

## WKA EVENTS BRIEF



## WKA QUEENSLAND ALL STYLES TOURNAMENT

July 2014



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## **Introduction:**

This document is only designed to provide a brief overview of the competition events being offered by WKA Qld. This document should not be considered to be a detailed explanation of how to run the competition formats. It should also be noted that the events are currently being run on a slightly modified version of the standard WKA format. This degree of flexibility has been approved by Kyoshi Jim Friis, and has been implemented to meet local needs based on available floor space, equipment and to provide the most universal formats to incorporate other martial arts style. In order to provide a greater understanding of WKA stipulations, this document should be read in conjunction with standing WKA guidelines which can be accessed via the following link:

<http://www.wkaassociation.com/>

All competition events will be adjudicated by WKA referees who have received appropriate training and meet a required standard of martial arts experience (stipulated as being black belt or above).

Competition for each discipline in the traditional martial arts events will occur in a designated competition area. These areas will be a level, non-matted 7m x 7m arena. This size is slightly smaller than the competition area used by some other bodies (e.g. NAS 8m x 8m total with a competition area of 6m x 6m) and is slightly larger than a standard boxing ring (6.1m x 6.1m).

For the pad sparring events, the competition arena will revert to 6m x 6m areas. These areas will be matted. Trainers are permitted to stand at the diagonal corners of the competition areas, but are not permitted to enter the matted competition area unless invited to do so by the referee.

## **Traditional Skills Demonstration:**

- This is an individual discipline and can include a demonstration of any of the following - Weapons / Breaking / Yukzu / Bunki / Wai Kru.
- There will be a head judge and two assistant judges.
- The head judge sits at the front of the competition area, while the two assistant judges are seated on the side angles of the competition area.
- Competitors must advise the head judge what element of traditional martial arts they wish to demonstrate.
- Competitors must also advise the head judge if their demonstration will go for more than 3 minutes. The head judge will have discretion whether or not to permit same, depending on time limitations.
- Competitors must advise the head judge if they believe they may need more room than the allocated competition area. Discretion to go outside the competition area will be determined by the head judge, based on the safety of the competitor and spectators.



- The head judge must examine and pass as safe any equipment / weaponry being used by participants.
- Live weaponry will not be allowed.
- This is a traditional skills demonstration. It is not an artistic or interpretative discipline.
- The demonstration will not be performed to music.
- At the conclusion of the demonstration, each of the judges will provide a score out of 10.
- The scores will be added together to give the participant an overall score.
- Judges will score the demonstration in terms of skill level, stance, poise, balance, footwork, technical prowess, control, timing, use of available floor space, overall execution.
- Competitors will only be able to perform their demonstration once.
- The judge's decision is final.

### **Individual Kata:**

- There will be a head judge and two assistant judges.
- The head judge sits at the front of the competition area, while the two assistant judges are seated on the side angles of the competition area.
- There is no requirement for competitors to name their kata, but they are permitted to do so if desired.
- Competitors must also advise the head judge if their kata will go for more than 3 minutes. The head judge will have discretion whether or not to permit same, depending on time limitations.
- Competitors must advise the head judge if they believe they may need more room than the allocated competition area. Discretion to go outside the competition will be determined by the head judge, based on the safety of the competitor and spectators.
- The participant can execute any kata / pattern / form they wish to.
- Individual kata in the traditional skills event is not an artistic or interpretative discipline.
- The demonstration will not be performed to music.
- At the conclusion of the demonstration, each of the judges will provide a score out of 10.
- The scores will be added together to give the participant an overall score.
- Each participant will have two opportunities to perform their katas. They can choose to do the same kata or different kata.
- The participant's overall score will be the cumulative score for both katas (added together)
- Judges will score the demonstration in terms of the complexity of the kata, skill level, stance, poise, balance, footwork, technical prowess, control, timing, use of available floor space, overall execution and presentation.
- The judge's decision is final.



## Non-Contact Point Sparring:

- There will be a head judge and two assistant judges.
- The head judge will control the bout, but any of the judges can call a stop to the bout to call a point or excessive contact, or to issue a warning. A disqualification can only be issued by the head judge.
- Participants will be coded as either a red or white participant.
- Participants will align themselves on the competition area with the red / white markers placed on the floor. These markers will be placed 1.5 metres apart and these markers will form the start position throughout the bout.
- Each judge will hold a red and white point card.
- If a judge sees what they believe is a scoring technique, they will hold up the corresponding card.
- Points are awarded by a majority decision (two out of three).
- If a stoppage is called, the head judge will give instruction to the participants and then ask the assistant judges for their observation.
- Simultaneous scoring techniques will cancel each other out and no point will be awarded.
- Points are scored via a force field principal. 75 mm (3 inches) around torso / 150mm (6 inches) from the head.
- There are no points below the belt.
- A point is only awarded for a clear and unobstructed technique.
- Excessive contact will be penalised. The penalty can include a warning, the loss of a point or disqualification. This is not a sliding scale and these penalties can be applied by the head judge depending on the severity of the infringement.
- If a participant is forced from the contest area, the judges will stop the bout and recommence the bout from the start position.
- A participant will also be warned if they continue to voluntarily retreat outside the contest area. This may also result in a loss of points or disqualification.
- The first person to 5 points wins the bout.
- If the bout has not been decided at the end of three minutes, the bout will be awarded to whoever is ahead at the 3 minute mark.
- Any form of poor sportsmanship or aggressive behaviour will result in immediate exclusion from all competition.
- IT NEEDS TO BE STRESSED - This is non-contact sparring.



### Semi-Contact Continuous Sparring:

- There will be a head judge and two assistant judges.
- The head judge will control the bout, but any of the judges can call a stop to the bout to call excessive contact, or to issue a warning. A disqualification can only be issued by the head judge.
- Participants will be coded as either a red or white participant.
- Participants will align themselves on the competition area with the red / white markers placed on the floor. These markers will be placed 1.5 metres apart and these markers will form the start position throughout the bout.
- Each judge will hold a red and white point card.
- Head judges will be responsible for checking each participant's equipment. (Hand Mitts /Shin Insteps / Mouth Guard / Groin Protection). Head protection can be worn, but is optional.
- The bout will consist of one (1) x ninety (90) second round.
- At the conclusion of the bout, each judge will hold up the coloured card that corresponds with the participant they believe has won the bout.
- The bout will be awarded by a majority decision (two out of three).
- Judges will make their decision based on the following – speed, agility, control, variety of scoring techniques, skill level, poise, balance, footwork, technical prowess, control of the floor space and overall performance.
- If a stoppage is called, the head judge will give instruction to the participants.
- There will be no knees or elbows.
- Spinning techniques, if executed with control will be permitted.
- Trapping or catching a technique is permitted. However, there are no takedowns and / or grappling. If any such conduct arises, the head judge will immediately stop the bout and separate the participants.
- If a participant is forced from the contest area, the judges will stop the bout and recommence the bout from the start position.
- A participant will also be warned if they continue to voluntarily retreat outside the contest area. This may also result in a loss of points or disqualification.
- Excessive contact will be penalised. The penalty can include a warning, the loss of a points or disqualification. This is not a sliding scale and these penalties can be applied by the head judge depending on the severity of the infringement.
- Any form of poor sportsmanship or aggressive behaviour will result in immediate exclusion from all competition.
- IT NEEDS TO BE STRESSED - This is semi-contact sparring.



### **Full Contact Pad Fights:**

- All full contact fighters will weigh in at the commencement of the day.
- Once all nominations have been received, all trainers and fighters will be called together for a briefing. At this point, matching of opponents will be conducted between the competition coordinator and trainers.
- A separate briefing will be conducted prior to the pad fights kicking off. This will outline all rules to be explained and negotiated between trainers if variations are required for any reason. Trainers will also negotiate with one another regarding what equipment will be worn. The standard position will be that all fighters will wear full face headgear, 18 oz gloves, and double shin insteps. Male competitors must have groin protection. All fighters must have a mouth guard.
- Each bout will consist of three (3), sixty (60) second rounds with a 30 second break in between.
- One judge. The judge will control the fight and will be the sole arbitrator of who wins the bout
- The judge's decision is final.

### **Synchronized Kata:**

- There will be a head judge and two assistant judges.
- The head judge sits at the front of the competition area, while the two assistant judges are seated on the side angles of the competition area.
- Kata teams of any size are permitted.
- There is no requirement for competitors to name their kata, but they are permitted to do so if desired.
- Competitors must advise the head judge if their kata will go for more than 3 minutes. The head judge will have discretion whether or not to permit same, depending on time limitations.
- Competitors must also advise the head judge if they believe they may need more room than the allocated competition area. Discretion to go outside the competition will be determined by the head judge, based on the safety of the competitor and spectators.
- The participants can execute any kata / pattern / form they wish to.
- Synchronized kata is a contemporary (Revolution) skills event and can be performed to music.
- If the kata is to be performed to music, the music must be provided to the category administrator prior to the commencement of the events. Music can be submitted via compact disc, flash drive, or participants can provide their own music player.
- At the conclusion of the demonstration, each of the judges will provide a score out of 10.
- The scores will be added together to give the participants an overall score.
- Each team will have one opportunity to perform their kata.



- The team's overall score will be the cumulative score for both katas (added together)
- Judges will score the demonstration in terms of the complexity of the kata, skill level, the number of person, synchronicity, stance, poise, balance, footwork, technical prowess, control, timing, use of available floor space, overall execution and presentation.
- The judge's decision is final.

### **Kendo:**

- There will be one head judge only for kendo competition.
- All participants will be required to wear all of the kendo equipment provided.
- The kendo bout will consist of three rounds. The winner of the bout will be the participant who wins two of the three rounds.
- The first round will be determined on a points basis.
- The second round will be a continuous fighting round, with the head judge to determine who they believe has fought best during that round.
- Should the bout go into a third and deciding round, it will be the same as round one namely a points round.
- Points will be awarded by the head judge when clean strikes have made contact with the protected areas (Head, Shoulders, Chest, Hands, Wrist)
- The head judge will stop the bout when they believe they have seen a scoring strike. The point will be awarded and the judge will restart the bout when ready.
- A round is won when a participant reaches 5 points or 1 minute has elapsed.
- The judge's decision is final.

### **Participant Conduct:**

- It is expected that all exponents will participate in the spirit of Bushido.
- Positive sporting etiquette is expected at all times.
- The same standards of conduct also apply to spectators and trainers and Kyoshi Jim the event coordinator reserves the right to exclude any person from the event and / or venue of their conduct is deemed unacceptable.

### **Complaints:**

- Any complaints are to be addressed to event co-ordinator.
- Feedback is appreciated.

