

# 2009 WKA OPEN Ring Assignments and Rules Overview

- Ring assignments are on the back of this page. The divisions will run in the order listed from top to bottom.
- Please listen carefully for announcements. Once a division has started and you arrive late to your ring, you can not compete.
- If a ring has finished all of its divisions, we could move some divisions from other rings to the ring that has finished. We will announce three times at the scheduled ring and over the P.A. system if a division is going to be moved.

## Parents and Spectators

For the safety of everyone please stay in the designated seating area. Please do not stand behind the scorekeeper and timekeeper and talk or distract them. If parents or competitors have any questions, please ask the center judge. We encourage moderate cheering, but don't yell and distract the judges or competitors. Please make the day a positive learning experience for everyone. Applaud and praise everyone who has the courage to compete with good sportsmanship.

## Weapons and Forms

- There will be five judges in each ring in the weapons and forms divisions; they will judge on a base of 9.85 to 9.99.
- Judges will collect the division card with your name on it, mix them up, and draw them in a random order to see who competes first to last. They will call up the first competitor and the person who is on deck.
- The judges will watch the first three competitors. Then they will bring them back up and score them. Once the first three competitors have finished, they will then score the competitor right after their form is completed.
- The scorekeeper will eliminate the high and low scores and add the remaining three scores. The competitor with the highest score wins. If there is a tie for first place, the competitor will do the same or different form again to break the tie. If there is a tie for second or third etc., the scorekeeper will add back in the high and low scores.
- If a competitor drops their weapon, they are disqualified.
- If a competitor forgets and asks to start their form over, they will have .50 a point subtract from their score.

## Point Sparring

- Sparring gear is mandatory to compete. It consists of a headgear, face guard, gloves, kicks (must cover fingers and toes), groin protection, and a mouthpiece. A faceguard is optional in the Advanced and Black Belt divisions. Optional items include shin and forearm guards, and a chest protector.
- The center judge will match competitors according to size and will try to avoid matching competitors from the same school.
- Some competitors may get a bye in order to get the number of matches to an even number.
- Sparring rounds in the under belt divisions last two minutes, or the first competitor to get 7 points is declared the winner. In the Black Belt division, all matches will last a full two minutes unless a competitor is losing by a 10-point spread.
- The time will stay running the entire match unless the center judge calls for a time out for an injury or adjusting gear.
- You earn **One** point for a kick to the body. **One** point for all legal punches. **Two** points for a kick to the head. **Two** points for jump kicks to the body. **Three** points for jump kick to the head. Light face contact is allowed in all sparring divisions.
- In the Black Belt divisions only, a standing fighter has 3 seconds to only punch a downed fighter.
- Target areas are the torso, sides of the body, kidneys and headgear/facemask.
- If a competitor is called for their first warning, no penalty points are awarded to the opposing competitor. For the second or third warning, one penalty point is awarded, if a competitor receives four warnings, they are disqualified.
- Warnings would include excessive contact, punching or kicking below the belt, avoiding contact or running out of the ring, or hitting after the center judge says to stop.
- There will be three judges in sparring; two corner judges and a center judge. The center judge will control the ring, and award points and warnings.
- To score a point (s), there must be at least two judges awarding a point (s) to a competitor.
- The center judge will start and stop the match, when one of the judges see's a point or a warning is "called". The center judge will yell, "stop" or "break". Then the center judge will call for a point. Together they could raise one, two or three fingers for a point (s), or cross their hands for no points. Placing their hand in front of their face means not seeing contact made. Their fists connecting together signifies competitors making contact at the same time.
- You must have at least one foot inside the ring to score. A foot touching the boundary line is out of the ring.
- A competitor can not receive a point and a warning at the same time. But a competitor can receive a point while their fellow competitor receives a warning. You can receive more than one warning after an exchange or break is called.

## Light Continuous Sparring

- Sparring gear, consists of headgear, 10oz kickboxing gloves, kicks, shin guards, groin protection and mouthpiece.
- Target areas are the same as point sparring. Contact with gloves or foot only. No knees, elbows or shin contact is allowed.
- Warnings or penalties include; excessive contact, clinching, throws, aggressive behavior, head butting, running out of the ring.
- 1-2:00 minute round