

MA Tour Rules at a Glance

Forms & Weapons Summary

- **Maximum Deviation** rules is no more than a .02 difference between the judges scores.
- **Relative Ranking** rule allows judges to rank the competitors in order 1st place to last place based on their performance.
- **Time Limit** is 3 minutes from the time the competitor enters the ring.
- **Scoring Range** is 9.90 -9.99.
 - Judges must only give one 9.99, one 9.98, one 9.97 and one 9.96 to prevent ties. (The only exception would be if a judge had to change their score due to the deviation rule). Multiple 9.95, 9.94, 9.93, 9.92, 9.91 and 9.90 can be given.
- **Ties** the majority of the judge's scores determine the winner 1st-4th. 5th-8th ties are not broken.
- **Black Belt Weapon Drop** in elimination rounds is a disqualification and .05 deduction in runoffs and grands.
- **Restarts** are not allowed in Black Belts divisions, Under Belts get one restart with NO deduction.
- **Division Criteria** must be read by the Center Judge before the start of the division. The Center must ask the players if there are any questions on allowable moves.
- **Illegal Moves** in the form/kata is a downgrade by the judge or disqualification if unanimously voted by all the judges.

Judging Tips

- **Take Notes** during competitors routines but keep your notes simple to not waste time writing your notes instead of watching. Example: X = a mistake. B a balance issue etc.
- **Pick a Winner.** Even if two competitors are nearly identical in their performance and you want to give them both the same score, **DO NOT**. Find something that elevates one above the other: speed, power, difficulty, performance, choreography etc. You are allowed to use one 9.99, one 9.98, one 9.97, and one 9.96
- **Do Not Watch** other rings or other competitors while you are actively judging. Parents, coaches and competitors are watching you judge and probably videoing you also.
- **Limit** talking, cheering and socializing with competitors and parents while you are judging divisions. This can be viewed as a conflict of interest and or favoritism.

Judges are neutral!

Sparring Summary

- **Time Limit:** All matches are 2 minutes long, including team fights
- **Win:** All matches are win by 1 point and are a 10 point spread.
- **Scoring:** All legal hand strikes are 1 point. All legal kick techniques are 2 points. All jump spin kicks to the head are 3 points.
- **Equipment:** All players must wear Hand, Foot, Headgear, mouthpiece and groin protector (males). Black Belts must also wear Elbow and Shins pads. Face guard and chest guards are optional for all ranks.
- **Out of Bounds:** One foot out is considered out of bounds if it's completely out not partially on the line. Out of bounds fighters cannot score but inbounds fighters can. It's a penalty point as soon as they step out, unless they are forced out (ex: being kicked out).
- **Coaching:** A fighter may have one coach and they must be sitting at all times and have coaches pass -(coaches pass is optional for some tournaments) Before the start of any match corner judges must verify the coach's credentials. Without the proper coaches credentials, the person is not allowed to coach (optional for some tournaments)
- **Warnings:** There are NO warnings with one exception. A point is awarded to the other player when an infraction occurs. The only warning will happen when a competitor stops the fight to fix their gear. The 2nd time a point is awarded to the opponent. They may fix gear quickly while the judges are calling points.
- **Around the Ring:** Do not allow a large crowd to be around any of the rings at any time. All judges must control the perimeter of the ring 3 feet beyond the mat for safety including equipment, chairs, tables and spectators.
- **Center Judge** may call the following Penalty points on their own:
 - Out of bounds, falling to avoid the fight, running to avoid the fight, stalling, pushing a competitor out of bounds, delaying etc.
 - Striking illegal target areas
 - Using illegal techniques, blind or reckless techniques
 - Unsportsmanlike behavior by the athlete, coach or team member
 - The coach stands up out of their chair
 - Late strikes and or retaliatory strikes
 - Profanity by the athlete, coach or team member
 - Striking a downed opponent to the body or the face is a 1 point penalty or DQ with a majority vote.
 - The downed opponent strikes the standing opponent to the body or the face is a 1 point penalty or DQ with a majority vote.
 - Losing a protest and or continuing to protest after losing
 - Physical contact by an athlete, coach or teammate
- **DQ for Penalties:** 3 penalty points equal a disqualification of the athlete. There is a difference between a penalty point versus a regular point awarded for running out of the ring.

Fighting Grands - They are all one round, include the 10 point spread and win by 1 Only the grands on stage at the finals are 2 rounds (the overall 18+ Men and Women's Grands)

Traditional Forms & Weapons

Forms that capture the essence of classic martial arts movements, displaying the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus.

- **Techniques Not Allowed** - Creative or Extreme
 - **Techniques Allowed** - all
 - **Judging Emphasis** is placed on:
 - Execution of technique
 - Performance and energy
 - Strong basics including stances, kicks, strikes and blocks.
 - Degree of difficulty
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Creative Forms & Weapons

Open forms division with focus on the execution of fundamental martial arts techniques. Competitors may use high level kicking/tricking techniques, but may not invert or break a 360 degree rotation when performing them. No gymnastics moves allowed. Traditional techniques and moves are allowed.

- **Techniques not allowed:**
 - Extreme moves and kicks including: 540, butterfly twist, cartwheel, moonkick
 - More than a 360 degree rotation kicks and jumps
 - No inverted and upside down flips and kicks
 - Variations of: butterfly twists, corks, 540, fulls, kicks that rotate 540 degrees or more.
- **Techniques allowed**, but not limited to:
 - rolls, kip ups, butterfly kicks, illusion kicks, tornado kicks, pop 360 round, jump outside, Fei Long, butter-knife.
- **Weapons:** all techniques, throws, spins and releases are allowed.
- **Judging Emphasis** is placed on:
 - Execution of technique
 - Performance and energy
 - Strong basics including stances, kicks, strikes and blocks.
 - Use of the weapon in creative weapons
 - Degree of difficulty

Musical Forms & Weapons

Open forms division that must be choreographed to music. All styles are allowed to be performed in this division, and all levels of difficulty need to be taken into account with the requirement of musical choreography being met.

- **Techniques Not Allowed** - None
- **Techniques Allowed** - all
- The form must be 75% choreographed to the music
- **Judging Emphasis** is placed on:
 - Choreography to Music
 - i. The competitor is not expected to hit every beat with a technique
 - ii. Points of emphasis are on
 - 1. Pauses
 - 2. Intro beats
 - 3. Ending positions
 - Execution of technique
 - Performance and energy
 - Strong basics including stances, kicks, strikes and blocks.
 - Use of the weapon in creative weapons
 - Degree of difficulty

Extreme Forms & Weapons

Open forms divisions focused on execution of high level inversion & rotation techniques. Judges will focus on fundamental martial arts techniques, but will put additional weight on the "extreme movements" in their scoring. Extreme movements being anything where the athlete is completely inverted, and/or spins more than 360 degrees. Half of the form must originate from martial arts.

- **Techniques Not Allowed** - None
 - **Techniques Allowed** - all
 - **Judging Emphasis** is placed on:
 - Execution of technique
 - Performance and energy
 - Strong basics including stances, kicks, strikes and blocks.
 - Use of the weapon in creative weapons
 - Degree of difficulty
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