 9.5 to 9.3 to all other competitors. The judges **MUST** award a 9.9, 9.8, 9.7 and 9.6. The judges **MUST NOT** award more than one 9.9, 9.8, 9.7 and 9.6. There is no need to humiliate the remaining contestants with a severely low score as it is most likely that these contestants will not place anyway.

## **Self-Defense**

The Competitor will demonstrate between 4 ( four) and 6 (six) unique self-defense techniques against a partner. The Competitor will demonstrate each technique two times. The first demonstration of the technique will be in slow motion so that each technique can be clearly viewed by the judges. The second demonstration of the techniques will be at full speed.

The competitor can choose to demonstrate against multiple assailants, in which case the entire self-defense scenario will be demonstrated slowly and then again at full speed.

The competitor will be judged along all criteria for forms as well as the judges determination as to how realistic the Self-Defense techniques would be in a real life situation.

## **Point and Continuous Sparring**

**Point sparring will follow NASKA Guidelines.**

**Continuous Sparring will follow PKSL Guidelines.**

All competitors will wear proper safety equipment approved by the center referee. As we know many competitors procure their gear from various industry vendors the center referee will be liberal in allowing the use of your safety gear within reason. No competitor will be allowed to use gear that gives them a clear advantage over their competitors. No hand wraps allowed without a medical necessity and a note from your doctor. All competitors are to wear Head Gear ( Face Mask Optional), Hand and Foot Protection, Mouthguard and Groin protection. Under 18 years of age REQUIRED to wear Chest Protection.

### **Point Sparring**

All Matches are to be two minutes long.

One point will be awarded for a properly executed hand technique that makes contact as agreed by a majority of the judges. Two points will be awarded for each properly executed kick that makes contact as agreed by a majority of the judges.

The Competitor with the most points at the end of the round will be declared the winner and advance to the next round. If a competitor gets ahead by 7 points before the end of the

two minute round the match will end and that competitor will be declared the winner and advance.

Light head contact points are allowed. Excessive contact to either the head or body will result in an official WARNING. Two warnings will result in disqualification. At the discretion of the chief judge, in order to assist our younger and less experienced martial artists, whose talents are still emerging, the chief judge may issue a CAUTION and council the participant to be more careful so as not to cross the lines and receive a warning. A CAUTION does not quite rise to the level of an OFFICIAL WARNING.

Legal Target Areas- Light touch to the entire head and face, ribs, chest, abdomen, kidneys.

( Light contact or 2-Inch rule is permitted to the face. Light touch is not mandatory to be made to the headgear in Under Black Belt Divisions, but can be up to approximately two inches away without being blocked.

Illegal Target Areas-Spine, Back, Neck, Throat, Legs, Knees, Groin Area (nothing below the belt)

Legal Techniques-Legal techniques are all controlled sport karate techniques, with the exception of Head Butts, Knee Kicks and Elbow strikes.

Illegal Techniques- Groin Kicks Head Butts, hair Pulls, Bites Scratches, elbows, knees, eye attacks of any kind, take downs, stomps or kicks to the head or body of a downed competitor, slapping, grabbing uncontrolled blind techniques, sweeps or any other inherently dangerous techniques at the chief judges discretion.

Any other uncontrolled dangerous techniques that are deemed unsafe in sport karate.

No grabbing, sweeping or throws are allowed/

Light Contact Touch- Light contact can be made to all legal target areas. Including very light contact or a 2 inch rule to the face.

Light touch does not have to be made to the headgear in any under belt division, but can be up to approximately two inches away without being blocked.

Each Competitor will be allowed one Instructor/Coach Parent to be seated at the edge of the ring to assist the fighter. Said person will remain seated throughout the match and conduct themselves with the respect and decorum expected of a Martial Artist.

In the opinion of the Chief referee and/or the medical personnel, a competitor can not continue because of an injury caused by an illegal penalized attack executed by his/her

competitor the offending competitor shall be automatically disqualified. The medic will have the final say if a competitor can continue or not.

Parents will always remain in the bleachers and not enter the competition area. In the event of an emergency, parents will go to the front desk coordinators and bring it to their attention and they will notify the tournament promoter and chief judge.

All competitors, parents, instructors, coaches, teammates, classmates and spectators are expected to conduct themselves with decorum. **THE CENTER REFEREE CAN AWARD A PENALTY POINT TO THE OPPONENT FOR EACH TIME A COACH, PARENT, INSTRUCTOR, CLASSMATE, TEAMMATE OR ANY OTHER SPECTATOR INTERFERES WITH A MATCH OR DISRUPTS FAIR PLAY BETWEEN CONTESTANTS AND FOR ANY ABUSIVE OR PROFANE COMMENTS.**

### **Continuous Fighting**

**All Point Sparring rules apply except for the following:**

Continuous Sparring- Will have 1 Center Referee and 2 Corner Officials. The center referee will control the match and will give penalties and can disqualify a player. At the end of each match the center referee will ask the other officials to indicate the winner by raising a flag in the color assigned to the winning contestant.

The majority of votes will determine the winner. Each match will consist of one (1) two-minute round. The last match for first and second place will be one (1) three minute round. In case of a tie, the players will fight one (1) one-minute round to determine the winner. Continuous sparring will be light contact fighting.

Grabbing-Competitors may grab a uniform top or his/her opponent in an attempt to score with a sport karate techniques for only two seconds, immediately after which time he/she must release the uniform.

Sweeps- Sweeps can be used only to obstruct the balance of an opponent, not to take him/her down ( boot to boot). A point is only given when the legal sweep is effective and immediately followed up with an appropriate sport karate techniques. The supporting leg may not be swept.

Downed Opponent- Players have three seconds to score when a player is falling down. Any kicking motion towards the head and punches making head contact to a downed opponent are illegal and may result in a warning at the chief referees discretion. A downed opponent

can not score on his/her opponent. A contestant with a knee on the floor can not score on their opponent.

# THE BATTLE OF BALTIMORE

**The Final Event of the Tournament will be the Battle of Baltimore!**

The Battle of Baltimore will be a continuous sparring match with only 6 division, 3 male and 3 female and 3 weight classes, light, middle and heavy weight. In the long standing tradition of the Battle of Baltimore Tournament the winners of these six divisions will be awarded the coveted Battle of Baltimore Championship Belt. Each year, we will only be awarding 6 of these world Champion Belts to the winners of these six prestigious divisions.

The rules will be continuous fighting rules. One ( 2) minute round and Five (5) Ring officials, one (1) center referee and four (4) corner referees selected from the most experienced and senior Martial Artist in attendance as selected by the tournament promoter.

At the conclusion of the match, the contestants will bow to the judges and to their opponent and separate from one another. The corner judges will turn around facing away from the center of the ring. The center judge will move to the center of the ring between the two contestants and raise a flag to indicate who he/she declares the winner. Then the center referee will Shout loudly “**Judges Call**” at which time all four corner judges will simultaneously raise the flag indicating who they believe the winner of the match was, at which time they may turn around and face the center of the ring. The winner will be the contestant who has the most flags raised.

The interesting fact about these six divisions is that any martial artist of any rank or age may enter. The winner will be the best fighter. If a 12 year old yellow belt beats a 35 year old third-degree black belt, so be it. That is the Battle!

All Fighters will be weighed in on the day of the tournament in full uniform and gear. Several pounds have been added to the weight classes to approximate the additional weight to eliminate the need for contestants to disrobe and weigh in.

Each division must have at least 4 contestants in order for that division to be held.

Women's Light Weight Division

**Under 120 Pounds**

Women's Middle Weight Division

**120 lbs-160 Pounds**

Women's Heavy Weight Division

**Over 160 Pounds**

Men's Light Weight Division

**Under 135 Pounds**

Men's Middle Weight Division

**135 lbs to 175 Pounds**

Men's Heavy Weight Division

**Over 175 Pounds**