

10K KUMITE

PRO-KUMITE
SUPER BOWL OF TEAM FIGHTING
PRESENTED BY BODYBUILDING.COM

\$10,000

"World's Largest Prize"

1ST PLACE: \$5000 2ND PLACE: \$3000 3RD PLACE: \$1000 4TH PLACE: \$500 MVP: \$500



**SIGN UP FOR DIVISION: 10K1 3 MALE / 1 FEMALE 18+ TEAMS
ONLY \$50 PER TEAM MEMBER IF PRE-REGISTERED. RULES: www.kumiteclassic.com/10K**

KUMITE "10K" TEAM FIGHTING RULES

1. **SEPERATION:** *Official teams consist of (3) 18+ Male competitors and (1) 18+ female competitor.* Each team can also register (1) alternate competitor for each male and female category that can be interchanged throughout bouts based on strategic decision of the coach or team captain.
2. **MATCH UPS:** Based on coaches selection. Center referee will facilitate a traditional "Head" or "Tails" coin toss. The call is given by the coach on the "red" side. Winning coach has control to send out the first player or option to defer and allow the opposite coach to send out first. The choice to send will alternate each round between the teams.
3. **UNIFORM:** No t-shirts or shorts. No exposed jewelry or metal. No shoes.
4. **EQUIPMENT:** It is MANDATORY for all competitors to provide and wear their own approved sport karate head gear, safety boots, safety gloves, mouth guard, and protective cup (males).
5. **WEIGH-IN:** This is an Open Weight division.
6. **BYES:** All byes are randomly selected by computer based lottery.
7. **OUT OF BOUNDS:** Out of bounds (exit) is when any part of the body touches outside the mat (tatami). No points can be scored out of bounds. Intentional exit or avoiding the fight: 1-point penalty. A contact exit, force-out, or offensive player who steps out due to momentum is not a penalty.
8. **GROUND FIGHTING:** Is NOT permitted. Exception: 1). Boot-to-boot sweeps are legal to off-balance opponent with instantaneous follow-up to the body with "hand" techniques (if opponent is falling). 2). "Immediate" follow-up counter with hand technique to a cartwheel kick or spin kick. Base leg sweeps are illegal. A downed opponent can not score.
9. **DOWN BY CONTACT:** A player is considered down by contact when any part other than hands/feet are touching the ground [knee, elbow, hip, or backside etc.] after making contact with their opponent. The match is stopped. No Penalty. Momentum contact to a downed opponent is not a penalty unless it is intentional.
10. **FALLING DOWN:** A player is considered "fallen" down if they "intentionally" fall to the ground on their own accord (with or without contact). 1-point penalty by majority judges discretion.
11. **SCORING TARGETS:** Headgear area, face, torso (front/side) with light or moderate contact
12. **POINT TECHNIQUES:** All clean sport karate punches, kicks, ridge hands and back fists that use appropriate contact and form in the designated scoring areas. *This is a subjective matter, similar to an umpire calling balls/strikes in baseball. No protests cannot be filed on judgement of points.
13. **SPREAD:** There is NO spread. Maximum amount of points scored during two-minute time limit.
14. **SCORING:** 1-point for hand techniques and body kicks. 2-points for head kicks, spinning body kicks. 3-points for spinning head kicks, elevated (jump) spinning kicks (including cartwheel kicks). Player with the most total accumulative points after the two minute time period is the winner.
15. **WIN BY 2 FINAL:** "Final" score must have a 2-point spread to determine the wining team
16. **ILLEGAL TECHNIQUES:** Wild techniques with no regard for control, strikes to the groin or throat, uncontrolled, excessive or malicious contact to any area, intentional striking to non-scoring areas (spine, joints, legs etc.), late hits, dropping to the ground to avoid the fight, intentional running out of bounds.
17. **CONTACT:** (No Halo points will not be scored). Techniques must touch and use light or moderate contact.
PENALTY CONTACT: (Blood is not an automatic DQ. The level of contact and circumstance must be considered). All contact determined by majority vote of judges.
-CONTACT: **1 pt. penalty** Uncontrolled contact beyond moderate penetration, match continues
-EXCESSIVE: **2 pt. penalty + DQ** Unintentional extreme penetration (includes knockouts)
-MALCIOUS: **10 pt. penalty+ DQ** Intentional excessive or reckless contact
19. **DQ OF A PLAYER:** If a player is disqualified for accidental excessive contact, the opposite team will receive a 2-points. The penalized player may continue in future matches if the majority of judges vote the contact was not intentional. If the DQ is voted egregious (malicious contact or poor sportsmanship), the team will have to replace that player with an alternate for all future bouts. This foul is a 10-point penalty.
20. **PENALTIES:** No warnings. 1-point penalties are awarded for all infractions based on majority of judges: Uncontrolled contact to any area, intentional running out of bounds, intentionally falling (to avoid the fight), intentional late hits, retaliation hits, unsportsmanlike conduct.
21. **INJURY:** If a player is advised by medical staff to "bow out" due to incidental contact or self-inflicted injury, then his opponent will face an alternate. If the team does not have a registered alternate, they have 3-minutes to find a replacement player (who is not already part of the Kumite 10K division) and pay a \$100 registration fee to add them to the roster. Players deemed unfit to continue by medical staff due to head injury (trauma) will be placed on safety suspension for the remainder of the tournament. Medical staff has the final say if a competitor can continue.
22. **CLOCK MANAGEMENT:** 2-minutes running clock except final 30 seconds of the final bout of each team fight, where the clock is stopped on each "stop" break. Match is over when "0" reads on the scoreboard.
23. **COACHING:** Coaches must wear an official coaches pass (wrist band) that is purchased for \$20.00. (4) ten-second time outs are permitted per team match-up. Each coach will be given (4) time out cards to use at their discretion. Only 1 coach per box. The timeout can only be used during standard match breaks, not during the flow of a match.
24. **REPLAY:** Video replay can be used during an arbitration only when it is immediately available and presented by ringside by coach. Official arbitration must be made before the next match begins and accompanied by (\$25) cash refundable fee. Successful protests will be refunded. There must be irrefutable evidence to overturn a ruling. Maximum 5-minute time limit for all arbitrations, video review for summation of points, clock management, etc.
25. **Points-Per-Match (PPM)** The player with the highest PPM at the end of the 10K division will receive a \$500 bonus. Players must have competed in at least two matches during the 10K to be eligible for the prize money.

1. *national caliber fighters under 18 years of age (high school only) may be permitted to compete upon special approval and waiver.

This is only an condensed and abbreviated version of the full set of rules.

The arbitrator, not the promoter has final say on rule infractions.