



SPORT KARATE WEST RULE BOOK 2024

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1. Basic SKW Rules

1.1. Competitor:

Each competitor must present themselves to the referee suitably attired with the proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as deemed by the center official, the competitor may be penalized. Refer to **Section 5.14, Penalty Points: Delay of Competition** or **Section 7.2, Forms and Weapons: Delay of Time Penalties**.

1.2. Competitor Responsibilities:

It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. They must be suitably attired, weighed-in(adult sparring divisions) and at the appropriate ring when competition begins. If the competitor is not at their ring ready to compete when competition begins, they will not be able to compete(see delay of time rule). If a competitor leaves the ring after the competition begins and is not present when they are up next to compete, they will be disqualified(See delay of time rule in penalty section of Sparring or Forms and weapons).

1.3. Legal Age Rule:

All competitors have the option of competing in the same division all year long for rating purposes, by establishing a legal competition age for the competition year. Whatever age the competitor is on January 1st of the current competition year is their legal competition age for that year. They can compete at that age and can earn rating points for their age division all year. The competitor has the option to compete at their chronological age if they so choose.

A competitor who will turn 18 on or after the January 1st date of the current competition year still has the option to compete in the 17 and under divisions **until they turn 18**. Any competitor that turns 18 **MUST** compete in the 18+ divisions. All adult black belt sparring competitors 30+ have the option to compete down in age along with their own age division(Example: Any 30+,40+,50+, 60+ year old competitor can compete in any younger adult Black belt Division). A competitor cannot compete up in an age division. **Any points earned in one age bracket division DO NOT transfer over to other age bracket divisions.**

1.4. Proof of Age Rule:

All competitors must have a proof of age document. If there is a legitimate reason to question a competitor's age, they must present a proof of age. A competitor could use a birth certificate, drivers license, passport, or other acceptable documents to prove their age.

1.5. Rank Rule:

A competitor must compete at the highest belt level they have achieved in the martial arts. A competitor can never compete in a division that they have not earned through the martial arts. Once a competitor competes as a black belt legally they can only ever compete as a black belt in future events. A competitor may never compete in a lower rank division than the level of belt they currently hold in martial arts.

1.6. Late entries:

- 1.6.1. If a competitor arrives late to their division (the division has started but the first competitor has not started), the late entry must compete first, this includes seeds.
- 1.6.2. Once a division has started (the first competitor has started their form, or the first divisional sparring match has started). No competitor(s) can be added to that division.
- 1.6.3. The only exception to this rule is the "Fairness rule." This will be placed at the end of the basic rules page. (See section 1.9).
- 1.6.4. Late entry definition: a competitor arrives at the ring after the last call for the division has been made, the seeds selected and the shuffle has been completed, the order of competition has been determined and the 1st competitor has not started.

1.7. Weighing-IN:

It is mandatory for all adult sparring competitors - who are in a weighted division - to weigh in before their sparring divisions. Only one official weigh-in is required. All competitors must compete in their weight division. A competitor cannot compete up or down in another weight division for which they have not made the proper weight. It is the responsibility of the tournament personnel to weigh and properly record the competitor's weight. If a competitor is caught falsifying their weight, they will be disqualified. If a competitor fails to weigh-in, prior to their division competition starting, they are subject to the Delay of Time Penalty. It is the responsibility of the competitor to be officially weighed-in prior to their division. The competitor is not required to be dressed in uniform while weighing-in.

1.8. Ring Requirements:

- The ring size of the fighting and forms divisions shall be approximately 20' x 20'
- 1.8.1. Starting lines will be at least 6 feet apart in the middle of the ring.
 - 1.8.2. Each ring will have ring number posted visible to all competitors, officials, and medical personnel from across the floor

1.9. Fairness Rule:

If there is a question that arises that is not completely covered in this rule book, the designated rules arbitrator may at their discretion, overrule, modify or change a delineated rule if they believe that enforcing such a rule would result in an inherent unfair outcome to a competitor. However, the rules arbitrator should overrule, modify or change a delineated rule only in extreme cases.

1.10. Divisional, tournament, and organizational disqualification:

- 1.10.1. These disqualifications go from least severe to the most severe. The severity of the infraction is the basis on what type of disqualification is warranted. The type of disqualification warranted is voted upon by the SKW Board of Directors. (See Section 3.5.8).

1.11. Splitting A Division:

Any forms/weapons divisions with 20 or more competitors will be split into 2 divisions. The order of competition will be randomly drawn just like any normal division. Any seeded competitors will compete last, with the number 1 rated competitor in that division competing last.

NOTE: Divisions will NOT be split at the end-of-year finale.

2. Equipment and Uniforms

2.1. Uniform:

All competitors must wear a CLEAN complete (top and bottom) martial arts (Karate, Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate color belt or sash must be worn during competition.

- 2.1.1. **Sparring:** All sparring uniforms must have sleeves that reach at least to the middle of the biceps. There will be no T-shirts, sweats, tank tops or unapproved shoes are allowed in the sparring divisions(See sparring foot pad requirements).
- 2.1.2. **Forms Divisions:** T-shirts, tank tops and sweatshirts are allowed in forms divisions only if they are part of the competitor's official school or team uniform. Uniforms in the forms and weapons division are allowed more liberties because a form routine is not a one-on-one competition where the uniform could cause a decisive disadvantage or advantage to another competitor. Removal of the uniform top is allowed only if the removal of the top is relevant to the artistic expression or safety of the competitor. Shoes may be worn in forms divisions if they do not damage or mark the competition floor.

2.2. Required and Recommended Safety Equipment:

SKW approved headgear; hand and foot pads, mouthpieces, groin cups (for male competitors only) and face shields (for all competitors 17-years-old and younger) are mandatory for all competitors in sparring divisions.

The competitor's equipment will be checked and if it is deemed unsafe or does not fit properly, they will be asked to change equipment before they can compete. Insufficiently padded gloves, foot, and head gear will not be allowed. Equipment must be in good state of repair and must be free of heavy taping tears or any other repairs that may cause injury.

If a competitor is missing required equipment or the equipment does not meet SKW requirements, as it is deemed unsafe, prior to their division being called for competition, they are subject to the Delay of Time Penalty and may be disqualified, it is the responsibility of the competitors to have the proper equipment. The tournament's official rules arbitrator ultimately determines the approval or denial of the equipment

- 2.2.1. **Hands pads:** A soft padded surface that must cover the fingers, wrist and any striking area on the hand. Foam-dipped gear is allowed.
- 2.2.2. **Foot pads:** A soft padded surface must cover the instep, sides, toes, ankle and back of the heel of the foot. The bottom of the foot does not have to be padded. If sparring shoes are used in all sparring divisions, a soft padded bottom is required. Hard bottom soles are NOT allowed.
- 2.2.3. **Headgear:** The front, sides, and back of the head must be covered by a soft padded surface. In addition to the head gear, **a face shield** is required for all competitors of 17 years and younger.
- 2.2.4. **Mouthpiece:** A properly fitted mouthpiece is required for all ages and ranks for sparring divisions
- 2.2.5. **Hygiene Rule:** All nails should be properly trimmed to not extend past the tip of the fingers or toes, unless completely covered by equipment.

3. Officials

3.1. Roles and Responsibilities:

Each ring must have **A Center Official**, one to four **Judges**, and a **Timekeeper/Scorekeeper**.

- 3.1.1. The **Judges** call points and rule infractions as they see them. They also can vote on disqualifications. The Center Official also calls points and rules infractions but is also in complete control of the ring and ring personnel. It is also the judge's responsibility to assist the Center Official when:
 - 3.1.1.1. A competitor is requesting a time out
 - 3.1.1.2. A coach or competitor rep is requesting a Protest or Arbitration
 - 3.1.1.3. Competitor is injured

- 3.1.1.4. A coach leaves their Coaching Chair
- 3.1.1.5. Check competitors for the proper equipment for sparring divisions (approved sparring equipment, **See section 2.2**).
- 3.1.2. **The Center Official makes all final decisions on penalty points and warnings (except for disqualifications) but can consult the other judges for making their decisions.**
- 3.1.3. **The majority vote of the judges and center judge determine a scoring point and/or a competitor's disqualification.**

3.2. Center Referee (Center Official):

The Center Official is selected on their experience and knowledge of the rules and is thoroughly versed in the rules and order of competition. The center official promotes the safety of the competitors, enforces the rules and ensures there is fair play in the division. The Center Official:

- 3.2.1. Starts and stops the match
- 3.2.2. Awards points
- 3.2.3. Makes penalty decisions
- 3.2.4. Administrates the voting of the other judges
- 3.2.5. Communicates clearly with the scorekeeper/ timekeeper: and
- 3.2.6. Will announce the winner of each match.

3.3. Added Responsibilities To The Center Official:

The Center Official also maintains responsibility for the following:

- 3.3.1. Match starts and ends and time is added only with their command (not the command of the timekeeper);
- 3.3.2. Has the final decision on any disputes on the score
- 3.3.3. Has the power to issue warnings and awarded penalty points without a majority decision:
- 3.3.4. Can overrule a majority call only to issue a warning or penalty point
- 3.3.5. Has the power to disqualify a competitor who receives 3 penalty points; and
- 3.3.6. Has the power to issue time-outs to a competitor. A competitor can ask for a time-out, but it is the decision of the Center Official to issue the time-out.

NOTE: The disqualification of a competitor, where the disqualification is not automatic, is determined only by a majority of the judges.

3.4. Number Of Officials:

A total of three (3) officials are required for all forms divisions. A total of three (3) officials are recommended for all sparring divisions but not required. Two (2) officials can be used for underbelt sparring divisions.

- 3.4.1. If two (2) judges are being used for a sparring division, both officials are allowed to call points for both competitors at the same time.

3.5. Calls An Official May Make:

When the official believes there has been a significant exchange of techniques, or when signaled to do so by a corner judge, they shall call out the word, "BREAK!" or "STOP!" in a loud voice. Calls should be made immediately by the judges when the ring and the center official says "CALL!". All judges and the center official should cast their votes simultaneously and assertively in the following manner. Competitors should immediately return to their starting marks as soon as one of the officials calls "BREAK!" or "STOP!".

- 3.5.1. **Judge Sees a Point:** Any judge yells out the word "BREAK!" or "STOP!" in a loud, clear voice to let the center official know they have a call.
- 3.5.2. **Point Calling:** When signaled by the center official all judges should point (with their fingers) to the competitor's side of the ring that scored with the appropriate amount of points.
- 3.5.3. **No Point Scored:** If an official does not believe that a point was scored they shall cross their arms at waist level to indicate so.
- 3.5.4. **Did Not See If A Point Was Scored:** If an official was not able to see if a point was scored they shall cover their eyes indicating they could see whether a point was scored or not.
- 3.5.5. **Clash:** Officials make a motion though they are hitting both fists together, indicating that both competitors scored at the same time.
- 3.5.6. **Point Each Way:** Officials can make a motion to give points for both competitors if they believe that both competitors scored at the same time.
- 3.5.7. **Penalty:** The official shall wave one hand and point at the competitor that is being charged a penalty.
- 3.5.8. **Disqualification:** A disqualification vote is taken separately from any other vote. When a disqualification vote is asked for, the center official will say, "JUDGES CALL!" The judges will then point to the competitor who is being disqualified. If the judge does not feel the competitor should be disqualified, they shall cross their arms at waist level.

3.6. Late Calls:

All officials should make their calls at the same time. If, in the opinion of the center official, the corner judges are making a late call intentionally, the center official can disqualify the call and/or judge (noise not allowing the judges to hear the center official and the honest mistake of making the wrong call or pointing at the wrong competitor should be taken into account not to disqualify the call or judge). If the center official has ruled a judge's call was late and therefore not considered, arbitration cannot be requested.

4. Protests

4.1. Who May Lodge A Protest:

Prior to each sparring match or forms division, each competitor may assign a Coach, as their Competitor Representative. A competitor rep is defined as someone who can lodge a protest for participants before, during, or after the competition. For 18+ competitors only, if a competitor does not designate a competitor rep, that competitor will act as their own representative. Only the competitor rep or the competitors (18+ only) themselves may lodge a protest. A competitor rep or Coach may not change during a sparring match in order to participate in or address a protest.

4.2. Matters That May Be Protested:

4.2.1. If the protest is lodged immediately BEFORE the match begins:

4.2.1.1. The composition of the judges, based only upon a fact-based conflict of interest. For example, Coaches or team members of a competitor.

4.2.1.2. An improper matching of competitors according to the scorekeeper's bracket sheet. If the protest is lodged during the match.

NOTE: Protest above that are not made before the match or forms division begins are deemed void

4.2.2. If the protest is lodged during the match:

4.2.2.1. An improper application of the rules by and official or coach

4.2.2.2. An injury to a competitor not noticed by the Center official

4.2.2.3. A fact-based concern that the score , as posted, by the scorekeeper is incorrect.

NOTE: Protests above that are not made before the next action segment of a match or before the next form is run, are deemed void.

4.2.3. If the protest is lodged after the match ends, before the next match or forms competitor begins, or prior to the awards.

4.2.3.1. An improper application of the rules by an official or coach during that last activity segment of the match

4.2.3.2. A fact-base concern that the final score as posted by the scorekeeper is incorrect

NOTE: Protests above that are not made immediately after a match or form ends and before the next match or form begins are deemed void.

“Fact-Based” as used above means that the protest will be ruled invalid unless there are facts as opposed to opinions or beliefs, presented to support the protesting party's position. (Example: Judge #2 never scores my competitor very high or rarely calls their points is an invalid protest and will be penalized for delay of the contest.)

Commentary - Video and/or audio recordings CANNOT be used in the presentation or evaluation of a protest.

4.3. Lodging A Protest:

- 4.3.1. A Coach may lodge a protest immediately before or immediately after a form is over, directed only toward the Center Official of the ring.
- 4.3.2. A Coach may lodge a protest immediately before, during, or immediately after a sparring match is over, directed only toward the Center Official of the ring.
- 4.3.3. Protests may only be lodged during a sparring match when the Center Official has brought both competitors to their starting positions for a call of points or any other reason.

4.4. Removal Of Officials:

If a competitor feels that an official should be removed from a forms division for a good reason, they must file a protest before the division begins. If a competitor feels that an official should be removed from a sparring division, they may file a protest prior to the start of the match only. It is totally up to the center official and the rules arbitrator to determine if an official should be removed. **The Head Rules Arbitrator will make the final decision if there is a “Fact-Based Reason” to remove the official.**

4.5. Protest Penalties:

If the protest does not clearly fit into one of the above categories, the protest will be ruled “invalid” and will not be heard or decided upon, all parties will return to their positions to continue the division. The competitor on whose behalf the protest conference was requested, will be penalized a penalty point for Delay of Time with a 1-point deduction for sparring. (See Penalties).

5. Sparring:

5.1. Point Values:

- 5.1.1. All hand techniques that land will be awarded 1 point
- 5.1.2. All kicking techniques that land to the body will be awarded 1 point
- 5.1.3. All kicking techniques that land to the head will be awarded 2 points
- 5.1.4. All spinning kick techniques that land to the head or body will be awarded 3 points
- 5.1.5. Any penalty points will be awarded 1 point to non-penalized competitor

- 5.1.6. If there is a competitor who is ahead 10 points before the two-minute time period is over will be declared the winner and the match will conclude.
- 5.1.7. Whichever competitor has more points at the end of the two-minute time period will be declared the winner.

5.2. Legal, Illegal, and Non-contact Target Areas

- 5.2.1. **Legal areas:** Head, face, side-of-body, front-of-body/ torso, and kidneys.
- 5.2.2. **Illegal areas:** Throat, sides-of-neck, spine, groin, legs, knees, and back.
- 5.2.3. **Non-Contact:** Hips, hands, arms, shoulders, feet, buttocks.

5.3. Legal and Illegal Techniques

- 5.3.1. **Legal Techniques:** Any sport karate technique thrown with control, except those listed as illegal.
- 5.3.2. **Illegal Techniques:** Groin contact, head butts, hair pulls, biting, scratching, elbows, knees, eye gouges, take downs, ground fighting, stomps or kicks on a downed fighter, kicks to the legs, slapping, grabbing for more than one second, any open hand strike to the face, uncontrolled technique of any kind, any blind techniques.
NOTE: A defensive side kick that does stop or impede an opponent with control is NOT considered a proper sport karate scoring technique and thus not a point.

5.4. Grabbing:

- 5.4.1. A competitor may grab the uniform top of their opponent to score with a sport karate technique for only one second (immediately), after which time the competitor must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent to score.

5.5. Sweeps:

- 5.5.1. Sweeps are not meant to take down an opponent, but only to obstruct the balance to follow up with a sport karate technique and can only be executed to the back of the front leg at **mid-calf or below**.
 - 5.5.1.1. A sweep must be deemed a proper sweep and not a kick, to be legal.
 - 5.5.1.2. Controlled takedowns and sweeps that are meant to take down an opponent are **NOT** allowed.

5.6. Length of Matches – Regular/ Overtime

- 5.6.1. Each match will run for two minutes running-time unless one competitor is ten points ahead of the other competitor before time has expired.
 - 5.6.1.1. If a match is tied at the end of the two minutes there will be an overtime period. Whichever competitor scores the first CLEAN point that is seen by a Majority of Judges will determine the winner of the match.
- 5.6.2. All matches must be won by at least one (1) point.
- 5.6.3. **ONLY FOR SEASON FINALE:** All matches for first (1st) and second (2nd) place will be two (2) two (2) minute rounds with a one (1) minute break in between those rounds.

5.7. Order of Competition

- 5.7.1. Competition will be determined by random draw via electronic system
- 5.7.2. Competitors/ teams cannot pick who they do or do not want to fight
- 5.7.3. If there are competitors from the same school or team that are matched up in the first round, and only the first round, they will be split up into the lower and upper parts of the bracket.

5.8. No-Fault Contact

- 5.8.1. If there is an occurrence where a competitor gets injured during a match due to unintentional contact it can be determined as a no-fault contact on any competitor. Judges will be the deciding factor for the no-fault contact or to declare the contact as a penalty.

5.9. General Rules/Downed Competitor/Out-Of-Bounds

- 5.9.1. Out of bounds, falling, or excessive running (all determined by head official in the ring) around the ring will be considered an attempt to avoid contact/competition and the other competitor will be awarded a point. **ONLY 1 WARNING WILL BE GIVEN.**
- 5.9.2. **Out of bounds:** A competitor is considered to be out of bounds when they have both feet off the sparring area. The competitor will receive one warning for being out of bounds to avoid contact without being physically forced off the mat. After one warning their opponent will receive 1 point.
- 5.9.3. An out-of-bounds competitor can still be scored on before the center judge calls STOP. If a warning has already been issued the in-bounds competitor can receive the scoring point and the penalty point from the other competitor going out of bounds.
- 5.9.4. If a competitor has any other part of their body on the ground other than both feet or 1 hand they are considered a **DOWNED FIGHTER.**

- 5.9.5. A competitor cannot score while on the ground nor can they be scored on. A penalty point can be issued if the standing competitor strikes the downed competitor and vice versa.
- 5.9.6. If a competitor leaves their feet while in-bounds they can still score a point if they land with at least one foot in-bounds. If a competitor leaves their feet and lands out-of-bounds no point will be scored.

5.10. Back-to-Back Matches

- 5.10.1. If a competitor is required to compete in consecutive rounds they will be given the option to receive a one (1) minute rest between rounds.

5.11. Scoring Sparring

- 5.11.1. Points are awarded in sparring by a majority of votes by all judges. Judges do not need to agree on what technique was scored, only that there was a point scored. A majority would be considered 2 votes of 3 judges or 3 votes of 5 judges.
- 5.11.2. Whatever point value the majority of judges are calling will be awarded. Ex: If two judges are calling a 1 point technique and the third judge is calling for a 2 point technique only 1 point will be awarded.
- 5.11.3. Judges will confidently call points IMMEDIATELY after any official calls break. Judges must call what they SEE. Break will be called, "BREAK CALL!"

5.12. Light/ Moderate/ Heavy touch contact

- 5.12.1. **Light touch contact** is defined as, no visible impact or movement of the competitor because of the contact. Light contact can be made to all legal targeting areas.
- 5.12.2. **Moderate touch contact** is defined as, slight visible impact or movement of the competitor because of the contact. Moderate contact can be made to all legal targeting areas except the head and face.
- 5.12.3. **Heavy touch contact** is defined as more force used than is necessary to score a legal point. This is primarily a judgment call for the officials to make. Heavy contact could look like:
 - 5.12.3.1. Violent snapping back of the head from contact.
 - 5.12.3.2. Violent distortion of the body from the force of contact.
 - 5.12.3.3. Knockout of a competitor (See knockout rule. Section 5.21)
 - 5.12.3.4. All other instances of heavy contact will be left up to the judges discretion

5.13. Delay of competition

- 5.13.1. A competitor will be considered delaying competition when:

- 5.13.1.1. A competitor arrives late to their ring when their match is being called
- 5.13.1.2. A competitor who shows up to their ring without the proper equipment on their opponent will be given 1 point.
- 5.13.1.3. A competitor is not present when their match is being called
- 5.13.2. The center referee will give a competitor a **ONE(1) MINUTE** warning call to their ring. If the competitor does not show up by then there will be a one-point penalty given to the opposite competitor (unless the center referee is given a reasonable excuse for why the competitor is not there).
- 5.13.3. Another **ONE(1) minute** warning will be given to the absent competitor. If the competitor does not show up after this warning they will be automatically disqualified from the division unless the center referee is given a reasonable excuse for why the competitor is not there (Example: they are in another division that is currently competing.)

5.14. Penalty Points

- 5.14.1. **THERE WILL BE NO WARNING GIVEN IN BLACK BELT DIVISIONS.** Penalty points will be given immediately for breaking any rules.
- 5.14.2. There will be one warning issued in **UNDER BLACK BELT** sparring divisions.
- 5.14.3. A competitor cannot be penalized and still receive a point on the same call. A competitor can receive a point for a legal technique and another point from a penalty call against their competitor
- 5.14.4. If a medical professional deems a competitor unable to continue because of an injury caused by an **illegal penalized attack** executed by the opponent, the offending competitor will be automatically disqualified.
 - 5.14.4.1. The injured competitor in this case will not be allowed to continue to compete.
- 5.14.5. Any penalty points will be issued to a competitor by the center judge if:
 - 5.14.5.1. The competitor is missing or using improper equipment
 - 5.14.5.2. The competitor goes out of bounds(unless they are physically forced out or kicked out)
 - 5.14.5.3. Falling to avoid competition
 - 5.14.5.4. Running around the ring to avoid competition
 - 5.14.5.5. Stalling the fight or not attempting to engage with the other competitor
 - 5.14.5.6. Excessive contact, decided by center judge
 - 5.14.5.7. Pushing a competitor out of bounds with excessive force
 - 5.14.5.8. Attacking illegal and non-target areas
 - 5.14.5.9. Using illegal, blind, negligent, reckless, or uncontrolled techniques
 - 5.14.5.10. Any unsportsmanlike behavior by the competitor or their coach or spectators.
 - 5.14.5.11. A coach standing up OR leaving their chair

- 5.14.5.12. If a coach and/ or team members enter the ring during a match
- 5.14.5.13. A competitor refuses to leave the immediate sparring area an additional penalty point may be issued
- 5.14.5.14. Late strikes or retaliatory strikes from a competitor
- 5.14.5.15. If a competitor's equipment is incorrectly fitted or improperly secured and needs readjustment. Unless the competitor needs to readjust gear due to contact. The competitor only gets ONE warning before losing points for readjusting gear.
- 5.14.5.16. A penalty point may be issued immediately, by the center judges discretion, if the competitor is delaying without a valid reason.
- 5.14.5.17. Delaying sparring time.
- 5.14.5.18. A competitor purposely removes their equipment.
- 5.14.5.19. A competitor, coach, or team member of a competitor uses profanity.
- 5.14.5.20. If there is more than 1 coach representing a competitor at the start of the match.
- 5.14.5.21. Punching or kicking a downed competitor to the face or body will result in a 2-point penalty or disqualification. A disqualification will require a majority of votes
- 5.14.5.22. A downed competitor kicks an upright opponent to the body or face will result in a 2-point penalty or disqualification. Disqualification will require a majority of votes
- 5.14.5.23. If a competitor fails to weigh in before their division starts a (1) one point per minute penalty will be issued until the competitor weighs in.
- 5.14.5.24. Protesting a penalty - and losing a protest
 - 5.14.5.24.1. Continuing to protest, after a final decision has been made.
- 5.14.5.25. No competitor, team member, or coach may make deliberate physical contact with any official.
- 5.14.6. If a competitor accrues 3 penalty points they will automatically be disqualified.
- 5.14.7. If there is an occurrence where a penalty is called on both competitors, each penalty point must be issued in order to keep track of penalty points given and assure disqualification if needed.
- 5.14.8. **Any grabbing or pushing an official will cause the competitor to be disqualified. Striking an official will cause the competitor, coaches(s) or team member(s) to be disqualified and suspended from future SKW events. Disrespecting an official in any way by a competitor, coach or spectator will result in a penalty, disqualification, and possible suspension from future SKW events.**

5.15. Disqualification

- 5.15.1. Will require a majority of vote from officials unless its an automatic disqualification
 - 5.15.1.1. **Non-Competing penalty:** This is when one or both competitors are not making an effort to compete with each other in a sparring match. A majority opinion of the officials will be required to decide this and either call penalty points or disqualify a competitor.
 - 5.15.1.2. **Wrong Division:** If any competitor competes in a division that they are not qualified to compete in whether it is age/rank/weight/style/gender, etc he/she will be disqualified.

5.16. COACHING

- 5.16.1. A coach's duty is to help a competitor in any way they can. A competitor can only have one **Designated** coach at a time.
- 5.16.2. Only the designated coach is allowed to speak for the competitor at the time of a protest or arbitration.
- 5.16.3. The designated coach must be seated the entire time a match is in progress. There will be a chair for each coach to sit in at the ring.
- 5.16.4. A coach may only stand during a time-out, between rounds, before a match has started, and once the sparring match is over.
- 5.16.5. **Coaching Penalty:** If the coach stands during the sparring match, a penalty point will be given to the opposite competitor. Just like the competitor, if the coach accrues 3 penalty points they will be disqualified from the division along with their competitor.
- 5.16.6. Penalty points issued to the competitor because of the coach will not carry over in team events.
- 5.16.7. Both the coach and the competitor are considered the same as far as penalties go, if a competitor accrues 2 penalty points and the coach is issued 1 more penalty point the competitor will be automatically disqualified.
- 5.16.8. Just like a competitor, the coach can also be penalized or disqualified for unsportsmanlike behavior. The coach CAN be replaced if the first one is disqualified.
- 5.16.9. The coach can enter the ring ONLY with the center referees permission.
- 5.16.10. There will be no exception to abusive, violent, unsportsmanlike, or overzealous coaching.
- 5.16.11. Coaches can never interfere with the running of the ring or the decisions of the officials. The center official can issue penalty points to the competitor of the coach that is being disruptive during the match. An official can ask for the disqualification of the competitor but will require a majority of votes from the officials.

- 5.16.12. A coach's chair will be provided for all coaches and they are required to stay seated during the match. If they leave that chair the coach's competitor will be penalized. There will be a 1 point penalty infraction for each infraction.
- 5.16.13. There are no coaches for weapons or forms divisions.

5.17. INJURED COMPETITOR

- 5.17.1. Only the promoter or their arbitrator has the final say if the competitor may NOT continue with no exceptions.
- 5.17.2. Only the medic, competitor, coach, parent/legal guardian and center official will be allowed in the area of injured competitors to determine the extent of the injury.
- 5.17.3. Only the medic, competitor, coach, and parent/legal guardian may discuss the injury. The center judge is responsible for keeping control of the ring while the medic is addressing the competitor's injury. If deemed necessary the center official may issue penalty points if:
 - 5.17.3.1. Team members or spectators will not leave immediate area
 - 5.17.3.2. Attempts to discuss the competitor's injury or ability to continue with the medic, unless the input is requested by the medic
- 5.17.4. If the medic determines that the competitor is unable to continue competing the medic must:
 - 5.17.4.1. Inform the coach and competitor that the competitor cannot continue.
 - 5.17.4.2. The tournament promoter and staff are informed that the competitor cannot continue and why.
 - 5.17.4.2.1. If the competitor is in other divisions at the same event they are pulled from those divisions via word of mouth or by the electronic system (if in use at the event).
 - 5.17.4.3. If the competitor is deemed unable to compete due to injury then they are not allowed to compete in any other divisions at the same event.
 - 5.17.4.4. If the competitor is knocked out or there is suspicion of a concussion, the promoter or arbitrator may disqualify the competitor that caused the knock-out or potential concussion for the rest of the competition day if it is deemed that the contact was intentional.
- 5.17.5. A competitor injured not due to a penalty is allowed two (2) minutes to decide if they can continue, this time will start immediately. The time may be extended by another two (2) minutes once a medic reaches the competitor. The center official will communicate with the medic and determine if any additional time will be allowed. The center official will inform the scorekeep/timekeeper to add additional time. The medic can request an extension of the time if needed.

- 5.17.6. The maximum amount of time that is allowed to determine if a competitor can continue or not is five (5) minutes. If after five (5) minutes the competitor is still unable to continue the match will conclude and the injured competitor will lose the round.
- 5.17.7. If it is determined that the injured competitor cannot continue, due to a penalty or illegal technique, as determined by the center judge and fellow judges the following will occur:
 - 5.17.7.1. The uninjured competitor is disqualified
 - 5.17.7.2. The injured competitor cannot continue to compete
 - 5.17.7.3. If the match was for 1st and 2nd place (or for grand champion) the injured competitor will be declared the winner
- 5.17.8. If a competitor cannot continue because of an injury where there **is no penalty called**, the uninjured competitor will instead win the match due to No-Fault Contact.

5.18. EXCESSIVE Timeout/Injuries

- 5.18.1. On the instance there is a third request for an injury timeout, the competitor will NOT be allowed to continue competing. The judges at the ring will follow normal protocol to see if the injury was caused by an illegal technique.

5.19. Time-Outs

- 5.19.1. Each competitor is allotted one (1) equipment timeout per match.
 - 5.19.1.1. If a competitor needs any more timeouts to fix equipment a penalty point will be given to their opponent unless their equipment is disturbed during contact.
- 5.19.2. A request for a time-out may be requested by the competitor or coach.
 - 5.19.2.1. A time-out may only be requested during a break in action.
 - 5.19.2.2. It is up to the center judges discretion to either allow or reject the request for a time-out.

5.20. Youth Open Weight/Rank Divisions

- 5.20.1. Males and females will be separated for open weight divisions.
- 5.20.2. Divisions are offered for 13 to 17 year old competitors.
 - 5.20.2.1. Open weight divisions will follow the standard equipment rules and contact levels and seeding rules.
- 5.20.3. Order of competition will be randomly selected, competitors from the same school or team will be separated into the lower and upper parts of the brackets when possible just like regular sparring divisions.
- 5.20.4. **NO EXCEPTIONS ON THE AGE RULE.** For safety reasons.

5.21. KNOCKOUT Rule/ Concussion Protocol

- 5.21.1. **Concussion Protocol:** In the event of a knockout in any sparring division, the competitor who gets knocked out (**loses consciousness for any amount of time, however brief**) is not allowed to compete in a SKW event for the next **30 days** for medical reasons.
- 5.21.2. If the offending competitor caused the knockout due to use of an illegal technique or malicious intent he/she will be disqualified from the current division as well as future divisions of that same event.
- 5.21.3. If the officials deem the knockout as a No-Fault contact the competitor will win the match as a result.

6. Team Sparring

6.1. Team Divisions:

- 6.1.1. 3 man 18+ Team Sparring
- 6.1.2. 2 Women 18+ Team Sparring
- 6.1.3. Boys Team Sparring 9-11(1), 12-14(1), 15-17(1) (all ranks)
- 6.1.4. Girls Team Sparring 9-11(1), 12-14(1), 15-17(1) (all ranks)

6.2. Adult Teams:

When teams are called to the sparring ring, only the competitors and one (1) coach per team can check in at the ring. A team may declare an additional competitor for their roster (a 4th member for men's teams and a 3rd member for women's teams). A team **may not** declare a 5th competitor for men or a 4th competitor for women at any event/tournament.

Competitors must be 18 years or older (SKW Age rule). No youth competitor can participate in adult sparring competition.

- 6.2.1. Teams must submit a roster for their team to SKW at the time a new team is formed to earn points and use their seed. The roster can be any number of competitors.
- 6.2.2. Teams are allowed to add a new member to their team. They must submit the new member to SKW to earn points and use their seed.
- 6.2.3. A team may pick up and use competitor/competitors that are not listed on their roster at any event/tournament. However, they will not earn any points or be allowed to use their seed.
- 6.2.4. Prior to the start of the division, all eligible team members must be declared by listing those team members in the electronic registration system.

- 6.2.5. Once the division has started, no team members may be added to the team roster for that tournament.
- 6.2.6. A team may have multiple coaches but only one coach can be designated to coach at one time. The coach will be required to sit in a chair and follow the rules for coaching.
- 6.2.7. All team competitors, three (3) or four (4) for men, two (2) or three (3) for women, must be listed on the card or in the electronic scoring system and submitted at the ring prior to the start of the division. It is the responsibility of the promoter to provide the team cards, if electronic registration is not used, for competition.
- 6.2.8. When teams are called to the sparring ring, only the three (3) or four (4) male competitors and one (1) coach or two (2) or three (3) women competitors and one (1) coach can appear on the mat. All other team members and coaches must remain off the sparring ring.

6.3. Team Members:

Since there are only three (3) individual team rounds for men and two (2) individual team rounds for women, a men's team has four (4) members and a women's team that has three (3) members have an additional member. The additional member can be used at any time.

Any competitor on a four (4) man team or a three (3) woman team can be used equally but can only fight once in a team round (**Exception:** see ties and overtime period).

The additional member can be used as a strategy in any round during a match, but the four (4) men team members and three (3) women team members must be declared when the teams are called to the ring, prior to the start of the first team round. The competitors must match the names presented on the team card at the start of the competition.

After the start of the team's first round, only the team members that are declared can be used in any additional rounds at a single tournament. A specific member does not have to be named as the substitute since any four (4) members on men's teams and any three (3) members on women's teams can be used equally in the three (3) men fights and two (2) women's fights.

6.4. Junior Sparring Teams:

A flip of a coin will determine which team will send an initial competitor and the other team must send a matching age competitor.

Where ages are different, the appropriate ages must be matched together (Exceptions below).

- 6.4.1. Junior three (3) boy Sparring teams and Junior three (3) girl Sparring Teams. A younger age category competitor can compete up one (1) age category older (EXAMPLE: A 13 & under age category competitor can

compete into the 14-15 age category and/or a 14-15 age category competitor can compete up into the 16-17 team age category).

6.5. Team Match Rules:

- 6.5.1. A flip of a coin will determine who sends out the first competitor. The winner of the coin flip can decide to send the first competitor or have the other team send out first. After the first competitors, the teams then alternate who must send out a fighter first to be matched by the other team.
- 6.5.2. All matches are one (1) minute and thirty (30) seconds.
- 6.5.3. If a competitor is ahead by ten (10) points in any round they will be declared the winner of that round EXCEPT FOR THE LAST ROUND. If either or both first two (2) matches end in a tie, they remain tied. No run-off of ties, in the first two (2) matches (or match one (1) for two (2) women).
- 6.5.4. The final match is a total points match using the full one (1) minute and thirty (30) seconds.
- 6.5.5. The team with the most accumulated points wins.
- 6.5.6. If at the end of the final match the accumulated score is a tie, overtime is required to determine the winner.
- 6.5.7. In overtime the fighters of the final round will stay in until the next legal sport karate technique is scored.

6.6. Team Coaches:

- 6.6.1. See Coaches rules in the Coaches section (Section 5.16).

6.7. Injury to Team Member(s):

- 6.7.1. Standard injury protocol as defined in Sections 5.1.7 and 5.18 apply. Any declared Team Member, who has not competed during the match, can replace an injured competitor that cannot continue during a match. If this happens, the injured competitor cannot be used again in the team event at that tournament. (If it is considered by the judges that a fighter is faking an injury for any reason the fighter can be disqualified). See Section Disqualified Competitors (Section 5.15).
 - 6.7.1.1. If the competitor cannot continue **due to a penalty**, the injured competitor will receive five (5) points because of the disqualification. The disqualified competitor will receive zero (0) points for that round.
 - 6.7.1.1.1. **FOR BOYS AND GIRLS TEAMS ONLY:** If the team with the disqualified competitor wins their match the disqualified

competitor will not be allowed to compete in their age category and instead the opposing team will receive five (5) points at the beginning of the match.

- 6.7.1.2. If a competitor cannot continue, because of an injury where there is no penalty call, and they do not have an alternate to continue the match, the uninjured competitor will receive five (5) points unless it is the **final round**. If the injury happens in the last round the other team will be declared the winner even if they have fewer points at that time.
- 6.7.1.3. If a competitor is disqualified in the last round the other team automatically will be declared the winner of that team fight.
- 6.7.1.4. If two (2) or more competitors are injured, the team could win the match, but will NOT be allowed to continue in future matches at the tournament.
- 6.7.1.5. Once a competitor is injured and replaced by the alternate, the injured competitor cannot compete for the remainder of the team sparring division.

6.8. Team Disqualification:

- 6.8.1. Loses all points they have earned in the match.
- 6.8.2. If during the final round, their team cannot win, the opposing team will be declared the winner
- 6.8.3. Any competitor who injures a competitor with an illegal technique.
- 6.8.4. Any competitor, team member, or coach who enters the sparring ring, in the event an altercation happens and accelerates the altercation or does not attempt to control their competitor. Will be disqualified. (Ex: If a fight breaks out between two competitors in the ring and any of the above enters the ring and throws a punch or kick, they will immediately be disqualified.)
- 6.8.5. If anyone refuses to leave, security will be called and a suspension and/or tournament disqualification (Tournament Disqualification is where the disqualified person(s) must leave the tournament site) would be given to that individual or individuals.
- 6.8.6. If two (2) or more members of any team are disqualified in one match, the team is automatically disqualified and cannot continue.
- 6.8.7. A disqualified competitor cannot be used in any remaining matches in a tournament team event.
- 6.8.8. If a team sparring competitor continues to fight after the round is called to stop, it is the responsibility of the Center Judge and Corner Judges to control the competitors. If a coach(s) and/or team member(s) come into the ring during this time and restrict the officials from following through on their responsibility of controlling the competitors, the team or teams can be disqualified.

- 6.8.9. **If teams do not show up with the minimum number of competitors at the time they are required to compete, they will be disqualified.**

7. Forms And Weapons

7.1. Maximum Deviation Rule:

Since the high and low scores are not dropped when three officials are used in forms, the Maximum Deviation Rule (See Section 9) limits the impact of a single judge's score to control the competitor's high or low score and the outcome of placement. The judge's score that is between the other two judges' scores (middle score) is considered the middle score. Once that score has been determined, the other two judges cannot be higher or lower than .02 points of that middle score. If their score is higher or lower than .02, they must adjust their score up or down accordingly to that .02 maximum deviation. See complete Maximum Deviation Rule (See Section 9) for more details.

7.2. Delay of Time Penalty:

A .01 point, per judge, will be deducted from the offending competitor's final score each minute the competitor is not ready to compete. If a competitor is still not ready to compete after three (3) minutes, they will be disqualified (Unless there is a legitimate reason why the competitor is not ready to compete. Ex: The competitor is competing in another division.).

7.3. Time Limit:

Time starts with the competitor's first step, in the ring. Competitors have used two initial launch points; 1) the corner of the ring; or 2) just outside the corner of the ring. In either case, once a competitor takes their first step, time will start. Should a competitor delay their start, the following will occur:

- 7.3.1. The Center judge shall issue a First Verbal Warning to the Competitor by saying: "Please begin your form."
- 7.3.2. If the competitor fails to comply with the Center Judge's First Verbal Warning, a Second Verbal Warning shall be given by the Center Judge saying: "SECOND WARNING, Please Begin Your Form." A Second Verbal Warning may result in a .01 deduction, per judge.
- 7.3.3. All Judges must reach a UNANIMOUS decision that the Competitor's failure to enter the ring unreasonably delayed their form prior to any penalty being assessed.
- 7.3.4. No introductions are required.

Each form or weapons form will be allotted three (3) minutes running time from when the competitor steps on to the ring. The same amount of time will be allotted for all grands divisions as well. For the Team Demo Division each demo routine will be allotted seven (7) minutes to complete the demo.

7.4. Order of Competition:

Once the final call for the forms division has been made at ring side and the divisional seeds have been taken out (see seeding rules) the competitors will be checked in and shuffled for the order of competition. As per the Relative Ranking Rule, the judges will look at all the competitors before they give their final scores. This rule allows judges to adjust their scores if they feel other competitors that come later are better or worse than the competitors who came first (See Relative Ranking Rule Sheet). If a competitor arrives late (the division is ready to start, but the 1st competitor has not started), the late entry must compete first, including seeds.

7.5. Scoring Ranges of Forms Divisions/ Tie-breaking process:

The scoring range should always be discussed by the Center Judge and corner judges before the division starts.

A scoring range of **9.90 - 9.99** will be used during all normal forms divisions and Grand Championship Divisions.

- 7.5.1. **Ties:** In the event of a tie, competitors will be awarded the same placement and points for that division. For example; if there is a two (2) way tie for 5th place the placements awarded shall be 1st place, 2nd place, 3rd place, 4th place, and two 5th place awards. There would not be a 6th place awarded or points given as there are already two competitors tied for fifth place, thus allowing a total of 5 places to be awarded.
- 7.5.2. Re-running applies to ties for **FIRST PLACE ONLY**. In this case the competitors that are tied will do their forms again in the same order they competed in during the division. After the competitors have completed their forms, they will each stand at one corner of the ring, opposite and facing away from the judges. The center judge will call for scoring and all judges will blindly point to the competitor they believe performed a better form.

7.6. Props:

Props are only allowed in the demo divisions.

7.7. Equipment Abuse:

It is the competitor's responsibility to not abuse the tournament supplied equipment. Abuse can happen during the normal flow of a match or form and is acceptable, i.e. being pushed into a scorekeeper's table. Intentional actions may be penalized. Intentional actions may include, but are not limited to the following examples:

- 7.7.1. Driving/striking downwards with a sword that penetrates the mat.
- 7.7.2. Throwing any weapon on the mat (placing is acceptable)
- 7.7.3. Forcibly pushing a bo (staff) into a mat to cause a puncture.

7.8. Dropping a Weapon:

If a competitor drops their weapon(s) during the division, they are encouraged to complete their form but are not required to continue. They will receive a score of seven (7.0) from all judges. If a competitor drops their weapon(s) during a Grand Champion division, the competitor will receive a score of seven (7.0) from all judges.

Throwing a weapon down will be scored as if the weapon was dropped.

Competitors who use multiple weapons may place/toss one of the weapons, or part of the weapon on the mat to separate it from the competitor. An example, a swords' sheath. Likewise, a competitor can lay their weapon(s) on the mat at the end of their form. A competitor may also place their weapon on the mat as long as it is relevant to their form. Should the tossed weapon leave the competitor area (mat), the competitor can be penalized or disqualified, if the weapons(s) hits another competitor, spectator, or any judge.

7.9. Altering A Weapon:

It is the intent of this rule to enforce the use of any weapon in its original design, functionality, and capabilities, altering the weapon(s) in any matter (excluding tape), including but not limiting to the use of magnetic weapons, will be deemed as altering the weapon and the competitor scores may be lowered. The competitors must notify the judges, prior to starting their form they are using magnetic weapons.

7.10. Weapons / Forms Boundary Penalty

A weapon(s) or any portion of a weapon should not exceed the boundary of the ring, including an imaginary line that goes vertically from the boundary floor line upward. Further, a competitor (weapons and forms competitors) should not exceed the imaginary line.

The intent of this rule is the safety of competitors, spectators, and the judges; also, known as the group. It is not intended to be applied unilaterally; but in

situations where the exceeding of the imaginary boundary could provide a risk to any of the group. For example, the competitor or weapon exceeds the boundary

- 7.10.1. The competitor's weapon goes between or over the group's body or head;
or
- 7.10.2. The competitor's weapon hits anyone in the group who is outside of the ring.

7.11. Starting a Form Over

Starting a form over will **NOT** be allowed in any forms (divisional and Grands) divisions during competition.

7.12. Forms and Weapons Penalties

In the forms divisions, all penalties, non-disqualification, are per judge and will be deducted from the offending competitor's final score.

7.12.1. Penalties:

- 7.12.1.1. Delay of time: A .01 point. After 3 minutes the competitor will be disqualified
- 7.12.1.2. Exceeds time limit: Disqualification
- 7.12.1.3. Props in Divisions: Disqualification
- 7.12.1.4. Equipment Abuse: .03 per occurrence
- 7.12.1.5. Protest penalty - losing the protest.
- 7.12.1.6. Continuing to protest, after decision has been made; and
- 7.12.1.7. Dropping or throwing a weapon down:
 - 7.12.1.7.1. In division - Disqualification (A score of 7.0 from all judges)
 - 7.12.1.7.2. Grands - Disqualification (A score of 7.0 from all judges)
- 7.12.1.8. Weapon strikes the Group: Disqualification
- 7.12.1.9. A portion of a weapon leave the ring area (Sword's sheath or second weapon)
 - 7.12.1.9.1. Leave the ring area: .02
 - 7.12.1.9.2. Strikes anyone in Group: Disqualification
- 7.12.1.10. Altering a weapon: Competitor scores can be lowered.
- 7.12.1.11. Boundary Rule: Without the request to exceed ring boundary:
 - 7.12.1.11.1. The weapon goes between or over the group's body or head: .05
 - 7.12.1.11.2. The weapon hits anyone, in the group, who is outside of the ring: Disqualification
- 7.12.1.12. Moves that are illegal for the type of form (Traditional, Creative, Musical, Contemporary): a downgrade of form or weapon routine,

- or upon unanimous vote of the judges, a “no score” as a form inappropriate for the division.
- 7.12.1.13. A form that is incorrect to the division: Creative moves in a contemporary or traditional forms division or traditional weapons form in a musical forms and musical weapons division. A downgrade of the form or weapon form, or upon majority vote of judges, a “no score” as a form inappropriate for the division. (See Section 10.4 for exception).
- 7.12.1.14. Weapon breaks: separates into 2 or more sections: Disqualification
- 7.12.1.15. Weapon Cracks: Does NOT separate into 2 or more pieces: NOT a penalty. The competitor may have their score lowered, if, in the opinion of the judges, the Crack impacted the execution of the form or the effectiveness of the weapon.
- 7.12.1.16. Music must NOT contain any cursing, explicit content, and/or racially or culturally insensitive lyrics: Disqualification.

8. Relative Ranking

8.1. Relative Ranking Rule:

The Relative Ranking Rule has replaced the old “score-as-you-go” system in all divisions at all SKW tournaments. Since all competitors run their forms before anyone is scored, this system eliminates the possible disadvantage early-running competitors were subject to, and the scoring advantage last-running seeds may have enjoyed. In addition, it prevents judges from getting “boxed-in” by giving scores too high early on and eliminates “scoring creep” where judges who start with very low scores gradually increase their scores as the divisions progress.

8.2. How It Works:

For the Relative Ranking Rule to operate properly, all judges must use the scoring worksheets provided in the ring boxes. As each competitor runs their form, they are given a place number relative to the competitor who has already run. (For example, each judge gives the first competitor up a “1” next to his/her name on the worksheet.)

The next competitor gets a “2” if their form is not as good; or if their form is better, they get a “1” and the first competitor gets his “1” changed to a “2”. The third competitor then gets a number that grades his form relative to the first two, and so on down the division. When all competitors have run, each judge's Worksheet will have all the competitor's names listed in the order they ran, but with numbers next to their names that reflect their place relative to one another. EXAMPLE IF FOUR COMPETITORS ARE IN DIVISION

JOHN DOE II 9.98 2nd
BOB SMITH III 9.96 3rd
KEN BLACK I 9.99 1st
LARRY JAY IIII 9.95 4th

The Center Judge will then allow up to two minutes for the judges to assign decimal scores to each competitor based on their relative ranking. Each judge decides how high to score his number "1" competitor – usually a 9.99 or 9.98 in the black belt divisions – and assigns that score to the top competitor. The number "2" competitor will be scored one-hundredth lower at 9.98 or 9.97 (or even lower if the judge feels there was a great gap between the number "1" and number "2" competitors). Number "3" will get a score at least one-hundredth lower than the number "2, and number "4" will get a score at least one-hundredth lower than the number "3".

This is done until all the competitors are ranked relative to each other. None of the top four competitors ever receives the same score, and the top four scores a judge gives are only given once. A judge may give the same score to competitors he/she has ranked as "5" or lower, though it is discouraged unless there are many competitors in the division and giving incrementally lower scores would take the lower-ranked competitors to scores that were undeservedly low. (Judges may prefer to use slash marks rather than numbers to rank each competitor: I, II, III, IIII and so on. By using this method, you do not have to mark out or erase as often, you only add slashes.)

Once all judges are ready, the Center Judge will have each competitor step forward as his or her scores are announced, using the Maximum Deviation Rule.

9. Maximum Deviation Rule

Divisions with three officials will use the Maximum Deviation Rule. Since high and low scores are not dropped when three officials are used, the Maximum Deviation Rule has a similar effect of limiting the impact of a judge's score that is significantly higher or lower than the other judge's scores. This prevents a single score from being so high or so low that it controls the placing order.

When a form or other performance is ready to be scored, the center official will say "Ready", then, "Check", at which point the three judges show their score to each other only (not to the competitors or spectators).

The center official will then look at the 3 scores to determine which one is the middle score (for example, a 9.92, 9.96 and a 9.95 – the 9.95 is the middle score. The other 2 scores must be .02 from the middle score. So, in the example, the 9.92 must be upgraded to 9.93.

Other than this mandatory adjustment, a judge may not change his score. If no score is more than .02 higher or lower than the middle score, then there is no adjustment.

After assuring that any necessary adjustment has been made, the Center Official then says, "Score", and the scores to the audience, the competitors, and the scorekeeper as usual.

10. SKW Forms And Weapons Divisions

10.1. Traditional:

These forms must 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.

Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, the performance of the following movements will result in a downgrade of the form, or upon unanimous vote of judges, a "no score" as a form inappropriate for the division:

- 10.1.1. Movements that involve more than a 360-degree spin
- 10.1.2. Require the body to be inverted more than parallel to the floor.
- 10.1.3. More than two kicks with the same leg without putting the foot down in between.
- 10.1.4. Front or back flips
- 10.1.5. Cartwheels
- 10.1.6. Front or side leg splits
- 10.1.7. Release of the weapon other than simple hand switches
- 10.1.8. Any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guideline set forth here. (EXCEPTION: A Forward Roll is a legal Traditional Technique.)
- 10.1.9. All competitors who are competing with a bo in a traditional weapons division **ARE REQUIRED TO HAVE A WOODEN BO.**

Commentary:

SKW is a tournament circuit open to all styles and schools (across the nation and around the world) and from which judges are utilized, each competitor must make his or her own decision regarding whether to include movements, which might be objectionable for the Traditional Division. Just like the creative and contemporary competitors, the traditional competitors will try to extend the base of the rules that govern the traditional divisions to gain an advantage over their competition. If there is something performed in a traditional

form or weapon division that is not covered by the above rules, the SKW Rules Officials will make the decisions if a technique is a legal or illegal move.

10.2. Contemporary:

The intent of this division is not for traditional kata athletes to enter in this category. Traditional athletes should enter into the Traditional Divisions provided by SKW. Entering a traditional form/kata into this category by simply adding a small amount of contemporary movements will result in a significant reduction in score and or disqualification.

A form in the Contemporary Division must include techniques which originate from martial arts and emphasis will be placed on execution of the techniques, application of the techniques, difficulty, balance, speed, power, solid stances, performance and focus. Quick and continual succession of hand strikes, combinations and spins, spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other creative martial arts techniques are required and must be included in the majority of the performance. Athletes will receive scores based on elements that demonstrate and highlight speed, power, and stances that provide solid foundations for which movements can be executed. Scores will also be awarded based on the elements as defined and how the athlete utilizes performance techniques to highlight the elements defined.

In the Contemporary WEAPONS divisions, emphasis will be placed on the execution of the martial arts techniques specific to the weapon used and to include all elements defined in CONTEMPORARY FORMS as well as weapon twirls, weapon manipulations, weapon releases and the overall use of the weapon. This division distinguishes itself from the Traditional Weapons divisions by rewarding athletes who uniquely incorporate the use of manipulations, releases, spins and body/finger rolls with the weapon into a created routine.

Performance of the following movements will result in a downgrade by the judges, or upon a majority vote of the judges, a “no score” if a form is inappropriate for the division:

- 10.2.1. Movements that involve more than a 360-degree spin without touching the leg down before continuing the rotational moves and spins.
- 10.2.2. Movements that require the body to be inverted more than parallel to the floor i.e; back flips, front flips etc.
- 10.2.3. Techniques that are similar to movements found in gymnastics and/or non-martial arts disciplines.
- 10.2.4. Forms that meet the definition of a strictly traditional.

The following techniques are legal in the Contemporary Divisions and will be scored as any other techniques (difficulty, power, speed, balance, and proper execution);

- 10.2.5. Butterfly kick;
- 10.2.6. Illusion kick;
- 10.2.7. Forward Roll;
- 10.2.8. Kip up;
- 10.2.9. Cartwheel;

Commentary:

The Contemporary Division is intended for those competitors who do not wish to compete with a strictly traditional form, and/or do not wish to compete against other participants who execute creative gymnastic-type movements. Therefore the essence of a competitor's contemporary form/routine should be more in the manner of modern sport karate including those techniques, movements, and combinations and not simply a traditional form with one or two contemporary or creative techniques added.

Regarding the Contemporary Weapons Divisions, it is important to note that any weapons movement shall NOT be a factor in determining whether the weapons form constitutes a Contemporary or Creative Form. The determining factor shall be the particular body movements as defined below in the Creative Division.

Consequently, a Contemporary Weapons competitor is permitted to perform any weapons move (i.e., twirls, releases, spins, etc.), but is not permitted to perform "Creative" body movements (i.e. flips, any kick spinning greater than a 360, or any inverted body moves etc.).

10.3. Creative

The Creative Divisions allow the competitor to perform any movements whether they originate from traditional or creative martial arts systems or otherwise. However, 1) at least half of the form must originate from martial arts techniques, and 2) the competitor must execute **at least** one technique that involves an inverted move or greater than 360-degree spin.

Emphasis is placed on:

- 10.3.1. The quality of execution of techniques and movements.
- 10.3.2. Martial arts skills.
- 10.3.3. Balance speed, and power.
- 10.3.4. The degree of difficulty.
- 10.3.5. And showmanship.

In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed. The inclusion of other movements, or the performance of a form of weapon from meeting the criteria above for a Traditional or Contemporary form, will result in a down-grade by the judges, or upon a unanimous vote of the judges, a "no-score" as a form inappropriate for the division.

NOTE: Although one creative move qualifies a competitor for the creative divisions, it should be expected that a creative form or weapon routine with multiple creative moves of good quality would prevail as the winner, assuming all other criteria are met.

Commentary:

As martial arts evolve from the Traditional to Contemporary to Creative, this category allows for the integration of techniques and movements from all martial arts styles, gymnastics, acrobatics, dance, and athletic disciplines. If a competitor wishes to participate in a division with moves not permitted in the Traditional and Contemporary Divisions but meeting the guidelines described here, the competitor should compete in the Creative Division.

10.4. Musical

The musical division is intended to be part of a set of divisions dedicated to contemporary martial arts. The division's purpose is to host a unique space for the evolution of art and the combination of artistry to be evaluated simultaneously with the emphasis on choreography and synchrony to music, musical elements such as tempo, rhythm, and beats, and overall presentation. Therefore, a form in the musical division should be greater than 50% high-speed, contemporary techniques including but not limited to hand technique combinations, weapons manipulations, and aerial kicking techniques. This is not to reduce opportunity for traditional competitors. The Musical Divisions requires a form or weapons form to meet all the above criteria for a Contemporary or Creative form, and additionally meet the requirements of the "Divisional Music Rule" below. **This rule does NOT exclude traditional forms choreographed to music from our sport as a whole. Using music in grand championship divisions is allowed as a way to showcase this part of sport martial arts.**

10.5. Divisional Music Rule

Music Choreography is defined as the following:

- 10.5.1. The movements of the form must be accentuated by and performed in conjunction with specific beats, notes, or words in the music. Simply performing your form with the same rhythm or cadence of a song (background music) is not satisfactory.
- 10.5.2. If sound effects are added to the music, the form should not solely be choreographed to the added sound effects.
- 10.5.3. Music and sound effects should appropriately match each other, and set the overall mood for each performance.
- 10.5.4. Overall, all music and sound effects used must compliment the form, and both the form and music should be judged together and viewed as an overall performance, not simply as a form performed with music playing.
- 10.5.5. Inappropriate words, cursing, language or adult oriented lyrics are not allowed and will result in a disqualification.

Judging Criteria:

- 10.5.6. Synchronization of the competitors form in relationship to the beats, notes, words and tempo of the music.
- 10.5.7. Degree of difficulty demonstrated by the required Contemporary and or Creative moves, techniques, combinations, hand strikes and kicks.

- 10.5.8. The execution of basics including hand strikes, blocks, kicks, stances and combinations.
- 10.5.9. For Musical Weapons: the manipulation of the weapon in relation to strikes, block, twirls, spins, releases and catches.

Each competitor must provide a music player (unless it is advertised that a music player will be supplied) of reasonable and non-intrusive size at ringside to play his or her music, and an attendant at the competitor who must be present at all times during the performance (unless it is advertised that music competitors will be supplied). As each form begins, a music volume check must be made, during which time the competitor attendant will look to the center judge for a nod of approval or a signal to lower the volume. Once this volume is set, it may not be increased during the performance of the form.

Commentary:

If a competitor chooses to use music in a grand championship division to a form that does not require music, the "Divisional Music Rule" does not apply.

Commentary:

If the event promoter is requiring competitors to utilize non-licensed or royalty-free music and a competitor does not have the required rights-free music, the competitor has the option of running his/her form WITHOUT music WITHOUT penalty.

Commentary:

If a competitor receives a "no score" decision by the judges because they feel the competitor's form is not appropriate for the division, the competitor is not allowed to redo his/her form or weapon form in that division. It is the responsibility of the competitor to read and understand the rules of the division he/she is competing in before the competition starts.

10.6. Grand Championships

All competitors must compete in any Grand Championship with the style of forms or weapons (not exact form or weapon) they won in their division. (EXAMPLE: A winner of a contemporary form cannot compete with a creative form in the grand championships).

If a competitor wins more than one division, they have the option to select the style of form or weapon of the divisions they won.

All competitors have the **option** to use music in all Grand Championship Divisions even if they were in a division that did not allow music.

To Compete in an 18+ Forms Grand Championship or Sparring Grand Championship a competitor must have won an 18+ Division.

10.7. Weapon Breaks AND/OR Weapon Cracks

- 10.7.1. A competitor will be disqualified if they break their weapon, and/or separates into two (2) or more pieces.
- 10.7.2. If the weapon cracks, does not separate, the competitor may continue the form and will not be disqualified. The competitor may have their score lowered, if, in the opinion of the judges, the crack impacted the execution of the form or the effectiveness of the weapon.

10.8. Things To Look For In Forms

When a competitor is demonstrating a form they are showing mastery of body and movement. While a competitor is currently performing the judges should be looking for these things in the form.

- 10.8.1. Pace
- 10.8.2. Breathing (Kiai)
- 10.8.3. Stances
- 10.8.4. Difficulty of form
- 10.8.5. Technique
- 10.8.6. Choreography (**Musical Division Only**)
- 10.8.7. Intensity
- 10.8.8. Power
- 10.8.9. Continuity
- 10.8.10. Fluidity
- 10.8.11. Balance
- 10.8.12. Focus

NOTE: Judges **MUST NOT** determine their score for a form based upon what they may like or dislike. This causes an unfair bias towards one style or weapon than others.

11. Team Demonstration Forms

11.1. Team Demonstration Definition

Team Demonstration is given more liberties and freedoms to exhibit one or a combination of Martial Arts Skills. Synchronization may or may not be apart of team demonstration

11.2. Team Demonstration General Rules

- 11.2.1. Teams are composed of two (2) to 20 members; however, 60% of the original declared team must be present for the team to earn points

- 11.2.2. A team may compete and have their score counted, if
- 11.2.3. They are competing with the original declared members
- 11.2.4. Additional “extra” member(s) cannot compete unless they are replacing an original member;
- 11.2.5. Substitutes are allowed, but only to replaced missing declared members and will not be considered as original team members; and/or
- 11.2.6. Additional competitor(s) cannot compete with a team, except to substitute a missing member.

Examples:

- 11.2.6.1. A team registers its team with three (3) members - two (2) original must compete in the team event to be considered a legal team.
- 11.2.6.2. A team registered its team with 10 members, six (6) original members must compete in the team event to be considered a legal team.
- 11.2.7. A team may change their team by replacing a member(s) or by adding new members. All changes must be made prior to the next event and cannot exceed 60% of the original team.
- 11.2.8. Seven (7) Minute Maximum Time Limit: Time starts when the first team member steps into the competition ring and ends when the team is obviously finished in the opinion of the Center Official .
- 11.2.9. All the technical Martial Arts skills are graded for execution, presentation, and difficulty.

11.3. Team Props

Props that are considered dangerous or harmful to people and/or to any part of the competition area or that will cause major clean up time will not be allowed. All teams are responsible for their own cleanup. If a team has any question about their Team Demonstration, they should ask the Center Official before the competition starts.

12. SKW Tournament Ratings

12.1. General Overview:

SKW tabulates points for hundreds of divisions each year ranging from 5 year old beginner white-belts to senior black belts. These tabulated points determine the seeding of competitors at tournaments and determine SKW’s end of year state champions.

12.2. Ratings Guidelines

- 12.2.1. Make sure the tournaments you are competing in are “**SKW Rated**”.
- 12.2.2. Check the SKW Website Calendar or email/text the SKW office to verify if a tournament is SKW rated. Make sure you know the correct name of the

tournament. Keep a flier of the tournament in case there is a question whether the was officially SKW rated.

- 12.2.3. **Utilization of the SKW brand logo without expressed written permission and payment is a violation of SKW conduct and susceptible to legal action.**
- 12.2.4. For a competitor to be included in SKW ratings, they must be a current registered SKW member with a current SKW membership application on file with the SKW office.
- 12.2.5. The SKW rating period is a calendar year from January through December.
- 12.2.6. If a competitor is totally suspended from the SKW tournament circuit for any reason they will be excluded from the ratings.

13. Seeding Rules and Point Values

- 13.1. Competitors can only be seeded in divisions they are rated in. Points earned in one division do not carry over into another division.
- 13.2. The points competitors earn in a division will stack up for the end of year tournament. However many points a competitor has, determines their seed for the final tournament of the year.
- 13.3. **Order of Seeding:** The first priority goes to the top four (4) rated competitors in the division. Second priority goes to any other rated competitors in the division.
 - 13.3.1. There will be a maximum of four (4) seeds in all forms divisions unless there is a tie for the last seed. Ties can be added into the shuffle.
- 13.4. **Forms Seeding:** If all the top four (4) rated competitors are present for the end of year tournament then the number of seeds is completed. If not all the top four (4) rated competitors are present; the number of competitors needed to fill the Maximum of four (4) seeds will be selected from the other rated competitors. This group is selected by order of their rating in the division. If more than one competitor is needed to reach the maximum of four (4) seeds, these competitors will be shuffled to determine their placement of order. The top four (4) rated competitors will always compete last based on their rating where the #1 rated competitor in that forms division competes last in the division. It is required that the center official either supervise or perform the random selection process of the seeds.
- 13.5. **Fight Seeding:** The Top seeds (Max Four (4)) will be seeded in the first round of competition with all competitors. The seeds (Max Four (4)) will be seeded away from each other in the brackets with the number one (1) and three (3) seeds in the top bracket and the number two (2) and four (4) seeds in the bottom bracket. If byes are needed, the Seeds will receive the byes in order of their seeded position. No longer are fighters automatically seeded into the quarter finals unless there are eight or less competitors in the division or if by receiving a bye they move into the quarter or semi final brackets. Seeds can refuse byes but still must be bracketed away from other seeds as described above.

13.6. Point Values:

Place	Points
<i>1st</i>	25
<i>2nd</i>	20
<i>3rd</i>	15
<i>4th</i>	10
<i>5th</i>	5
<i>6th – All Other Placements</i>	2
<i>Grand Champ</i>	10
<i>GC Runner Up</i>	5