



# **TOURNAMENT RULEBOOK 2023**

## **SCOPE**

This rulebook governs the open martial arts tournament, Battle on the Columbia, hosted at, 2901 Southridge Boulevard, Kennewick, WA 99338, on August 5, 2023.

## **DEFINITIONS**

“Director” means the person named senior chairperson of the tournament, Lorraine Tucker-Reid or interchangeably the vice chairperson of the tournament, Duane Reid. The senior staff is Kenna Reid and Shelby Reid.

“Tournament” means The Battle on the Columbia tournament hosted by Director and members of Chon-Ji Martial Arts Academy, LLC.

“Arbitrator” means the person(s) officially appointed to settle any dispute at Tournament.

## **POWERS**

Director shall have the power to modify, augment, delete, or revoke any and all policies, procedures, practices, and statements contained in this rulebook at any time without notice. Such change will be effective immediately when approved by one or both arbitrators, Bruce Schmoetzer or Craig Stephens, each herein collectively referred to as "Arbitrator," verbally or in writing.

Director reserves the right to immediately dismiss any person(s) at Tournament at any time, with or without cause and with or without notice, when concurred by Arbitrator. Reasons permitting dismissal of any volunteer, spectator, competitor, judge, or coach include but are not limited to a) rule violation, b) safety violation, and c) interference or complaints on any final judgements determined by Director or Arbitrator. Complainants waive their ability to compete, judge or coach for the remainder of the tournament if allowed to remain at Tournament by Director or Arbitrator.

The Director's and Arbitrator's powers shall remain in full force and effect for the duration of Tournament.

### **1. CODE OF BATTLE ON THE COLUMBIA**

1. To promote mutual concessions;
2. To encourage justice, humanity, fairness, and sincerity; and
3. To conduct business respectfully toward persons and property.

### **2. COMPETITOR EQUIPMENT**

It is the full responsibility of the competitor to review the rulebook and comply with the dress code stated herein:

Competitor must don their competition uniform in order to compete.

Competitor must wear a complete traditional or professional style sport martial arts uniform comprised of a) one upper and one lower garment and b) appropriate colored belt or sash based on years of experience (rank). Uniforms must be free of excessive tearing, staining, pockets, pins, or other objects. No sweat pants, tank tops, oversized shirts, shorts, or any variation of clothing categorized thereof may be worn during competition.

If a competitor possesses a higher rank in any martial arts style than the style they choose to compete with, competitor is required to display the sash or belt representing the style competitor ranks highest within.

Competitor must comply with Personal Protective Equipment (PPE) requirements to compete in any of the divisions requiring PPE. See Section 5.2.5. for specific PPE requirements pertaining to sparring, stick sparring, weapons, forms, and entertainment divisions.

### **3. PROHIBITED ACTIONS**

Tournament exercises zero tolerance for:

Smoking within twenty-five (25) feet of entrances, exits, windows that open, and ventilation intakes that serve enclosed areas where smoking is prohibited under RCW 70.160.075.

The use of offensive language concerning another person's race, ethnicity, gender, religion, disability, age, sexual orientation or national origin ("Derogatory Language") and will not tolerate the use of such language by attendees at Tournament. To ensure a safe, clean and friendly environment is maintained, the Director and Arbitrator will promptly address Derogatory Language incidents by automatic dismissal.

### **4. PROHIBITED ARTICLES**

1. Illicit drugs and drug paraphernalia
2. Alcohol or glass containers of any kind
3. Noisemakers or laser pointers
4. Fireworks and flammable liquids
5. Inflatable items
6. Skateboards, rollerblades or hover boards
7. Signs or banners with non-sport messaging
8. Pets (excluding service animals)

Items not listed here but determined to be a risk to the safety or enjoyment of attendees by Director or Arbitrator and shall be refused entry or dismissed from Tournament premises.

### **5. GENERAL RULES FOR DIVISIONS**

Judgements based on performance in any ring and by any judge are subjective and accepted on good faith that the judge is applying their knowledge of marital arts and upholding Tournament's values in accordance with the competitor's performance.

There is no standard for entry into or time limit per competitor in any ring.

Judgments are only valid in a forms or sparring division with three (3) or more judges present.

Black belt and adult divisions are limited to persons 18 years and older.

## **5.1. FORMS/KATA AND WEAPONS FORMS/KATA**

### **5.1.1. Scoring Overview for Forms**

Competitors will demonstrate:

1. Respect toward judges, competitors, and spectators;
2. Adequate level of focus during the competition;
3. Endurance while executing the form; and
4. Proper technical execution of the form (regardless of difference in styles between judge and competitor).

### **5.1.2. Scoring - Youth 12 Years of Age and Under**

Competitors will:

- a. Form a circle. Be advised, any person who moves out of the circle or who arrives late will compete first.
- b. Bow into the competition as a group when directed by the judges.
- c. Remain seated in order of their performance while waiting for their turn and be ready to perform when their name is called.
- d. Remain seated after their performance in either one of the awards seats or on the floor to the side of the award seats.
- e. Not be a distraction to other competitors regardless of whether they have competed yet or not. Unwanted distractions will be considered unsportsmanlike. On the contrary, competitors are welcome to cheer for and encourage their fellow competitors.
- f. Bow out of the competition as a group when directed by the judges.
- g. Not be allowed to "start over." A competitor who fails to complete his or her form will receive a "no score."

Voting

- a. There are three (3) to five (5) Judges for voting facing the ring, seated in chairs, with their backs to the audience. Competitors are lined up on the left side of the ring in relation to the judges' position. Three chairs for the first, second, and third place positions in the competition are lined up on the right side of the ring in relation to the judges' position.

The first competitor demonstrates their form and the center Judge announces they are in first place. The competitor assumes the first place seat. The second competitor will demonstrate their form. The center Judge will call for a vote stating, "voting for first place." The Judges cast their vote by pointing to the new competitor or the competitor in the first place chair. If the new competitor receives the majority vote, that competitor assumes the first place chair and the other competitor moves to the second place chair. If the competitor

in the first place chair receives the majority vote, the first place competitor remains and the new competitor assumes the second place chair.

A new competitor does a form and the center Judge will call for a vote stating, "voting for first place." The vote is cast between the new competitor and the competitor in the first place chair. If the new competitor has the majority vote, they assume the first place chair. The other competitors move to the second and third place chairs. If the competitor in the first place chair receives the majority vote, they remain in that chair. The center Judge will call for a vote for second place stating, "voting for second place." The vote is between the new competitor and the competitor in the second place chair. If the new competitor receives the majority vote, they assume the second place chair. The other competitor moves to the third place chair. If the person in the second place chair has the majority vote, they remain in that chair and the new competitor assumes the third place chair.

With three competitors occupying the chairs, the fourth competitor and remaining competitors compete and the voting process repeats for the winning place holdings. The competitors voted into fourth place or more will sit on the floor beside the chairs.

The Ring Coordinator will record the names of the winning competitors and awards will be presented at ringside.

### **5.1.3.Scoring – Adults Over Twelve Years of Age**

Competitors will:

- a. Form a circle. Be advised, any person who moves out of the circle or who arrives late will compete first.
- b. Bow into the competition as a group when directed by the judges.
- c. Remain seated in order of their performance while waiting for their turn and be ready to perform when their name is called.
- d. Remain seated after their performance in either one of the awards seats or on the floor to the side of the award seats.
- e. Not be a distraction to other competitors regardless of whether they have competed yet or not. Unwanted distractions will be considered unsportsmanlike. On the contrary, competitors are welcome to cheer for and encourage their fellow competitors.
- f. Bow out of the competition as a group when directed by the judges.
- g. Not be allowed to "start over." A competitor who fails to complete his or her form will receive a "no score."

Voting

- a. There are three (3) to five (5) Judges for voting facing the ring, seated in chairs, with their backs to the audience. Competitors are lined up on the left side of the ring in relation to the judges' position. Three chairs for the first, second, and third place positions in the competition are lined up on the right side of the ring in relation to the judges' position.

The first competitor demonstrates their form and the center Judge announces they are in first place. The competitor assumes the first place seat. The second competitor will demonstrate their form. The center Judge will call for a vote stating, "voting for first place." The Judges cast their vote by pointing to the new competitor or the competitor in the first place chair. If the new competitor receives the majority vote, that competitor assumes the first place chair and the other competitor moves to the second place chair. If the competitor in the first place chair receives the majority vote, the first place competitor remains and the new competitor assumes the second place chair.

A new competitor does a form and the center Judge will call for a vote stating, "voting for first place." The vote is cast between the new competitor and the competitor in the first place chair. If the new competitor has the majority vote, they assume the first place chair. The other competitors move to the second and third place chairs. If the competitor in the first place chair receives the majority vote, they remain in that chair. The center Judge will call for a vote for second place stating, "voting for second place." The vote is between the new competitor and the competitor in the second place chair. If the new competitor receives the majority vote, they assume the second place chair. The other competitor moves to the third place chair. If the person in the second place chair has the majority vote, they remain in that chair and the new competitor assumes the third place chair.

With three competitors occupying the chairs, the fourth competitor and remaining competitors compete and the voting process repeats for the winning place holdings. The competitors voted into fourth place or more will sit on the floor beside the chairs.

The Ring Coordinator will record the names of the winning competitors and awards will be presented at ringside.

#### 5.1.4.Restart

A competitor may not elect to restart a form a second time. Electing to start the form a second time will result in immediate disqualification from the ring.

Black belt competitors may elect to restart a form one time. Judges will not present a score for the competitor. Black belt competitors electing to start the form a second time will result in immediate disqualification from the ring.

#### **5.1.5.Traditional Forms**

The competitor's form must reflect the studio's style that they represent (e.g. Japanese, Chinese, Korean, etc.). The competitor's form must be empty-and will not receive a score if their form includes music, gymnastics, or inverted movements.

#### **5.1.6.Dropping or Breaking a Weapon**

Judges will score the competitor as if the competitor did not drop or break their weapon.

Black belt competitors who drop or break a weapon may complete their form. Judges will not present a score for the competitor. If each competitor in a black belt division is not scored, each competitor may repeat their form without penalty.

#### **5.1.7.Weapons Safety Rules**

Flying projectiles of any kind are prohibited. Weapons must be kept in the competitor's constant and complete control at all times at Tournament. The lead judge in any ring is required to inspect any/all competitor's weapons before allowing the weapons to be used in the ring. If a weapon is deemed unsafe by the lead judge, the weapon may not be used in competition. An unsafe weapon is any weapon the lead judge declares unfit for competitive use based on the safety of any volunteer, spectator, competitor, judge, or coach due to worn parts or sharp edges.

If a competitor's weapon is deemed unsafe by the lead judge, they may borrow or purchase another weapon and still compete without any penalty.

### **5.2. SPARRING**

All sparring matches are single elimination. Round Robin sparring matches are prohibited.

#### **5.2.1.Scoring Overview for Sparring**

Hand techniques that make light to no contact on an acceptable target area of the competing opponent's gear/body are worth one point.

Foot techniques that make light to no contact on an acceptable target area of the competing opponent's gear/body are worth one point.

Each ring will have three judges including one lead judge. Competitor's points will be awarded or not awarded by majority rule of the judges' vote per round.

If a competitor in a sparring division steps out of bounds with both feet, they are not eligible to score a point until they are back in bounds.

Video playback of any sparring matches will not be reviewed by any judge to appease any attendee at Tournament. All scores awarded by judges in a division are final.

#### A) Point Sparring

- a. The first competitor to win three (3) points (cumulative) after any amount of rounds wins the match.
- b. Colored belts will spar for a maximum time of two (2) minutes.
- c. Black belts will spar for a maximum time of three (3) minutes.
- d. If at the time the maximum amount of time of sparring for the belt level is reached and neither opponent has won 3 points, the competitor with the most points wins.
- e. If there is a tie when the maximum amount of time to spar for the competitors' belt rank is reached, a one point "sudden death" match will ensue without a time limit. The next competitor to score a point wins.

#### B) Target Areas

Legal target areas that may be given one point for any legal, light touch contact technique performed:

- a. Back, Top and Sides of Head
- b. Ribs
- c. Chest
- d. *Abdomen Above the Belt Line*
- e. Collarbone

Illegal target areas that may result in severe and irreversible injury by any technique performed, penalties, and disqualifications:

- a. Back, Top and Sides of Head if technique is performed with moderate to excessive contact.
- b. Face
- c. Spine
- d. Back of Neck



- e. Throat
- f. Legs and Knees
- g. Back
- h. Groin

#### D) Illegal Techniques

- a. Head butts, hair pulls, bites, eye attacks of any kind
- b. Scratches, elbows, knees
- c. Takedowns or sweeps
- d. Ground fighting
- e. Joint manipulations
- f. Grabbing for more than 1 second
- g. Uncontrolled or blind techniques
- h. Axe kicks
- i. Any other uncontrolled dangerous techniques that are deemed unsafe in the sport martial arts

#### 5.2.2.Contact Defined

A)**Light touch** contact means there is no penetration or visible movement of the opponent as a result of the technique. Light contact may be made to all legal target areas.

B)**Moderate touch** contact means slight penetration or slight movement of the opponent as a result of the technique. Moderate touch may be made to all legal target areas, at the lead judge's discretion, except the headgear.

C)**Excessive contact** is made when an opponent strikes with force in excess of what is necessary to score a point. Though this is largely a judgment call, indications that contact has been excessive may be assessed by the following reactions:

- a. Visible snapping of the head.
- b. Knockdown of an opponent (not where the competitor has fallen, slipped or was off balance).
- c. Knockout of the opponent.
- d. Severe swelling or bleeding or other obvious external injury.
- e. The distortion or injury of the body from the force of a technique.

Any of the reactions listed in excessive contact above can result in automatic disqualification of the offending competitor.

D) **Controlled touch** contact is made when:

- a. No excessive contact is used
- b. No illegal areas are targeted
- c. No illegal techniques are used
- d. Techniques are contracted once they have made light to moderate contact on a legal target area of the defending competitor's body.

### 5.2.3. Contact Rules, Warnings, and Penalties

No face contact from any technique is allowed.

Novice and newly intermediate competitors or competitors who are 13 years old or younger are allowed ONLY minimum light touch contact to no contact at Tournament.

Seasoned Intermediate, Advanced, and Black belt and 14 years old and older are allowed to display light touch contact at Tournament.

Controlled light to moderate touch contact may be used in adult Black belt matches for ages eighteen plus (18+) at Tournament.

Only techniques with a clear target will be awarded points.

The lead judge is expected to make a "call for contact" to determine the other judges' positions on any moderate to excessive amounts of force used. A lead judge may raise a call for contact if they believe that a) an illegal technique has been used; b) there is a blatant display of illegal contact or excessive force; c) any judge covers their fist during scoring to indicate a warning; d) blood is drawn; and/or e) the competitor's head resembles a "rocking motion" upon contact. The judges may determine that there was an illegal strike to a competitor by majority rule. If judge's majority rules that a competitor has violated any of the contact rules by use of illegal target area, contact, and/or technique, there is instantly a warning issued with one point awarded to the unoffending competitor. If judge's majority rules excessive contact to the effect of the reactions listed in Section 5.2.2 that cannot reasonably be recovered from or causes major harm or injury, the offending competitor can be immediately disqualified. If the offending competitor is disqualified without any warning or penalty point awarded to the unoffending competitor, the unoffending competitor wins the match by default.

The lead judge may in his or her sole discretion award a penalty point to the unoffending competitor immediately without majority rule if they consider the rule violation to be severe enough by offending competitor.

A second illegal strike determined by majority rule by the offending competitor will result in automatic disqualification.

The lead judge does not have the ability to overrule the existence of a warning and penalty point if the majority of judges rule in favor of deducting the point from the offending competitor.

Immediate disqualification will result if a competitor is awarded two (2) penalty points. A competitor cannot be penalized and still receive a point within the same round. A penalty always overrules a point earned by the same competitor. If the competitor not being penalized during a round has also scored a valid point during that round, they may be awarded that point.

If a competitor is injured and judges majority rule that they are responsible for their own injury and it is not the fault of their opponent, the opponent cannot have a penalty point deducted. If the injured competitor cannot continue, their opponent is declared the winner regardless of points scored.

Time to recover is allowed if the injury is apparent for recovery to the lead judge and/or majority rule. At the lead judge and/or majority rules discretion, in concurrence with the competitor's consent to recover and continue, the competitor has one (1) minute and thirty (30) seconds to recover and continue the match. The recovery time clock is stated by the lead judge of the affected ring and the competitor will be notified when the recovery time clock is started.

#### 5.2.4. Other Causes for Penalization

- a. Attacking illegal and non-target areas
- b. Using illegal techniques
- c. Running out of the ring to avoid fighting
- d. Falling to the floor to avoid fighting
- e. Continuing after judges stop a match
- f. Excessive stalling
- g. Blind or reckless attacks
- h. A competitor calling their own points
- i. Uncontrolled techniques
- j. Unsportsman-like or abusive behavior from the competitor, their coach, parents or any other attendee speaking on behalf of the competitor
- k. Excessive contact
- l. Technique(s) to the face
- m. Anti-joint technique
- n. Sweeping legs
- o. Kicking legs
- p. Attacking the back (spine or kidneys)
- q. Grabbing (for longer than 1 second followed by a technique)

#### 5.2.5. Personal Protective Equipment (PPE)

Every competitor choosing to compete in a sparring division must wear the following PPE considered, if reviewed by any lead judge, Director, or Arbitrator, to be in good repair:

- a. Head Gear – must cover the back, top, and sides of head.
- b. Mouth Guard
- c. Groin Protection
- d. Hand Pads – must cover fingers/fingernails, wrist, and any striking surface on the hand.
- e. Foot Pads – must cover the instep, ankle, back of the heel, and sides of the foot. Sparring shoes must be pre-approved by the lead judge of the ring before being worn in competition (e.g. padded Ring Star shoes are acceptable sparring shoes); and/or

- f. A t-shirt clearly marked with a studio logo may be worn in place of a traditional uniform top if paired with traditional uniform pants.

#### 5.2.6. Stick Sparring

Sticks are provided by Tournament. Foam pool sticks will be used for all divisions with competitors 16 years old and younger. No PPE is required for stick sparring. Legal target areas include: back, top, and sides of head, chest, and legs. Illegal target areas include: face, arms, hands, back, buttock, and feet. The first competitor to be awarded three (3) points wins the match. Stick sparring winners are not eligible to compete in any of the Jr. Grand Champion, Under belt Grand Champion, or Grand Champion divisions.

### 6. GENERAL JUDGING

Judges are required to:

Possess a black belt in the style that they intend to represent.

Only adult Black belt judges may judge Black belt divisions.

All judges must wear an accredited uniform or competitor uniform as listed in Article 2.

Only one judge from each school may judge in a ring at any given time.

If a judge is slated to judge their own student, it is the responsibility of the judge to attempt to find another judge who does not teach their student competitor. Tournament requests the judge's attempt at finding an alternate judge in this case and understands that the limited number of judges available may prevent a switch in judges before the student competes.

The lead judge of any ring must ensure that their ring is staffed with at least three (3) judges before the division is started.

The lead judge of any weapons ring must inspect each weapon for safety before a competitor is allowed to compete with the weapon.

The lead judge of any sparring ring must use their discretion when issuing a warning, penalty, or disqualification based on the criteria outlined in Target Areas, Illegal Techniques, Contact Defined, and Contact Rules, Warnings, and Penalties.

The lead judge of any sparring ring must acknowledge a secondary "call for contact" warning by any other judge scoring the division.

The lead judge may not overrule “majority rule,” however, they may present their concerns to Director and Arbitrator.

## **6.1. STANDARDS**

Judges are held to a high standard by Tournament, Director and Arbitrator:

In the event judges are unable to reach a consensus on any issue, judges must refer to this rulebook for guidance. If judges are still unable to reach a consensus for any issue, judges must differ to Director and/or Arbitrator for guidance.

No authority will be exerted if it does not embody the Code of Battle on the Columbia in Article 1.

Judges are expected to make fast, precise decisions within their rings to promote the welfare and safety of all attendees at Tournament.

## **7. AWARDS**

Awards for the divisions are as follows:

1<sup>st</sup>-3<sup>rd</sup> Place custom medals will be awarded to the competitors in each division with the top three (3) scores in descending order.

1<sup>st</sup> Place youth under belt winners are eligible to compete with other 1<sup>st</sup> place winners for 18 Jr. Grand Champion Awards (9 forms/weapons forms, 9 sparring).

1<sup>st</sup> Place adult under belt winners are eligible to compete with other 1<sup>st</sup> place winners for 2 Under belt Grand Champion Awards (1 forms/weapons forms, 1 sparring).

1<sup>st</sup> Place Black belt winners are eligible to compete with other 1<sup>st</sup> place winners for 2 Black belt Grand Champion Awards (1 forms/weapons forms, 1 sparring).

Continuous Sparring and Stick Sparring winners are excluded from competing for any Grand Champion Awards.

Each competitor will be given an authentic Tournament patch for participating.

## **8. VOLUNTEERS**

One clearly labeled Volunteer shirt is allowed per volunteer.

Volunteers will be given an area or assignment to complete such as set-up, reception, scorekeeper, or breakdown. Volunteer tasks are subject to change at anytime.