

## **BLITZ RULES, RESPONSIBILITIES AND JUDGING CRITERIA**

### **FORMS AND WEAPONS CRITERIA**

BLITZ separates forms and weapons competition into following three categories: (1) Traditional; (2) Creative (Music Optional); and (3) Extreme (Music Optional). Below are listed all judging requirements and limitations as categorized by the specific competition division. In none of these divisions is it mandatory for an introduction or presentation and The BLITZ Martial Arts Tour strongly recommends its removal, however no penalty will be assessed for its addition.

**TRADITIONAL FORMS AND WEAPONS** – 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. Dress must conform to that of traditional martial arts origin – All competitors will be required to wear solid color uniform, either white or black. Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, performance of the following movements may result in a full point downgrade of the form: more than two kicks with the same leg without putting the foot down in between; techniques with rotations above 360°; front or back flips; cartwheels; front or side leg splits; releases of the weapon other than simple hand switches; or 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 guidelines set forth here.

**CREATIVE FORMS (Music Optional)** – The Creative Division allows forms combine those contemporary techniques implementing movements from dance as well as different martial arts styles. These may be added to a traditional form, or the form may be devised in its entirety by the competitor.

A form in the Creative Division must include techniques which originate from martial arts and like the Traditional Division, emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus Spinning kicks, jump spinning kicks,

flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other *creative* martial arts techniques are permitted.

Movements that involve more than a 360 degree spin, require the body to be inverted more than parallel to the floor, are similar to movements found in gymnastics, or forms that meet the above definition of strictly traditional forms, may result in a full point downgrade by the judges.

Regarding the Creative Weapons Divisions, it is important to note that any particular weapons movement shall NOT be a factor in determining whether the weapons form constitutes a Creative or Extreme Form. The determining factor shall be the particular body movements as defined below in the Extreme Divisions. Consequently, a Creative Weapons competitor is permitted to perform any weapons move (i.e., twirls, releases, spins, etc.), but is not permitted to perform “Extreme” body movements (i.e., flips, 540 and above spins or any inverted body moves, etc.).

“Musical Option Rule”: Music used in forms and weapons divisions should accent, enhance and improve the overall form and will be judged accordingly.

Music choreography should be judged as follows:

- 1) The movements of the form must be accented by and performed in conjunction with specific beats, notes, or words in the music. Simply performing your form to the same rhythm or cadence of a song is not satisfactory.
- 2) If sound effects are added to the music, the form should not solely be choreographed to the added sound effects.
- 3) Music and sound effects should appropriately match each other, and set the overall mood for each performance.
- 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. Each competitor must provide a music player of reasonable and non-intrusive size at ringside to play his or her music, and an attendant at the player who must be present at all times during the performance. As

each form begins, a music volume check must be made, during which time the player attendant will look to the center judge for a nod of approval or a signal.

**EXTREME FORMS (Music Optional)** – The Extreme Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary 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 a spin greater than 360°. Emphasis is placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty, 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. Inclusion of other movements, or the performance of a form or weapons form strictly meeting the criteria above for a Traditional form, may result in a full point downgrade by the judges. **Although one extreme move qualifies a competitor for the extreme divisions, it should be expected that an extreme form or weapon routine with multiple extreme moves of good quality would prevail as the winner, assuming all other criteria is met.**

“Musical Option Rule”: Music used in forms and weapons divisions should accent, enhance and improve the overall form and will be judged accordingly

Music Choreography should be judged as follows:

- 1) The movements of the form must be accented by and performed in conjunction with specific beats, notes, or words in the music. Simply performing your form to the same rhythm or cadence of a song is not satisfactory.
- 2) If sound effects are added to the music, the form should not solely be choreographed to the added sound effects.
- 3) Music and sound effects should appropriately match each other, and set the overall mood for each performance.
- 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. Each competitor must provide a music player of reasonable and non-intrusive size at ringside to play his or her music, and an attendant at the player who must be present at all times during the performance. As each form begins, a music volume check must be made, during which time the player attendant will look to the center judge for a nod of approval or a signal.

**OPEN WEAPONS (Music Optional)** – The Open Weapons Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, at least half of the form must originate from martial arts techniques, but the competitor may execute techniques that involves an inverted move or a spin greater than 360°, dance or deriving from other external sources. Scoring emphasis will always be placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty, 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. Inclusion of other movements, or the performance of a weapons form strictly meeting the criteria above for a Traditional form, may result in a full point downgrade by the judges. **Although an array of movements qualify a competitor for the open weapons divisions, it should be expected that an open weapon routine with the most diverse moves of good quality would prevail as the winner, assuming all other criteria is met.**

“Musical Option Rule”: Music used in forms and weapons divisions should accent, enhance and improve the overall form and will be judged accordingly

Music Choreography should be judged as follows:

1) The movements of the form must be accented by and performed in conjunction with specific beats, notes, or words in the music. Simply performing your form to the same rhythm or cadence of a song is not satisfactory.

2) If sound effects are added to the music, the form should not solely be choreographed to the added sound effects.

3) Music and sound effects should appropriately match each other, and set the overall mood for each performance.

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. Each competitor must provide a music player of reasonable and non-intrusive size at ringside to play his or her music, and an attendant at the player who must be present at all times during the performance. As each form begins, a music volume check must be made, during which time the player attendant will look to the center judge for a nod of approval or a signal.

**WEAPONS DROP AND/OR LOSS OF CONTROL:** As a courtesy to the competitor and in recognition of the time, effort and attentiveness that each has put forth; no participant shall be penalized by a “no score” or “disqualification” due to a weapons drop, malfunction or lack of control. Instead of the preceding option the individual competitor will be scored as usual and following the completion of the division one full point will be deducted from their total score.

**TIME LIMIT:** A maximal time limit for each of such exhibitions is capped at 3 minutes. A competitor’s time will begin upon entering their respective ring and will not conclude until the completion of their presentation.

**MAXIMAL DEVIATION SCORING:** Since the high and low scores are not dropped when three officials are used, the maximal deviation rule limits the impact of a single judge’s score to control with his/her high or low score the outcome of placement. When a performance is ready to be scored, a review of each score will be conducted by the center official. The judges score that is between the two other judges, will be defined as the middle score. Once the middle score is determined, the other two judges may not be more than two hundredths (.02) above or below that middle score and must adjust accordingly.

**Judge Positioning:** In an effort to view forms competition from each individual vantage point, we have chosen to seat our forms and weapons judges on the perimeter of the competition boundary.

## **FIRST TIMERS:**

In an effort to be fair to those novice competitors a set of “First Timers” Divisions were created. Those individuals may have the opportunity to perform a forms routine as well as spar. Because of the introductory nature of these divisions, competitors will be limited to three (3) competitions in which they may participate before moving on to standard competition. These divisions will offer no BLITZ point valuation, just the opportunity to get acclimated to the competition arena.

All participants will perform together, regardless of age, rank, style or number of participants.

## **FIRST TIMERS FORMS:**

Each participant will perform as usual and whether the performance is flawless or error ridden no participant will be scored or judged, instead all participants receive like awards.

## **FIRST TIMERS POINT SPARRING:**

Just to get the accustomed to competition sparring, this single division will be offered to all regardless of age, rank, style, or number of competitors. The matches will be split as evenly as possible and all participants will be given an opportunity to showcase their skill set. Points will be called according to customary point sparring rules; however we will only have single elimination rounds.

## **POINT SPARRING RULES**

### **REQUIRED AND RECOMMENDED SAFETY EQUIPMENT:**

Headgear, hand (Ringstar or like-kind sparring shoes will not be permitted) and footpads, mouthpieces, groin cups (for male competitors), chest guards (17 and under/under black belt) and face shields (17 and under/under black belt) are mandatory for all competitors in sparring divisions.

All sparring gear must fully cover body parts with no fingers or toes exposed.

Additionally, the equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury. The tournaments official rules arbitrator ultimately determines the approval or denial of the equipment.

## **SPARRING RULES**

**LENGTH OF MATCH:** One 90 Second round unless a competitor is ten points ahead before time has expired. All Point Sparring matches are Double elimination. (Competitors must lose 2 times in order to be eliminated from each point sparring division)

### **POINT VALUES AND WINNER DETERMINATION:**

**Hand techniques:** All legal hand techniques that score will be awarded one (1) point

**Spinning or Standing Kicking techniques: Kicks to the body - 1 Point**

**Standing Kicks to the Head - 2 Points**

**Spinning Kicks to the Head - 3 Points**

**Jump Spinning Kicks Head or Body - 3 Points**

**MAJORITY VOTE:** Points are awarded by a majority vote of all judges. The majority of judges do not have to agree on the same technique being

scored, only that a point was scored. **A majority of the judges calling the point** must call a two (2)-point kick before two points can be awarded. Otherwise only one point is awarded. If a judge inadvertently calls a point for a particular competitor or call the incorrect point value based on a particular technique he/she may change his or her call as long as it is before the start of the next exchange.

**LEGAL TARGET AREAS:** Entire head and face, ribs, chest, abdomen, collar bone and kidneys.

**ILLEGAL TARGET AREAS:** Spine, back of neck, throat, sides of the neck, groin, legs, knees and back.

**NON-TARGET AREAS:** Hips, shoulders, buttocks, arms, and feet.

**LEGAL TECHNIQUES:** Legal techniques are all controlled sport karate techniques, except those listed as illegal.

**ILLEGAL TECHNIQUES:** Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, take downs, ground fighting on a hard surface, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled throws, takedowns or sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in sport martial arts.

**GRABBING:** A competitor may grab the uniform top of his/her opponent in an attempt to score with a sport karate technique for only one second (**immediately**), after which time he/she must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent in an attempt to score.

**SWEEPS, TAKEDOWNS, GRABS AND GROUND FIGHTING:** Sweeps not to take down an opponent, but only to obstruct the balance so as to follow up with a legal sport martial arts technique can only be executed to the back of the front leg at mid-calf or below.

A sweep must be deemed a proper sweep and not a kick, to be legal. Controlled Takedowns and sweeps that are meant to take down an opponent are allowed only a **declared approved padded surface**. A point

is awarded only when the legal sweep is followed up effectively legally and **immediately** with an appropriate sport karate technique

In the event that a competitor loses balance or falls, competitors are allowed up to 3 seconds on the ground to score in a legal scoring area. Only in these particular cases are all scored techniques awarded a single point, to either the downed or standing competitor. In this event either fighter may score, so long as one fighter remains in a standing position, but only techniques thrown to the body will be scored, shots thrown to the head will be penalized for the standing competitor, however the down competitor will be allowed to score either to the head or body. Additionally, appropriate contact must be made in all instances any contact to a "downed" competitor deemed to be excessive will be treated more harshly than other instances and may result in an immediate disqualification without the opportunity for a penalty point to be awarded.

**LIGHT TOUCH CONTACT:** Means there is no penetration or visible movement of the competitor because of the contact. Light touch is required to all legal target areas in all black belt sparring divisions. The face shield of a headgear along with the headgear is a legal target area.

**INJURY:** While we hope that it does not occur, no sport is without injury. However, in an effort not to impede on the well being and momentum of any competitor a particular competitor will be allowed no more than 30 seconds during a single match to recover from a single or combination of several injuries.

**OUT-OF-BOUNDS:** A competitor is out-of-bounds as soon as he/she does not have at least one foot touching inside or on the boundary line. An out of bounds competitor cannot score a point while out of bounds. In bounds competitor can score on an out of bounds competitor if the center referee has not called stop.

**TIME OUT RULE:** Each fighter is allowed one 10 second timeout per fight. The timeout must be called during a break in the fight and may only be called by a coach. However, ONLY the referee can stop the match.

**WARNINGS AND PENALTIES:** No warning will be given for point sparring rule infractions. Upon the first rule infraction (agreed upon by the majority of officials), a point is awarded for each and every rules violation. If a competitor receives three penalty points in any one match, he/she will be disqualified. If the severity of the rules violation is deemed by the center referee to be too severe, a penalty point can be issued immediately and a majority vote may be forfeited.

**Other Penalty Rules:** A competitor cannot be penalized and still receive a point on the same call. A competitor can receive a point for a proper technique and another point from a penalty call against his/her competitor. If, in the opinion of the referee and/or the medical personnel, a competitor cannot continue because of an injury caused by an illegal penalized attack executed by his/her competitor, the offending competitor shall be automatically disqualified.

**Penalty Points:** A competitor will be awarded a penalty point IMMEDIATELY (no warning necessary) if his/her opponent is in violation of the set rules.

**Other Cause for Penalization:** Attacking illegal and non-target areas, using illegal techniques, continuing after being ordered to stop, excessive stalling, blind, negligent or reckless attacks, uncontrolled techniques, showing unsportsmanlike behavior by the competitor, his/her coaches, friends, etc., excessive contact, and delay of time are just some examples of possible penalization.

**Time Extension:** At the center official's discretion, if a rule infraction is committed in the last 10 seconds of the match and in his sole opinion may affect the outcome of the match he/she may choose to reset the match to

the 10 second mark. Conversely, the center official may at his/her own sole discretion may choose to hold the time within a specific match for any valid reason (i.e. judges conference, competitor injury, rule infraction, scorekeeper meeting etc.)

**Disqualification:** Requires a majority vote by all officials, unless it is an automatic disqualification.

**Winner Determination:**

Winner will be determined by achieving the greatest number of points within the allotted time period. A match may be prematurely concluded through a disqualification or through the achievement of a maximal, 10 - point spread. In this case, the word spread represents a difference in point accumulation. IE: If a particular competitor gets 14 points and their opponent only has 4 the fighter with 14 points will win automatically without a time expiration because there is a 10 point difference between the two scores.

**Coaching:** The luxury of having a coach is something that most competitors do not have access to. Therefore, it sometimes can become an unfair advantage over a competitor who does not have a coach. The rules are made and enforced so no one competitor has an advantage or disadvantage over another competitor. Therefore, coaching is allowed but only under the following guidelines:

1. All coaches must be certified through an official BLITZ certification course held throughout the competition year. These individuals must be employed in an instructional capacity at a martial arts studio or have written authorization from such an individual.
2. At each individual competition a maximum coach standard will be enforced. Based on preregistered competitors, each team will be granted a maximum of 1 coach per 9 competitors for each individual event. However a single team will be capped at 5 coaches per individual event.
3. Coaches may only be on the floor during their competitor's active sparring match.
4. Never, at any time, can a coach enter the ring without the referee's permission.
5. No abusive, violent, unsportsmanlike or overzealous coaching.
6. Coaches must remain seated in designated coach's area during the entire sparring match duration.
7. Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges. A **Coach** is defined as anyone who is trying to help one competitor in anyway. A coach could be but is not limited to a friend, parent, teammate, instructor or an official coach. The center referee will issue a penalty to a competitor for each time his/her coach is interfering with a match or disrupting fair play between contestants. A referee can ask for a disqualification of a contest, but requires a majority vote of all judges.

8. Coaches must be dressed appropriately wearing the designated BLITZ Coaches shirt obtained through participation in a BLITZ Sanctioned Coaches training.

9. Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges. A **Coach** is defined as anyone who is trying to help one competitor in anyway. A coach could be but is not limited to a friend, parent, teammate, instructor or an official coach. The center referee can issue a warning to a competitor for each time his/her coach is interfering with a match or disrupting fair play between contestants. A referee can ask for a disqualification of a contest, but requires a majority vote of all judges.

10. ONLY ONE COACH PER FIGHTER

## **LIGHT CONTACT SPARRING RULES**

Light contact sparring competitors will be divided based on age only. All ranks will compete in the same divisions. All competitors may remove any sign of rank and spar in their designated divisions and be judged on the criteria listed below.

- Competition contact for all techniques is deemed to be light contact controlled martial arts movements. Light contact sparring does not include knockout techniques and is not applied as a full contact combative sport. Techniques must be well controlled when they land on legal targets with enough control as not to “strike through” or “push through” target with their scoring technique. Emphasis must be placed on both punching and kicking techniques. Punching or “boxing” only for an extended period of time without throwing kicks will be cause for penalization and will downgrade the judge’s evaluation of your performance. It is mandated that each competitor throw a minimum of one kicking technique per each four punch combination. No more than a 75% majority of one type of techniques be it punches or kicks. Each match is carried out with running time. The center referee and two judges will evaluate the relative effectiveness of each fighter based on the number, quality and variety of the scoring strikes. The three officials will determine the winner of each match by majority decision.

Uniforms and Safety Equipment

- Safety equipment is for all light contact divisions: Head protection, mouth-guard, approved gloves for contact sports (closed finger only), groin protection and foot protection.

- Youth divisions (17 yrs. And below) will have the same equipment requirement PLUS an approved face shield and chest protector. Uniforms are: Traditional uniform top, V-neck top or Team T-shirt and long pants for male fighters, long pants, traditional uniform top, sport top, V neck top or Team T-shirts for female fighters. For Both: belts indicating their grade are allowed. NOTE: For competitors who choose to wear T-shirts, they will need to be clearly and obviously part of a TEAM UNIFORM. Each fighter must wear a clean uniform in good repair. The pants must reach ankle length. The waist may be either a drawstring or elastic waistband.

- Time and Rounds
- All matches shall consist of one, 90 second rounds.
- There shall be two judges each match respectively and 1 referee monitoring and controlling the match, while having the unique responsibility of solely indicating penalties to scorekeepers.
- A 1-5 point penalty may be assessed to either fighter at any time based on the severity of the rule infraction and may only be issued by the center official by communicating so with the scorekeeper.
- At the conclusion of the conclusion of the round the three officials will vote for either one fighter or the other by show of hands.
- Winner will be determined by majority vote.

## **DIVISIONS, WEIGHTS AND WEIGH-IN PROCEDURES**

See “Divisions” listing on website and in event program for detailed information.

**Legal Target Areas**-The following parts of the body may be attacked using the authorized fighting techniques:

- Head – front and side
- Torso – front and side
- Feet – only for sweeping (referred to as boot to boot)

**Legal Techniques** – Scoring both hand and foot strikes should be used. In evaluating each fighter’s performance the judges will give more credit to the athlete that is effective with a balanced attack of kicks and punches thrown in combination. Punching or “boxing” only for an extended period of time without throwing kicks may be cause for penalization or may downgrade the judge’s evaluation of a fighter’s performance. The authorized striking area of the hand or foot must make “Clean/Controlled” Light contact. The fighter must be looking at the point of contact when executing the technique. All techniques must be well executed. Weak techniques or

techniques that simply touch or brush or push an opponent will not be scored. Excessive contact, mauling, pushing or rough-housing will be grounds for penalization and/or disqualification. (center judge has discretion) If a fighter jumps in the air to attack, he must land inside the ring to score, and he must keep his balance (it is not allowed to touch the floor with any part of the body except the feet).

### **HAND TECHNIQUES:**

The following hand techniques may be applied:

- Ridge hand
- Punches
- Back fist (Spinning Back Fist –Illegal Technique)

### **FOOT, LEG, TECHNIQUES:**

The following foot techniques may be applied:

- Front kick
- Sidekick
- Roundhouse kick
- Heel kick (sole of the foot only)
- Crescent kick
- Axe kick (sole of the foot only)
- Jump kicks

### **THROWING TECHNIQUES:**

- Foot sweeps (boots to boots – ankle level only)

- Illegal Target Areas any technique not listed as legal above or a striking any target not listed as legal it is prohibited to:
- Attack the throat, lower abdomen, kidneys, back, legs, joints, groin and to the back of the head or neck.
- Attack with the knee, elbow, knife-hand, head-butts, thumb and shoulder or a spinning hand strike.
- Turn one's the back to the opponent, run away, fall down, intentional clinching, blind techniques, wrestling and ducking below opponent's waist.
- Attack an opponent who is falling to the floor or is already on the floor, that is, as soon as one hand or knees touches the floor.
- Leave the ring without any permission.
- Continue after the command "stop" or "break" or the end of the round has been sounded.
- Punching below the belt, hooking, tripping, and hitting with knees or elbows.
- Butting with the head, shoulders, forearms and elbows, strangling the opponent, crushing his face with arm or elbow and pushing back the opponent.
- Hitting with open gloves, with the inside of the gloves or with a wrist.
- Hitting the opponent's back, particularly on the nape of his neck, head and kidneys.
- Lying down, wrestling or not fighting at all.
- Attacking an opponent who is on the floor on getting up.
- Clinching without any reason.
- Hitting while hooking the opponent, or pulling the opponent into the blow.

- Hooking or holding opponent's arm or putting an arm underneath the arm of the opponent.
- Suddenly lowering one's head below opponent's belt in a way that would be dangerous for the latter.
- Using artificial means for a passive defense and falling down intentionally, in order to avoid a blow.
- "Spoiling" - Intentionally preventing your opponent from engaging you by moving around the ring or clinching your opponent in order to cut down on round time.
- Using insulting and aggressive language during a round.
- Refusing to withdraw after the order "BREAK".
- Trying to land a blow on the opponent immediately after a "BREAK" order and before withdrawing.
- Assailing or insulting the referee at any time.
- Exiting the ring during the fighting competition

Violations of the rules and regulations will lead to warnings, point deductions and disqualification. Referees may warn, deduct points or disqualify a competitor at their discretion depending upon the severity or repetitive nature of the rules violation. The following may lead to disqualification:

- Excessive contact resulting in an injury
- Repeatedly striking with excessive contact
- Uncontrolled or malicious attacks
- Excessive or continuous hitting after "stop" command
- Extreme unsportsman like conduct of a fighter such as insulting the referee or the opponent

- The coach or representative acts unprofessional or enters the ring

## **Injuries**

The match should only be interrupted if an injury occurs. In the event of injury, time may only be interrupted until the doctor decides on the seriousness of the injury, that is, whether or not the fight can continue or whether it must be stopped. Treatment of the injury can only be done in between rounds or after the match. If the injury needs to be treated, the match must be stopped. In any case, cuts cannot be taped. If the match is stopped due to injury, the officials must decide:

- Who caused the injury?
- Whether or not it was intentional.
- Whether or not it was self-inflicted.

If the injury was not intentional and the injured fighter cannot continue fighting immediately, the uninjured fighter is declared the winner. If the injury is due to a violation of the rules, the responsible fighter is disqualified. If the injury is due to his own fault, the uninjured fighter is declared the winner.

## **Referees**

The referee has the power to:

- Stop a fight at any moment if he finds it to be too one-sided.
- Stop a fight at any moment if one of the fighters has received an unauthorized blow or is wounded, or if he considers a fighter unable to continue.
- Stop a fight at any moment if he finds the fighters behaving in an “unsportsman like” manner. In such a case, he must disqualify one fighter.
- Warn a fighter or stop the bout and give a minus point or warning to a fighter for an offence.

- Disqualify a coach or a second who has broken the regulations or the fighter himself if his coach or the second fails to obey to his orders.
- Disqualify, with or without a warning, a fighter who has committed an offence.
- Interpret the rules as long as they are applicable or compatible with the fight that is taking place, or, at a special moment, decide on a move which does not appear in the rules.
- If a fighter breaks the rules but does not necessarily deserve a disqualification, the referee must stop the fight and give a warning to the fighter of a foul. Before the warning, the referee must order the fighter to stop fighting. The warning must be given clearly, so that the fighter understands the reason and cause of the penalty. The referee must hand signal to each judge that a particular warning has been given and clearly show which fighter has been punished. After having given the warning, the referee orders the fighters to fight again. If a fighter has given three official warnings within the same bout, he is disqualified.
- A referee may give a caution to a fighter. A caution means a warning given by a referee to a fighter for breaking the rule. In order to do this he doesn't need to stop the fight, and may reprimand the fighter during the fight.

**The referee has a responsibility to:**

- Check the safety equipment and clothes of the fighters
- Make sure that the rules of fair play are strictly observed.
- Supervise the whole bout.
- Consider the merits of the two fighters and choose the winner according to the regulations.
- At the end of a bout, call for the decision by show of hands.
- The referee must not announce the winner by raising a fighter's arm or in any other way before the official in charge announces the decision.

## **Judges**

- Each judge must independently consider the merits of the two fighters and chose the winner according to the regulations.
- During the match, he will not talk to fighter, other judges, or anybody else, with the exception of the referee. He may, if necessary at the end of a round, notify the referee about any incident that he has missed, for example telling him about the misbehavior of a second, etc.

## **Scoring System**

Every round is separately evaluated by each of the judges according to a positive criteria that will gain a fighter points and negative criteria that will deduct points: Positive Judges Criteria That Will Earn a Fighter Points towards Victory clean and controlled scoring strikes

- The demonstration of effective combination striking
- The effectiveness of the fighter's defense
- The variety of strikes used, hands and feet must be used and in cases of equal force winner will be decided by the competitor doing a better job of using all skills. A great ratio to observe would be 75%, no more than 75% of punches or kick respectively in a single match.
- Excellent physical condition

## **Negative Judges Criteria That Will Reduce a Fighters Points**

- Warnings / penalties for rules violations
- "bulling", or any effort to overpower an opponent rather than demonstrate superior skill
- Lack of combination striking
- Lack of variety in strikes (hands and feet) , remember the 75% ratio.
- Poor physical condition

Every close match is to be judged by the overall impression the fighter makes and not only by considering the points scored particularly in regard to the variety of skills that each fighter has been effective with.

## **Protest**

A competitor has the right to protest an infraction of the rules or if a possible error occurred. The arbitrator can be called if the center referee cannot reach a decision.

## **BLITZ Point Tabulation**

Point values for each event type are as follows:

### **BLITZ Platinum Rated Events Point Rankings:**

- 1st place: 1000Points
- 2nd place: 600 Points
- 3rd place: 500 Points
- 4th place: 400 Points
- 5th-8th place: 300 Points

### **BLITZ Gold Rated Events Point Rankings:**

- 1st place: 500 Points
- 2nd place: 300 Points
- 3rd place: 250 Points
- 4th place: 200 Points
- 5th-8th place: 150 Points

Points will be tabulated and displayed on the BLITZ Website, [www.Blitzmat.com](http://www.Blitzmat.com), following the conclusion of each event. As the website and point totals are tabulated the, a notification will be issued. Upon such notification, competitors will be given a time period of not more than one full week or 7 days in which to dispute the accumulation of point standings. Once that time has expired the points will stand as final. There will be no full year point audit at the conclusion of the season.

These point values will be used in the determination of seed for the championship event as well as to determine regional and state champions. BLITZ Members must have their points tallied according to the region that

they are competing in and may not have the option of combining regional points; however competitors are permitted to compete in each of the regions and gain points for each of those regions respectively.

### **Seeds**

For the championship event in each respective division the 2 top rated competitors in the northern region and the two top rated competitors in the southern region will fill the last spots for forms and weapons competition and will automatically receive byes to the second round of fighting if competition warrants it. Additionally if not enough seeds exist for the North and South Regions, additional spots will be filled by ranked competitors in either region up to 4 total seeds.

## **TAG TEAM SPARRING**

This will be a matchup of consisting of two (2) – 2 person teams. These teams may consist of males, females, or a combination of the two. Each division will be total points accumulated between the two competitors on either team in a single elimination point sparring match. Matches will be two minutes in length and the victorious team will be the one garnering the most points based on the point values in individual point sparring.

Only two fighters, one from each team, may be in the ring at any given time and fighters may only be exchanged by a teammates contact; either mutual or individual. The contact or tag must be recognized by the center official or the majority of the corner judges must agree that a tag was made.

Tag Team Sparring will have the same penalties and point deductions as individual point sparring, however there will be an additional deduction made, if a minimum of three (3) tags are not made within the allotted time by either team; the opposing team will be awarded twenty (20) additional penalty points.

## **TEAM FORMS**

This competition is based wholly on overall team performance and execution of martial arts prowess rather than individual performances. Primary criteria in scoring should be showmanship, presentation and quality of execution techniques. In this division, there must be a minimum two (2) competitors per team with a maximum number of seven (7) performers and a four (4) minute time limit. Music, props, breaking and weapons are allowed, however setup and immediate clean up must be provided by competition team. No glass, fire, dangerous props or dangerous weapons shall be allowed at any point during performances.

## **RANK/AGE RULES**

**RANK RULE:** A competitor must compete at the highest belt level they have earned in the martial arts. A competitor can never compete in a division of which he/she had not earned that rank. Once a competitor competes as a black belt, he/she must always compete as a black belt. A competitor can never compete in a lower belt division than the level of belt he/she has earned in the Martial Arts.

A competitor cannot participate in any beginner division for more than 2 consecutive seasons/years. Nor can an individual participant compete in an intermediate division for more than 3 years.

Regardless of age, this rule will be followed. Even if a competitor moves up to a different age group, they cannot stay in any beginner division for more than 2 seasons/years or intermediate division for more than 3 seasons/years. This allows for fairness in all divisions.

**PROOF OF AGE RULE:** All competitors must provide a proof of age document prior to competing in their first BLITZ competition. If there is a legitimate reason to question a competitor's age, he/she will have already presented a proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age.

If this documentation cannot be provided, he/she may be disqualified from the tournament.

**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 year.

The age of a competitor as of 12:00am on January 1<sup>st</sup> of the current competition year is their legal competition age for that year. They can compete all year at that age so he/she can earn rating points in one age division all year. A competitor can always compete in his/her chronological age if they chose. However at no point during the competition year will it be acceptable for an adult 18+ to fight down in a junior division. Once a competitor turns 18 years old he/she will be required to move up to an adult division.

**MAXIMUM PARTICIPANTS:** In any single competition category the BLITZ organization shall have a maximum of 16 competitor participants. In the event of a division overage, competitors will be split and a secondary division will be created with the competitors being separated as amicably as possible using one of the following acceptable criteria: current age, sex, belt color or size. Generally in sparring divisions size is the most widely accepted method of division split however BLITZ shall mandate in anticipation of large divisions that all sparring competitors ages 6-11 be split based on an average height calculation designated by the Center for Disease Control (CDC) height /age computation.

In ages 6/7 under 49" will be considered small and 49" and above will be considered tall.

In ages 8/9 under 53" will be considered small and 53" and above will be considered tall.

In ages 10/11 under 57" will be considered small and 57" and above will be considered tall.

**COMPETITOR RESPONSIBILITIES:** It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in and at the appropriate ring no less than 15 prior to the start of competition. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete. If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified.

**NO REFUNDS WILL BE OFFERED FOR MISSED DIVISIONS!**

**SPECTATORS:** Any person not actively competing or having been certified as a BLITZ Martial Tour Coach or active volunteer must be off of the competition floor. This is for the safety of all spectators as well as competitors, staff and volunteers. Additionally, it is requested that such persons remain seated in provided seating areas, this is intended to make the entire spectator experience more enjoyable as each individual does deserve the opportunity to see and cheer for their family members, teammates and friends.

**FAIRNESS:** In an effort to give each competitor the benefit of the knowledge, feedback and qualification of each judge; we will make a minimum of one center official rotation during each of our events.

The BLITZ Martial Arts Tour reserves the right to require a competitor to move to a more suitable division, based on the established rules, height, weight or a safety concern.

If a question arises that is not completely covered by this rule book or a center official cannot satisfy the concern of a competitor, parent or coach, an arbitrator may be called at any time. The official rules arbitrator may at his/her discretion, overrule, modify, or change a delineated rule if he/she believes 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.