

TOKI, Inc. Tournament Rules

RANK RULE – All competitors must compete at the highest belt level they have earned in the martial arts. A competitor will not be allowed to compete in a division in which he/she has not earned that rank. Once a competitor competes as a black belt, he/she must always compete as a black belt.

UNIFORM – All competitors must wear a complete, traditional or professional sport martial art's uniform. Uniform must be clean and in good repair.

EQUIPMENT

Insufficiently padded gloves, foot and headgear will not be allowed. All equipment must be in good repair and must be free of heavy taping, tears or any other repairs that may cause injuries.

- Hand pads – A soft padded surface must cover the fingers, wrist and any striking surface of the hand.
- Kicks - A soft padded surface must cover the instep sides, toes, ankle and back of the heel of the foot.
- Head Gear – The front, sides and back of the head must be covered by a soft padded surface.
- Groin Cup – All male competitors must wear a groin cup.
- Mouthpiece - A properly fitted mouthpiece is required.

KATA/WEAPONS SCORING

- Scoring - When using 5 judges, the highest and lowest scores will be eliminated and the remaining three scores will be added together. Once the high and low have been eliminated, they cannot be used to break a tie.
- Ties - In case of a tie, the lowest remaining score will be added again. If a tie remains, then the highest remaining score will be added again. If a tie still remains, the tying competitors must perform their kata again (same or different kata).
- Late Entries - Once the division has started, the late competitor must go next.

SPORT KARATE POINT SPARRING RULES

- Late Entries - Once the first sparring match has started in his/her division, no other competitor(s) can enter that division.
- Order of competition – Once the final call for competitors of a division has been made at ringside, the referee and the ring personnel will collect the competitors' cards. Competitors' card must be mixed thoroughly before any byes are awarded.
- Byes – All byes will be drawn randomly and before any sparring matches have started.
- Length of Match – An elimination match shall last a total of two (2) Minutes running time, unless a competitor earns enough points to be declared the winner before the two (2) minutes are up. Running time means that the clock continues to run during point calls, etc., unless the center referee calls for a time out.
- Sudden victory overtime: If at the end of two minutes the match is tied, the match will continue into a sudden victory overtime period, the first competitor to score a point is declared the winner.
- Point values: All techniques that score will be awarded one (1) point. The competitor who earns three (3) points automatically wins. If no one scores three (3) points by the end of the two (2) minutes the competitor who is ahead wins.
- How points are awarded – Scoring points are awarded by a majority vote of the judges. The majority of judges do not have to agree on the same techniques being scored, only that a point was scored. The competitors must have at least three (3) feet in bounds when the point was scored.
- What a point is – A point is a controlled legal sport karate technique scored by a competitor in- bounds that strikes an opponent with the allowable amount of focused touch contact or focused control to a legal target area.
- Legal Target Areas: The entire headgear (but not the face), ribs, chest abdomen, collarbone, and kidneys.
- Illegal Target Areas: Spine, back of neck, throat, side(s) of the neck, legs, knees, groin and back are all illegal target areas. Any attacks to these areas could result in a warning and/or penalty points.
- Methods of Penalizing:
 - ◊ Warning and Penalties – After the first warning, a point will be awarded to the opponent on each and every violation of the rules. After the second warning, he/she is disqualified and their opponent is declared the winner.
 - ◊ Any blood drawn will result in an automatic disqualification. Un-sportsman behavior or language will result in an automatic disqualification.
 - ◊ Absolutely no outside coaching.
- Kumite Grand Championships Fights:
 - Grand championship black belts final match will be two (2) rounds, three (3) minutes each and total points.
 - There must be a least two of division winners (lightweight, medium weight, light-heavyweight, heavyweight etc.) to run a Grand Championship Division. The winner of the preliminary matches will fight the defending Champion from the previous year in the Grand Championship round. Fighters are must engage in full competition. No play or tap fighting. All money matches are expected to fight in the spirit of martial arts.