

# Chung Do Kwan Invitational Tournament

[www.ChungDoKwanInvitational.com](http://www.ChungDoKwanInvitational.com)

## FORMAT AND RULES

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### FORMAT

- 1) Forms and Sparring Divisions are separated by Rank, Age division (PeeWee, Youth, Adults), and sex.
- 2) Forms are judged two to four contestants at a time, scored 1-10, highest score wins.
  - a. If tie, compete head to head. Judges pick winner of tie breaker.
- 3) Sparring - Partial Pooling - 3 fight minimum

### Tournament Sparring Rules

Sparring will be No-Contact Sparring. (60 second Continuous Clock)

- Each Student will be placed in a pool of their belt rank or closest match.
- Each person will fight 3 random competitors within their pool.
- When all fights in the pool are complete each competitor will be Seeded
- First Seed will fight the 4<sup>th</sup> Seed, 2<sup>nd</sup> will fight the 3<sup>rd</sup> Seed in Finals
- All prior fight are only to create the Seed order. All have a chance at 1<sup>st</sup> place in finals

Look at example below. Look at Finals sheet to see how the Seeds are placed.

#### 4 Competitors

	Entry Name	W	L	Seed
1	A			
2	B			
3	C			
4	D			

Round	Red	White
1	A	C
2	B	D
3	D	A
4	B	C
5	C	D
6	A	B

## **FORMS RULES**

### CONTESTANTS:

- 1) Full **WHITE Uniform** required
- 2) Bow before you enter and leave the ring.
- 3) Do your best Form once the head judge says begin.
- 4) Have fun!

### JUDGES:

- 1) Competitors choose one form from their current rank to practice. If they make a mistake and stop during the form, they will be allowed to try one more time to complete the form in its entirety. Points will be deducted at the judge's discretion.
- 2) There will be 5 scoring judges.
  - a. Judges are to individually score forms on a 10 point scale. 1 being worst, 10 being best. **NO HALF POINTS.**
  - b. Judges are encouraged to use the mid band of scoring early on in the competition to allow room for better or worse competitors later on in the division. For example, if the first competitor is given a "10" by the judges, then there is no room to reward better competitors who compete afterwards.
  - c. Judges are highly encouraged to use a wide band in scoring. Your job is to **JUDGE!**
  - d. Total number of points will be used to calculate winner. ie. Given 5 judges then the best possible score is 50.
- 3) After contestant finishes form, judges will write score on piece of paper and pass to score keeper.
- 4) **IF THERE ARE ANY QUESTIONS DURING COMPETITION, PLEASE SEE CERTIFICATION BOARD**
- 5) **TIEBREAKER:** If tie, contestants compete head to head. Judges pick best form (no scoring).
- 6) After all contestants are finished, Head Judge must bring score sheet to certification board for review, and to receive awards.

## **SPARRING RULES**

### CONTESTANTS:

- 1) **NO CONTACT**
- 2) No Visible Pads shall be worn
- 3) Mouth guards and Protective cups are recommended
- 4) If you make **ANY** contact to the head you will forfeit that match.
  - a. Contestants are not to comment on either making or receiving contact.
  - b. If contact is "called", contestants must respect judge's decision.
- 5) Sweeps are permitted as long as the sweeping foot remains in contact with the floor at all times. Sweeper is responsible for opponent's safety after being swept.
- 6) No attacks below the belt or to the back.
- 7) If an attacker turns their opponent to expose their back, **NO** techniques may be thrown to the back. A loud "Kiai" is sufficient instead!
- 8) No grabbing **AND** lifting as you block. (We don't want anyone getting hurt.)
- 9) Spin kicks are permitted. **BE CAREFUL, NO CONTACT.**
- 10) 1 minute rounds, "Overtime"=30 seconds, if Overtime is tied then "Sudden Death"=1<sup>st</sup> point wins.
- 11) **HAVE FUN & SHOW GOOD SPORTSMANSHIP**

## JUDGES:

- 1) Referee runs ring but is NOT a scoring judge.
- 2) There will be 4 corner judges, who should try to declare a winner or loser and reserve ties for extreme cases.
- 3) There will be one head judge sitting at head table.
- 4) Head Judge has authority to break tie or declare "Overtime"/"Sudden Death"
- 5) **ABSOLUTELY NO-CONTACT TO THE HEAD IS ALLOWED.** If ANY contact is witnessed by ANY one of the 5 judges, OR REFEREE then they have the obligation to stop the match and disqualify the attacker. The defender would then win the match immediately.
- 6) Any attack that is "inside the defender's range" that isn't sufficiently blocked will count as one point.
- 7) Aggressive contact will result in a point deduction.
- 8) Trembling shock, knocking the wind out of an opponent, getting swept off the ground without being assisted to the floor: would result in disqualification purely at discretion of Head Judge.
- 9) Sparring round is 1 minute.
  - a. If a tie results, then overtime is 30 seconds.
  - b. If overtime is tied, then the match goes into "sudden death" (NEXT POINT WINS)
    - i. "Sudden Death" will be decided by a majority of the judges scoring the point
- 10) **Head Judge has responsibility to run a safe match and has authority to: warn, issue point deductions, or disqualify any contestant.**
- 11) IF THERE ARE ANY QUESTIONS DURING COMPETITION, PLEASE SEE CERTIFICATION BOARD
- 12) After all contestants are finished, score keeper must bring score sheet to certification board for review, and to receive awards.

## **SPECTATOR INSTRUCTIONS:**

- 1) If you have ANY questions/comments/feedback please see The Event Arbitrator
- 2) Please cheer-on competitors in a sportsmanlike manner.
- 3) Please be considerate and do not post pictures of children on Facebook or other social networks without parent's permission.