

2025 Jin Sei Ryu Karate-Do International Benefit Tournament Rule Set Summary

1. Traditional Forms and Weapons

Governance: These events follow the internal Jin Sei Ryu standards of performance, safety, and judging integrity.

Divisions Include:

- Hard Styles (e.g., Karate, Taekwondo)
- Soft Styles (e.g., Kung Fu, Tai Chi)
- Traditional Weapons (e.g., Bo, Sai, Sword)

Format:

- Individual performances only
- No music or props allowed (weapons excluded)
- Traditional, well-maintained weapons only
- Max time: 3 minutes

Judging Criteria:

- Technical Execution
- Authenticity
- Timing and Flow

Scoring Range: 7.50 – 9.50 (8.50 average), 5.00 results in disqualification.

2. Open / Xtreme Forms and Weapons

Governance: Administered by Jin Sei Ryu's creative and safety parameters.

Divisions Include:

- Open/Xtreme Forms (e.g., tricking, creative combos)
- Open/Xtreme Weapons (e.g., light-up nunchaku)

Format:

- Music and props allowed if safe
- No team entries except for Demonstration
- Max time: 3 minutes

Judging Criteria:

- Entertainment Value
- Technical Difficulty

Scoring Range: Same as above

3. Demonstration Event

Governance: Unique to Jin Sei Ryu Karate-Do

Format:

- Team entries (min. 2 participants)
- Showcases can include fight choreography, synchronized forms, tricking, or self-defense sequences
- Music allowed
- Max ~10 participants

Judging Criteria:

- Entertainment
- Martial Skill
- Creativity & Teamwork

Scoring Range: Same as above

Awards: One registered athlete per entry receives awards. Teams must vary routines across multiple entries.

4. Shadow Sparring

Unique Jin Sei Ryu Format

Eligibility: Beginner students under 13 years

Format:

- Non-contact competition
- Competitors perform facing each other with barrier or line separation
- 1-minute bouts

Judging Criteria:

- Technique quality and variety
- Stamina and effort

- Engagement and spirit

Contact: None. Distance must be maintained. Any contact results in penalties.

Penalties: Contact, disrespect, 3 infractions = disqualification

5. Points Sparring – Non-Contact and Contact

Governance: Designed by Jin Sei Ryu's technical committee to reflect age, experience, and safety considerations.

Eligibility:

- Non-Contact: Open to all ranks
- Contact: 13+, intermediate and advanced levels only

Format:

- Non-Contact: Clean techniques, no physical contact
- Contact: Controlled light-to-medium contact (strictly monitored)

Judging Criteria:

- Execution, Control, Strategy, Sportsmanship

Point System:

- 1 point: Single clean strike to a legal target
- 2 points: Combination or clean strike to back (not spine)
- 3 points: Controlled kick to the head

Contact Matrix:

- Head: NC = 0 / Contact = L1–2
- Body: NC = 0 / Contact = L2–3
- Legs: No contact

Equipment: Full safety gear required

Penalties: Contact violations, illegal techniques, unsportsmanlike conduct

6. Freestyle Sparring

Governance: Created to encourage free movement and adaptability under structured rules

Format:

- 1.5-minute continuous bouts
- Movement, control, flow emphasized

Judging Criteria:

- Combinations, Ring Control, Endurance, Technique

Contact Levels:

- Head: None
- Body: Light contact (L1)
- Legs: Light contact (L1)

Equipment: Standard protective gear

Penalties: Excessive contact, endangerment, poor control

7. Full-Contact Sparring

Governance: Managed independently by Jin Sei Ryu and intended for experienced athletes only. Based on modified Kyokushin-style rules.

Eligibility: 13+ advanced ranks; weight and experience-based categories

Format:

- 2-minute bouts
- Knockdowns count as scoring elements
- No punches to the face

Contact Levels:

Age Group Head Body Legs

13–15 L1 L3 L2

16–17 L2–3 L4 L4

18+ L4–5 L5 L5

Protective Gear: Mandatory for under 18s; 18+ may fight with minimal gear

Disqualification: Illegal strikes, excessive force, non-compliance

8. Breaking

Governance: Exclusive event under Jin Sei Ryu guidelines

Eligibility: 16+, adult black belts only

Structure:

- Round 1: Basic break (1–2 boards)
- Finals: Freestyle break with any technique
- Cement blocks only; no assistants
- One attempt per round

Judging: Most boards broken wins; ties broken by weight or percentage

9. Fun Sword Event (Recreational Foam Weapons Sparring)

Purpose: This is a fun, fast-paced, and safe event designed to introduce students to distance, timing, and reactive strategy using foam swords. It encourages spirit, agility, and control in a low-risk environment.

Eligibility:

- All ranks and ages
- Especially popular with younger competitors or those new to sparring
- May be divided into beginner and advanced based on experience

Equipment:

- Foam-padded safety swords (approved type provided by tournament organisers)
- Standard headgear, mouthguard, gloves (recommended)
- Body armor optional

Format:

- Matches are short-duration, point-based duels (60–90 seconds)
- One foam sword per competitor
- Competitors must maintain good conduct, safety awareness, and respect at all times

Scoring:

- 1 point per clean strike to an approved target area - Contact Level (1)
- Matches are either first to 5 points or time-based with highest score winning
- No strikes to the face, back of head/neck or groin
- Controlled contact only — no excessive force

Target Areas:

- Torso (front and back), arms, and legs
- Head strikes allowed only with control and proper protection (as designated by division)

Prohibited Actions:

- Strikes to face back of head/neck or groin
- Pushing, charging, or wrestling
- Disarming or attacking with broken equipment - Wild or wide swings

Penalties:

- Warnings for misconduct, dangerous behavior, or excessive contact
- Disqualification after repeated infractions or safety concerns

Refereeing:

- Central referee with one or more assistant judges
- Referees will call out scores, penalties, and halt unsafe actions immediately
- Judges may declare a tie or sudden-death playoff in close matches

10. SOGO (Overall) Champion

Eligibility: Adult black belts (16+), must compete in:

1. Kata
2. Weapons
3. Sparring
4. Breaking

Scoring:

- 1st = 5 pts, 2nd = 3 pts, 3rd = 2 pts, 4th = 1 pt
- Ties may result in co-champions

This rule set has been adapted specifically for Jin Sei Ryu Karate-Do International tournaments. It is based on our experience participating in many tournaments internationally and has been refined to reflect our unique values, teaching methods, and safety priorities. All content is original and crafted for the benefit of our students and the broader martial arts community.