

### Notes for Judges:

- \***DO NOT announce breaks or forms**
- \***Call kids by their nicknames if available.**

## Condensed Rules for 2018 White Tiger Championships

### Olympic Style Sparring

We are using two different sets of rules due to the age of ringmaster systems. This is done to give low entry fees/no Daedo sock purchases to younger and less experienced competitors.

- There will be no video review. Coaches will receive 1 challenge card per match.
- **Note:** After black belt sparring (time permitting) we will allow challenge matches in the Daedo ring, so that color belts can choose to spar with full Daedo rules if they have socks.

#### All Black Belts and Red/Brown Belts (Advanced) (Daedo)

Full 2018 USAT WTF Rules and Daedo (No April 2018 Rules)

#### Green/Blue (Int) and White/Yellow (Beginner) (Ringmaster)

2018 Rules with the following modifications

- All penalties are -0.5 points. 8 penalties will result in DQ
- Kicks and punches to the body are 1 point. Kicks to the head (if allowed) are 2
- There is no technical (turning) point.
- 11 and under- no head contact. 12 and over – light head contact. (No KO for adult color belts)
- 11 and under – 2 rounds of 1 minute. 12 and over – 2 rounds of 90 seconds.

### Group Forms/Weapons Forms

Scores will be from 0 to 10 with an average of 8.

Judges will take into account: Balance, power, technical level, beauty, creativity, difficulty of attempted skills, control of the weapon (if applicable), and overall impression.

If there are 5 judges, the low and high score will be dropped. If three judges, all scores will count.

Contestants may use music for creative and weapons.

Group forms may take artistic license with synchronization/forms. (ie, like a musical round)

Time limit is 3 minutes.

**Traditional Team Forms** have no breaking, gymnastics, weapons or music. **Creative Team Forms** may use breaking, gymnastics, weapons, or music.

### Breaking

Judges will take into account: Nature of materials broken, number broken, number of attempts (maximum 3), technical level of skills used, and overall impression. Competitors must provide their own breaking materials (available at the tournament) and holders.

Maximum setup time is 90 seconds. Scores will be from 0 to 10 with an average of 8.

We **will allow** (within reason) decoration of boards used in breaking. For instance, you can write your fears on the board and smash them. Things like "Cancer", "Doubt", "Impatience" or pictures of monsters under the bed are perfectly acceptable. Nothing political or controversial.

## Totem Forms

**New for 2018:** ANY MARTIAL ARTS FORMS ARE ALLOWED.

One judge scores hand techniques, one judges stances, and one judges synchronization and overall.

## Grappling Rules

### Scoring System

- 1) **TAKEDOWNS OR THROWS:** 3 points from standing, 2 points from kneeling. Takedown must proceed to a control position for 3 seconds to receive the points. For instance, a takedown that finishes in your opponent's guard will receive 0 points.
- 2) **TAKEDOWN OR THROW REVERSAL:** If the competitor being thrown or taken down manages to reverse the throw or takedown after going to the mat and ends up in a control position, he will receive points in the same manner as if he had initiated the takedown.
- 3) **SWEEP** (from half guard or full guard to mount): 2 points
- 4) **PASS GUARD** (to control position for 3 seconds) : 3 points
- 5) **MOUNTED/BACK MOUNTED POSITION** (both knees on the ground or hooks in for the back): Hold for 3 seconds to receive 4 points

### Ways to Win:

- 1) **TAPOUT:** By hand/foot or verbally. If a competitor cannot tap or yell during a submission, the referee has the authority to stop the match if they believe the competitor to be in danger/unconscious. *The person applying the submission MUST give the opponent a chance to tap before applying force to the submission!*
- 2) **POINTS:** Whoever has the most points at the end of the match.
- 3) **OVERTIME:** In case of a tie, competitors will compete in one overtime (1 minute) round and the winner will be whomever accumulates the most points in the one minute, achieves a submission, or, if tied during overtime, the referee will make a decision based upon effective aggressiveness. The competitor dictating the pace and trying to score points will win.
- 4) **Submissions will either be a separate division for kids or decided on in each match.**
- 5) Disqualification of the opponent.

### Illegal Techniques

- 1) No small joint manipulations (fingers, wrist, etc.)
- 2) No striking or hitting of any kind.
- 3) No locks that manipulate the spine. (ie, neck cranks or cervical locks) Children will also not be allowed to use a cross face or other pushing on the opponent's head and face.
- 4) No Twisting Knee Locks (straight knee bars and ankle locks are okay)
- 5) In the case of a competitor with an injury to a particular body part, arrangements may be made before the match subject to the agreement of **both** parties. For instance, both competitors would agree not to apply submissions on each other's right shoulder. Both parties must agree.
- 6) **No Slamming:** Takedowns are not considered slams, but the takedown must deliver opponent to the mat safely (avoid slamming head and neck). Intent to injure is determined by the referee and will not be tolerated resulting in immediate disqualification.

### **Penalties- Minor/Unintentional Penalty**

1<sup>st</sup> Infraction of Minor/unintentional Penalty – Referee will give verbal warning to contestant.  
2<sup>nd</sup> and Subsequent Infraction – Referee will take a two point penalty. Minor penalties include accidental striking, attempting and then stopping an illegal technique, children (non-submissions divisions) trying submissions/crossface, profanity or loss of temper, a contestant's coach entering the ring, etc.

**Major/Intentional Penalty** – Referee will at his judgment take a 6 point penalty or disqualify the offending party immediately. Major penalties include purposeful and repeated striking, non-incidental

slamming on the head or neck, attempting submissions at full force or continuing them after a tap, or anything else that the referee deems dangerous to the other competitor.

**Starting Position- Knees (everyone)**

**Match Time** 12 and under – Two rounds of two and a half minutes 13 and over – Two rounds of 4 minutes.

**Attire-** Recognized martial arts uniform or rashguard-shorts. Moutpiece and cup (males) are mandatory.

### **Blaster Pad Rules**

Strike/push opponent only with the pad. Keep both hands on pad at all times. Going out of bounds or falling down (including touching pad to ground) results in opponent's point. Both feet out. Incidental touching of bottom of pad (especially for short kids) is okay. Best two out of three points. No skill divisions. DOUBLE ELIMINATION.

### **Demo Team Rules**

**Demo** – Up to 7 minutes max. Costumes, music, weapons and breaking are all allowed but not required. 5 Judges will score

Complexity of routine (breaks, acrobatics, weapons)

Clean execution of basic movements, stances, strikes

Synchronicity of routine

Self Defense

Overall presentation

### **Trick Kick Battle**

Music will be provided by the tournament host.

Each competitor gets 3 passes to show any gymnastic or martial arts tricks.

Uniforms are not required

Competitors should show respect during moves

Judges will rank competitors based on 'overall awesomeness' and crowd approval.

### **Junk Weapons**

\*Competitors can make teams of 2 or 3.

\*Each team will be assigned a random themed bag. (ie, Beach Day, Garage Sale, Princess Party)

\*Each team will have ten minutes to practice.

\*Each team must make a 'fight scene' using weapons from the bag chosen. The scene should last less than 1 minute.

Judges will give a score based on overall presentation, creativity, believable use of the weapons, and technical skill.

### **Traditional Forms**

\*Color Belts will go two at a time, black belts will go one at a time.

\*Judges will score based on overall impression (balance, skill, power, etc). Since forms will come from a variety of styles, differences in chambering, stances, etc will not be counted off by judges as long as

they are consistent. (ie, chambering on rib vs hip, no score difference. "Chambering" in 8 different places and not connected to the body = deduction. )

\*Forms must begin and end in the same location, unless specific non-Taekwondo forms that are announced not to end in the same spot ahead of time.

\*Forms must be from a recognized martial art, and no gymnastics is allowed.

## Cloud Chess

Rules in addition to standard Chess:

**Promotions:** If a piece reaches the opponent's home row then the piece gains wings.

- **Winged Pawns** can move one square forwards or backwards and kill on the forwards and backwards **diagonals**.

- **Winged Knights** add an optional longer L move of (4-1 or 1-4)

- **Winged Bishops** can now choose to move one square horizontally or vertically, or their normal movement.

- **Winged Rooks** can now choose to move one square on any diagonal, or their normal movement.

- Kings, Queens, and Wraths do not promote. A player may have a maximum of 4 promoted pieces at once. A player wins by trapping the opposing king in checkmate with all rules of normal chess.

**Wrath (Dragon):** The wrath can move one or two squares in any direction. It can also kill two pieces if both pieces are lined up along its legal move. Wraths cannot be promoted. -Starts on far ends, next to rooks.

**Archer:** The archer can kill on any of the three squares in front of it, or it can move to any of the three squares in front of it. The archer always kills without moving or moves without killing. -Starts in front of King and Queen.

The tournament will be single elimination with 20 minute clocks for each player and divisions by age only. Details are subject to change based on the registration numbers. The Grand Champion of all divisions wins a trophy in addition to their medal. See [www.katiepottle.com](http://www.katiepottle.com) to order or 3D Print pieces.

