

Battle of the Carolinas Tournament Procedure and Scoring

1. Forms –

- There are generally 3-5 judges. The head judge is seated in the center and controls the ring, including the start of the form and the calling of display points.
- The scorekeeper will call the name of the first competitor and one “on deck”. The competitor will come to the edge of the ring, bow, move into the ring, announce their name and the name of the form they will perform. Upon completion of the form the head judge will call “score” at which time all judges will display their score. The score keeper will total and record the total score. First (1st), second (2nd) and third (3rd) place will be chosen based on these totals.
- If a competitor forgets his form, he may start again one time with no penalty. The second time he is disqualified.
- Music players will be provided for all musical forms.
- Scoring scale is 5 to 10 points with decimals to the thousandth position to help in the case of ties.
- In the event of a tie, contestants will be asked to perform their form again simultaneously, the judges will point to the better contestant.

2. Breaking Guidelines –

- Wood only.
- Maximum of 3 stations.
- No spacers allowed.
- Children standard size is 5 inches.
- Adult size is 9 inches.
- Maximum of 3 attempts for a break.
- If a tie should occur the tied contestants may be asked to perform and additional break.
- Scoring scale is 5 to 10 points.

3. Free-Sparring –

Matches:

- Grand champion – Each match will be 2 minutes long; total points.
- Black Belt – Each match will be 2 minutes long; or until one contestant scores 7 points.
- Under Belts – Each match will be 2 minutes long or until one contestant scores 5 points.
- If a tie exists at the end of 2 minutes sudden death overtime will be used. The first contestant to score a point will win the match.
- 1st round advances will be made utilizing the “bye” system.
- Full-sparring equipment is required – including head gear, hand and foot, mouthpiece and a cup for men; a chest protector is required for

all adults under black belt and all under the age of 18. We will have chest protectors on hand the day of the tournament for those who do not have them.

- **Contact – There will be no face contact below the rank of adult black belt. Striking will occur only to the protected areas. No strikes will be allowed below the waist area. These rules will be strictly enforced. No exceptions.**
- **Pulled contact is allowed to the head area only. Medium contact will be allowed to the body.**

Scoring:

- **All techniques are worth one (1) point.**
- **A majority of judges must see point for it to score; the head referee is entitled to one vote.**
- **If the judges seeing a point and a warning are tied, then no point can be awarded on a penalty call.**

Warnings:

- **Upon receipt of a competitors 2nd warning, the other person receives 1 point.**
- **Kicking or punching to illegal areas – below the waist, the back or hand techniques to the face below black belt level.**
- **Excessive contact.**
- **Running out of the ring to avoid fighting.**
- **Blind techniques, Sweeps, Holding.**

Automatic Disqualifications:

- **Causing bleeding or redness of the face as a result of contact.**
- **Malicious contact.**
- **Flagrant display of improper FCMA attitude. This warning can be given to a competitor because of a family member or a friend who is displaying or encouraging unsportsman-like conduct.**

Judges Indications:

- **Point – Announce “score” and appropriate hand raised to competitor.**
- **No Point – Both hands crossed at the waist.**
- **Warning – Announce “warning” by pointing to appropriate person.**
- **No See – Both hands crossed at eye level.**

Timekeeper/Scorekeeper:

- **Use stopwatch to track time; Announce “time” and throw flag into ring when time has elapsed.**
- **Track score of contestants.**

Grappling:

- **Brigadier level (ages 4-6) will compete with “King/Queen of the Ring rules. Scorekeeper will log the number of times each competitor can get his opponent out of the ring in 2 minutes.**
- **Junior Beginner levels (white through gold) will abide by same rules as the Brigadiers (see above).**
- **Junior Intermediate and Advanced levels will add throws, sweeps, and other takedowns as well as mounting to control their opponents for a 10-count.**
- **Half-throws are awarded one (1) point, full-throws are awarded two (2) points. A mount held for 10 seconds is awarded three (3) points.**
- **Juniors will have a 2 minute round to score as many points as possible, or, the first one to successfully score five points is the winner.**
- **Juniors are not allowed to perform submission techniques in competition which are designed to attack the joints or throat of their opponents.**
- **Adult Beginners (White/Gold) levels will have two-minute matches similar to Junior Beginner levels (See above).**
- **Adult Intermediate Students are allowed submission techniques designed to attack the joint and throat areas. Submissions resulting in an opponent tapping or a judge stopping are awarded two (2) points. Adults must mount for a count of 15 seconds and will be awarded four (4) points.**
- **Adults will grapple for 2 minutes with the first person to seven (7) points being the winner, or, the one with the most points at the end of 2 minutes.**

Warnings:

- **Any strikes delivered during a grappling match.**
- **Chokes or submissions below the appropriate rank.**
- **Running out of the ring to avoid contact.**
- **Unsportsman-like contact while performing submission techniques.**

4. Self-defense

- **Each competitor will choose three (3) pre-set attacks to demonstrate their proficiency level with. It is the competitor’s responsibility to find a partner to serve as the Uke (attacking partner).**
- **Grading will be based upon a score of 5-10 to the thousandths place to avoid ties. Competitors are graded on speed, aggressiveness, skill, fluidity, and versatility in their defenses. The defenses may reflect the competitor’s curriculum or can be choreographed in addition.**

Warnings:

- **No self-defense moves will include striking an Uke or attacking partner.**

- **No moves considered vengeful by the judges will be allowed.**
- **No throwing techniques allowed unless performed on approved matted surface.**
- **No weapons defenses are allowed unless weapons are pre-inspected by the panel of judges.**

5. Weapons Sparring:

- **Juniors and adults are allowed to compete with a padded training weapon of their choosing, and, is accepted by the panel of judges before competition begins.**
- **Sparring Gear is mandatory as outlined in the above rules. In addition, it is recommended that the competitors have arm pads. We will have arm pads on hand the day of the competition for those who do not have them.**
- **Strikes are allowed to the padded areas only with the exception of the leg area. Legs are considered a legal target.**
- **Contestants will weapons spar for 2 minutes with the first one scoring five (5) points being the winner, or, the one with the highest score at the end of the round.**
- **An odd number of competitors will result in someone advancing according to the “bye” system.**

Warnings:

- **Excessive contact resulting in blood or redness of the facial area.**
- **Any facial contact at any level.**
- **Malicious contact resulting in excessive injury.**