

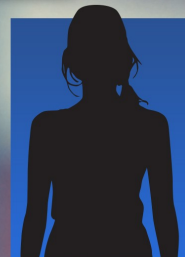
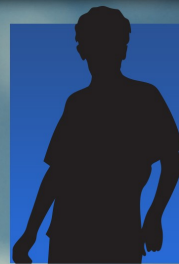
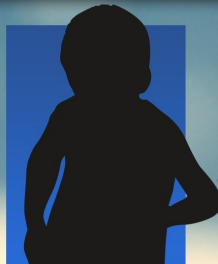
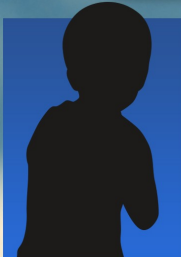


UNITED STATES OF
KARATE

**STATE VS
STATE + ONTARIO
TEAM FIGHT**



CHOOSE YOUR FIVE TEAM MEMBERS



1. 9- (M/F)

2. 10-13 (M)

3. 10-13 (F)

4. 14-17 (M)

5. 14-17 (F)

JR. 5K KUMITE STATE VS STATE TEAM FIGHT



FRIDAY & SATURDAY MAY 26-27TH 2017

MONROEVILLE CONVENTION CENTER PITTSBURGH, PA

5 PERSON TEAMS CONSIST OF (ANY RANK)

ALL FIVE MEMBERS MUST BE FROM THE SAME STATE. TEAMS WILL CARRY IN THEIR OFFICIAL STATE FLAG.



**ECKERT
SEAMANS**
ATTORNEYS AT LAW



Comcast



**TRIB TOTAL
MEDIA**

WWW.STATEGAMES.US

STATE VS STATE

SEPERATION:

Official teams consist of (5) Competitors + any alternates. All players must reside in the state or province they represent. Alternates must be paid members and not part of any other state team. These alternates may be used in the case of injury or interchanged throughout bouts based on strategic decision of the coach.

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.

AGE:

Fighters age is determined by Jan. 1st 2017 or date of event. *Fighters have the option to fight "up" an age group based on actual age but can never fight down. Fighters must choose only one age group and fight consistently throughout the division.

GROUPS: X1 (14-17 male) X1 (14-17) female X1 (10-13) male X1 (10-13) female X1 (9- male or female)

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).

MATCH UPS:

No states will face each other until it is mathematically impossible based on "uventex" technology.

OUT OF BOUNDS: Out of bounds (exit) is when any part of the body touches outside the designated ring area. No points can be scored out of bounds. Intentional exit or "avoiding" the fight is a 1-point penalty. A contact exit, force-out, or offensive player who steps out due to momentum is not a penalty. Avoiding the fight penalty is based upon judges discretion and majority call.

GROUND FIGHTING: Is NOT permitted. Exception: 1). "Immediate" follow-up counter with "hand" technique to the body of a fallen cartwheel kick. A downed opponent can not score. The counter must be immediate (bang-bang).

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. Exception (sweeps)

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. Reasonable contact that knocks a player down is not intentional.

SCORING TARGETS: Headgear area, face, torso (front/side) with light or moderate contact

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.

SPREAD: There is NO spread. Maximum amount of points scored during two-minute time limit.

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). 1-point for (WAKO-Style) sweeps that takedown the competitor.

WIN BY 2 FINAL: Overall "Final" score must have a 2-point spread to determine the wining team in each round. If at the end of regulation play, if the score is under the 2-point spread then a new match will begin to determine the winner. The coach who "lost" the coin toss in the beginning will have the right to select the catogory (player) for the final match. Players will fight until a 2-point spread is achieved.

STATE VS STATE

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.

CONTACT: (No Halo points will 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 will be considered by the judges, referee and arbitrator). Contact is 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)
- MALICIOUS: **10 pt. penalty+ DQ** Intentional excessive or reckless contact

DQ OF A PLAYER:

If a player is disqualified for "accidental" excessive contact, the opposite team will receive a 2-points and the match is over. 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. If no replacement is available the team must forfeit that match as a 10-0 loss.

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.

INJURY: If a player is forced by medical staff to "bow out" due to incidental contact or self-inflicted injury, then his opponent must 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 state division) and pay a \$50 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.

CLOCK MANAGEMENT:

2-minutes running clock except final 10 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.

If a player "takes a knee" 1-second must come off the clock and 1-point is awarded to the other team.

COACHING:

Coaches must wear an official coaches pass (wrist band) that is purchased for \$20.00. (5) ten-second time outs are permitted per team match-up. Only 1 coach per box. The timeout can only be used during standard match breaks, not during the flow of a match.

TIME OUT:

During a permitted timeout (5 timeouts per team fight) the coach has the ability to swap his player for an alternate (of the same category). Appropriate alternates can be swapped by either side on a timeout.

REPLAY:

Video replay can be used during an arbitration only when it is immediately available and presented by ringside by a 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. Examples of arbitrations: video review for summation of points, clock management, etc. What is called a "point" is not reviewable. (This is similar to balls and strikes in baseball) however judges