



GENERATION MARTIAL ARTS CHAMPIONSHIPS RULES SUMMARY

- ANY Unsportsmanlike conduct will result in disqualification in the division, or from the entire tournament. This goes for both competitors and spectators. We want a fun environment for all competitors.
- Competitors may only argue a rule infraction; judges will try their best to stay as fair as possible to all competitors while following rule guidelines.
- Coaching (yelling out directions) is NOT permitted while a competitor is competing.

Forms & Weapons:

- 3 judges for all divisions. Add all three scores to determine winner. With 5 judges in some Black Belt divisions we drop the high and low score.
- All scores will be within a range depending on the number of competitors per division.
- Competitors compete in random order. The first three competitors will perform their form then come back up for scores. The remaining competitors will be scored immediately after their form.
- Under Belts have only 1 restart without deduction. Black belts have no restarts.
- For ties: 1st place tie- competitors must redo their form. 2nd- 8th place, scorekeepers must first drop the high and add the remaining scores, if still tied, add the high back and take the low, if still tied from there, the competitors must redo their form.
- Forms will be judged based on technique, consistency, spirit and basics. They will not be judged based on a judge's vision of the form itself. All forms have various versions, they will not be judged by a single view.
- For TRADITIONAL divisions- the form must be a traditional form, no flash is allowed in the forms such as flips or weapon throws. Bo's must be 1 inch in diameter. All forms must have traditional stances and technique.
- Late entries to a division: a competitor may only enter a division before the first 3 have finished competing. If the competitor comes before the first 3 have competed, they must immediately perform. Once the 4th competitor has started, no late entries are allowed.

Sparring:

- In Kyu belt divisions, sparring goes up to 3 points, no time limit. All Black Belt divisions will be 5 points or 2 minutes. If there is a tie after 2 minutes, first point wins. 1 point will be awarded for each hand or foot technique.
- Divisions are drawn randomly; fighters from the same school will not fight each other until it's unavoidable.
- To score a point, two of the three judges must call the point.
- Fighters can score a point as long as they have one foot in the ring.
- Fighters can move as much as they like in the ring, but, if they avoid the fight by running away, out of the ring, or falling, one warning will be given, after that, penalty point will be given.
- All techniques must be thrown with control, proper balance and focus.
- Illegal techniques, such as low kicks, sweeps, hitting the spine, grabbing, and throwing will result in a penalty point.
- In the case of contact, there must be redness, bleeding or bruising which will result in immediate disqualification. Any other contact will result in a penalty point.
- Equipment Required: Helmet, Hand gear, Foot gear, mouth guard and jock for guys.

SHAMUON GENERATION OF MARTIAL ARTS RESERVES THE RIGHT TO DENY ENTRY OR REMOVE ANYONE FROM THE TOURNAMENT LOCATION