

OKKA

Tournament Rules and Handbook



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OKKA Tournament Rules and Handbook

As of January 2024

Overview

OKKA Tournaments represent a competitive venue for OKKA students to compete against each other for their betterment. It is understood that competition is where students test their skills, take risks, and ultimately experience success and failure in a safe and semi-real world environment. There are factors outside the immediate control of the competitors, distractions, the interpretations of judges, the skills of other competitors, and even mistakes that can impact the outcome of a competition. While we make great effort to reduce the impact of these factors, this is life, and how we teach our students to react to these factors is critical. It is our hope that, through competition, we teach our students to be humble winners, gracious in defeat, and driven to improve themselves – in all aspects of their lives.

These rules and guidelines are set forth to ensure a fair and pleasurable experience for all competitors at OKKA Multi-school events. Setting down rules is a complex process of recording historical process, attempting to account for exceptions, and allowing for growth and expansion of the rules as circumstances dictate. It is recognized that even the best attempts at creating rules will fall short of covering every possible exception, interpretation, and situation and, as such, this document will be amended frequently as experience dictates.

It is the intent of the school owners that these rules be published and available to all judges and competitors.

Some rules may vary in application based on student rank. For example, Dragons are given many exceptions to ensure a positive competitive experience. Black belts are held to a higher standard than other students due to the expectation of their rank. These exceptions are noted throughout this document.

It is expected that judges, arbitrators and participants will be equally responsible for understanding and applying these rules. If a competitor or family member has any questions about the rules, interpretation, or application before or during an event, or division within an event, it is their responsibility to seek clarification at that time to avoid any misunderstanding or mis-application of the rules.

Safety

The highest priority of the OKKA schools, Owners, and staff is the safety of our students, competitors and event staff. While the martial arts are inherently a contact sport (sparring for example) and involve the use of force (board breaking for example), and demonstration weapons, risk of injury is mitigated by enforcement of rules, standards, and in the absence of the former, common sense. To this end any competitor, staff member, or spectator should immediately stop any activity they see which falls outside of safe conduct.

Should an injury occur, and if any member of the OKKA Staff, CIT, or a spectator feels that the injury of a competitor is in anyway significant enough to warrant advanced first aid or should be treated by an Urgent Care or ED setting, 911 must be called and that competitor withdrawn from competition for the duration of the event.

Should a competitor, at any time during an event, whether during specific competition or not, become disoriented, faint, or become dizzy, they must report the occurrence to a Chief Instructor or Head Judge before further competition.

Standards

All OKKA schools maintain the same standards for performance of our joint curriculum elements (Kata, Combinations, and Weapons). As such, the standards for judging stances, technique, and knowledge are largely absolute. In a perfect world, all performance would be evaluated based on this absolute standard.

All things being equal, competitors of equal rank should be able to perform to an equal standard and our process for creating divisions should result in relatively equal groupings of competitors RELATIVE TO EACH other. As such, judges **may** alter their OVERALL expectations for performance, for any given Division based on the rank of a given division competitor. This allows for full use of the 5-point scale to differentiate performances and avoid unnecessary tie breaker situations caused by an absolute interpretation.

Example A.

A division of Yellow and High Yellow belts is performing Kata. The Judges will have the expectation that Yellow and High Yellow Belts may not perform to an absolute black belt standard. The judges may alter their personal expectations and use the 1-5 scoring range based on a basic rank competitor expectation. This still allows for the exceptional execution competitor to score “all 5’s” while allowing the judges to use the scoring system to differentiate average or below average students more effectively. If all “1s” were awarded based on an absolute standard, unnecessary tiebreakers would result.

However, IN THE SAME DIVISION, a SINGLE standard must exist. Judges will not take into consideration rank, time in rank, or any other factors when scoring any individual competitor in comparison to another competitor in that division. In this case the strengths and weaknesses of the individual performances against a single standard decide the scoring and placement.

By Example B.

An Orange belt and Black belt are performing in the same division (a possible situation in school champion or Grand Champion events). The Orange belt is performing the kata they are currently learning - Nihanchi Sandan and the black belt is performing Wansu. It is expected that the performance of the Black Belt would be superior to that of the Orange belt. Regardless, for scoring purposes, the judges should NOT take into consideration the lower rank, age, any other factor (like currently learning) when deciding on the competitors individual score. Here the absolute standard must apply.

Terms

The following are provided to shorten the descriptions of other sections where the terms are used.

1. Combined Score – The total score of all judges for all four judged categories of performance (Knowledge, Technique, Stances, Energy and Presentation). Can also be the total of the four categories of a single judge.
2. Cumulative Score – the total of all judge’s scores for a single category of performance. (e.g. Knowledge)
3. Division – a grouping of all competitors performing like categories of technique (Kata, Weapons, board breaking, sparring). Divisions are typically grouped by either age or rank depending on the technique.
4. Match- A sparring competition between two competitors as part of a larger sparring bracket
5. Bracket – Within a sparring division brackets are the pairings and sequence of matches laid out in a progression
6. Break Sequence –1) a single board breaking technique. 2) A combination of a techniques and count of boards attempted, 3) the full sequence of 3 breaks and boards during competition.
7. Elite – Elite is a level of membership and instruction at several OKKA schools. Elite members are taught a specific curriculum that is referred to as Xtreme.

8. Synchronized Division – a grouping of performances that contain at least two (2) and no more than six (6) competitors performing together in a coordinated fashion.
 - a. Synchronized Divisions will have the following formats allowed:
 - i. Cascade Format – The competitors execute the same elements in a time staggered or domino manner
 - ii. Mirrored Format – The competitors execute the same elements, at the same time, mirroring each other left to right and/or front to back.
 - iii. Synchronized Format – The competitors execute the same elements at the same time, on the same “side” as each other.

Behavior – Competitors/Spectators

Martial Arts is a sport based on personal growth and self-control. As such we expect the highest standard of control and respect from our students, judges, CIT, parents, and spectators toward each other.

Students who repeatedly demonstrate poor sportsmanship, repeatedly disrespect fellow competitors, the property of the hosting dojo, judges, or CIT volunteers will be barred from competition at multi-school events.

Likewise, spectators who demonstrate poor sportsmanship, who disrespect other spectators or competitors, the property of the hosting dojo, judges, or CIT volunteers will be asked to leave the premises. Failure to abide by such request may result in the involvement of law enforcement and the barring of related competitor(s) involved in any incident from further competitions.

Competitor presentation and Uniform Standard

Competitors are expected to present in a “Sharp”, “Crisp”, and “Clean” uniform that complies with OKKA standards for T-Shirt, Gi, and Safety Gear.

It is the responsibility of the Chief Instructors to ensure that their students meet uniform standards and presentation criteria:

1. Rolled sleeves are to be below the elbow.
 - a. The roll should be flat and match the profile of the Gi arm’s Seams/Crease
2. Rolled pant legs are prohibited unless sewn (Safety Issue as well)
 - a. No pins allowed
3. Waistlines may be rolled and should be covered by the belt
4. T-Shirts should be of the four OKKA colors.
 - a. T-Shirts are encouraged for all competitors
5. Belts should be properly tied.
6. Gear should comply with the gear and safety standards noted elsewhere in this document.

Divisions

Division Criteria

1. The goal of each division is to create an equal playing field for our competitors
 - a. Divisions are created by competitor rank
 - b. If enough competitors are available for multiple divisions of same rank, age will be considered

- c. For sparring divisions, competitor height and weight may be considered for safety and competitive balance of the division
- d. Divisions for adults may combine ranks, ages, and sizes when necessary

Division Categories

1. Divisions for Dragons
 - a. Dragons may perform Combinations, Kata, Weapons, Board Breaking
 - b. Dragon's Combination and Kata division may be combined based on numbers of participants
 - c. Dragon competitors are encouraged to know what they are performing prior to coming to the ring
2. Divisions above Dragons
 - a. Basic Students may perform Combinations, Kata, Weapons, Board Breaking, and Sparring
 - b. Intermediate and above ranks may perform Kata, Weapons, Board Breaking, and Sparring
 - i. Note that a competitor may NOT perform a kata/weapon kata taught above their current rank as noted in the Master Curriculum Document.
 - c. Open Division – May perform Creative interpretations of existing Kata, Weapons, and non-standard curriculum elements.
 - i. Kata and Weapons not taught/listed as part of the official 24 cycle OKKA Curriculum will perform as part of the Open Division (Note Elite elements are part of the Xtreme divisions)
 - ii. Open Divisions are open to Blackbelts only
 - d. Xtreme Divisions – Performance of Extreme Kata, Weapons as taught in the Elite Program
 - i. Must be an Elite Program Member

Ring Format

1. The ring size shall be a minimum of 10 feet square and a maximum of 12 feet square unless otherwise noted in this document.
 - a. At a minimum each corner of the ring will be marked by either:
 - a. Tape, of one color, marking each corner, shaped as a right angle.
 - b. Low Profile cones where the center of the cone represents the corner
 - b. All Elite/Xtreme and Open kata, weapons, etc. performances, except synchronized group performances, will be designed to adhere to the ring size limitations.
 - a. Synchronized multi-participant performances will have specific designated performance times and spaces/locations at any event, such that there is sufficient room for the performance.
 - i. Typically, the "ring" for synchronized events will be approximately 12 x 24 (Two rings wide)
2. A competitor should be prepared to stay within the ring during their performance.
 - a. Competitors should identify the ring boundaries for themselves prior to competition
 - b. Competitors may ask the judges to move back from the ring, where practical, to avoid collision with a competitors' weapon. Judges should comply where space allows and moving would not alter their ability to discharge their responsibilities.
 - c. It is expected that open hand kata performances should not require judges to move their position. Competitors may adjust their starting position within the ring to accommodate kata with larger side to side or front to back movement.

Coaching, Prompting, Assisting

1. Judges are discouraged from providing direction/assistance to competitors with ranks above Dragon.
 - a. Dragons may receive help and coaching (from the head judge only) during competition aimed at making their experience a positive one.
 - b. Judges may direct competitors on matters of rules, process, etc. as necessary.
2. Competitors above the Dragon Rank should be instructed and prepared by their Chief Instructors as to the expectations of performance PRIOR to the events.
 - a. Other than clarification and permission to begin the performance, the judges should have limited interaction with the competitors once the competition has started.
 - b. Scoring may be impacted if coaching or prompting are necessary to help a competitor complete their performance.
3. Parents are STRONGLY encouraged to cheer for all competitors in addition to their own children
4. Parents are encouraged to ensure that younger competitors are moving to rings when called and performing the correct combination/kata when announcing themselves.
5. Parents are encouraged to limit prompting or coaching during the actual performance as this can be distracting to the competitors and represent an unfair advantage based on how other parents may be positioned.

Judging and Judges

Overview of Judging Process

Generally speaking, the scoring and thus ranking of competitors is through multi-judge scoring and mathematical computation and subject to little interpretation.

Experience dictates that judges are consistent in their scoring – that is they apply **their** standard to each competitor such that scores reflect a relative performance within each division.

Each judge is required to score each competitor immediately following the competitor's performance using the provided score sheets. Judges may annotate their scoring sheets such that they could adjust their own scores prior to the time that they are requested by the head judge to do the final tallies.

As judges are individuals and do not benefit from instant replay etc. their perspective on a performance is based on what they see and hear during a performance. Judges are required to view stances, head position, arm and leg, positioning, and evaluate performances for energy, knowledge, technique, and stance. The focus of a judge on any one thing, at any one moment in time, may cause them to not see something that another judge is viewing at that moment in time. Thus, the use of three or more judges, from different schools, is aimed at ensuring a wide perspective of a performance and an unbiased evaluation of each competitor's performance. The goal of any judge is to apply a consistent standard for performance categories to all competitors. This is not to say that all judges weigh or evaluate the same criteria in exactly the same way – individual judges will have individual preferences and expectations.

Scoring dynamic events like sparring is difficult and similar to other sports, subject to what a judge can see in the moment it occurs, the angle they have in view and the speed of movement of the competitors. As such, especially in sparring, judges are trained to not make calls in situations where they did not directly see the impact. Note that some judges may have mirrors available to them and be able to see impacts using those mirrors.

Additionally, all competitors and spectators are reminded that developing our judges is an important leadership mission of the four (4) school owners. Learning to judge and executing all of the duties of a judge (Head Judge or Corner Judge) is a very complex process. This process is a constant evolution for even the most seasoned

individuals and mistakes will happen. However, tournaments would be impossible without these volunteers and their growth is critical to the success of our schools

Judge Compliment for each Ring

1. There is a Head Judge for each ring.
 - a. The Head Judge is responsible for controlling activity in their ring. They:
 - i. Verify that all judges are able (by rank and knowledge) to judge the competitors in each division.
 - ii. Set the order of competition for each division.
 1. Order is set by a random shuffle of registration cards at the time the competitors are called to the ring
 - iii. Begin and end competition for the division.
 - iv. Call each competitor to compete.
 1. Competitors should be called by Mr/Ms and their last name
 - a. First name as well if there are multiple competitors with the same last name.
 - b. Competitors should be reminded to complete their registration forms neatly to provide judges and staff a readable name first and last name.
 - v. Tabulate scores and provide official ranking of the competitors based on scores from all judges in the ring
 1. Assess appropriate deductions
 - vi. Award trophies/medals as appropriate
 - vii. Complete necessary paperwork following a division.
 1. All or some of this may be delegated to a Corner Judge or CIT Helper
2. A minimum of two (2) Corner Judges are assigned to work with the Head Judge for every event.
 - a. The scores of all judges are weighted equally.
 - b. The head judge may ask corner judges to explain their scores when they are inconsistent with the scores of the other two.
3. Non-scoring "Training" judges may observe rings from time to time
4. Judges will be assisted by Score Keepers and Timers as needed.
5. Head Judges are selected from a pool of CIT and Chief Instructors who are qualified by rank and experience to judge.
 - a. In the event that a less experience Head Judge is being trained, a non-scoring "oversight judge" will be assigned to assist in that ring.
6. Corner judges may be assigned by the Chief Instructors ahead of the event or selected during at the start of the event by the Head Judges for each ring.
7. The three scoring judges for each ring should be from different OKKA schools whenever possible.
 - a. Non-scoring judges may be from the same school as a Corner or the Head Judge.
 - b. Judges with family or other close relationship with a competitor should recuse themselves from judging divisions with family etc. participants.
 - i. In this situation, the judge should request a replacement when the division is called.
8. Judges may be rotated in and out of rings during the event to compete or for other operational reasons.

Trophy Placement and Awarding

Awards – Count and variation

1. The number of competitors to be recognized in each division may vary based on the event type.
 - a. Events may have up to 3 trophies and additional medals awarded .
 - b. Tournament of Champions will have only three places awarded per division.
 - c. The number of awarded competitors within each event may vary by age or rank of competitors.
 - i. Dragons may receive more participation awards to ensure a positive experience.

Position

1. Trophies will be placed from left to right (when viewed from the front of the ring (Head Judge's Position)
 - a. First place will be on the left most side, followed by 2nd place etc. until trophies and medals are all positioned.
 - b. Medals may be held by CIT or other helpers if available. They will otherwise be laid on the ground with ribbons to the rear.

Awarding of Trophies/Medals

1. Trophies will be awarded as follows:
 - a. All competitors will stand and line up in sequence they were seated for presentation of the trophies.
 - b. Ranking will be announced starting with LAST place awarded and continue up to FIRST place.
 - c. Competitors will be called forward by the Head Judge to stand behind their award
 - i. Non-awarded participants will be asked to stand to the side of the last awarded place competitor.
 - ii. There will be no specific meaning to the position/sequence of the non-awarded competitors.
 - d. Once all competitors are in position (behind their trophy or a CIT with medal), trophies will be picked up and held, and medals will be placed around the neck by the CIT.

Division / Ring Order of Operations

The following outline describes the general sequence of tasks and responsibilities of the judges running a ring for a given division. This section is a summary and does not supersede any other portion of this rule book.

1. Ring Competitors are called by the Tournament MC.
2. Helpers assist competitors in sitting at the rear of the ring.
3. Helpers collect participation forms.
4. Helper randomizes forms and hands them to Head Judge.
5. Head Judge and Corner Judges record names on score sheets (left to right)
6. Competitors are asked to stand and are bowed in.
 - a. Competitors are asked to sit
 - b. Competitors should be quiet and pay attention/respect to other competitors and judges during the division.
7. Judges are seated.
8. First Competitor is called.
9. After competitor is finished and has bowed out of the ring, the judges have 15 seconds to record scores, tabulate them, and make any notes.
10. Next competitor is called.
 - a. Repeat until all competitors have competed.
11. Head Judge is responsible for keeping time between competitors to 15 seconds (max 30 under some circumstances).

12. Individual judges complete tabulation of their scores and come to the front of the ring to provide their scores to the head judge.
13. Judges review placement and agree to score tabulations and accuracy.
14. Head Judge asks competitors to stand.
15. Competitors are awarded their trophies/medals.
16. 30 Seconds are allotted to pictures.
17. Tournament forms are returned
18. Competitors are dismissed
19. Corner Judge takes score sheet to desk and picks up any needed score sheets for next division.

Event Scoring Standard - (Kata, Weapons, Combinations)

Performance Scores

General

- a. Evaluation of a competitor's performance begins as soon as the competitor is called by the Head Judge to perform.
 - i. The competitor's energy/voice, stances, and knowledge of the process of bowing into the ring are all considerations in their final scores.
- b. Evaluation of the performance ends when the competitor bows out of the ring following their performance, terminates their performance, or otherwise exists the ring.
- c. Generally, the Head Judge should keep the time between competitors to no more than 15-20 seconds.
 - i. During this time, judges are documenting their scores and recording BRIEF notes about a performance.

Score Criteria – Combination, Kata, Weapons.

- a. OKKA Open Hand and Weapon Techniques are scored under a five point scoring system.
 - a. 5 is the highest score and 1 is the lowest.
 - i. A competitor can score a total of 20 points per judge.
- b. There are four scoring categories for Kata, Weapons, Combinations
 - ii. Knowledge – Does the competitor know and execute the elements of the performance in the correct sequence.
 - iii. Technique – Is the competitor's execution of the individual movements consistent with the model technique. Factors include crispness, position of blocks, punches, head turn, shoulder placement, step size/distance
 - iv. Stances – Are competitor's stances accurate to the standards for Discipline, Front, Horse, Kosa, etc. during the performance.
 - v. Presentation/Energy – Does the competitor present themselves to the judges and audience correctly, confidently, with energy and strong vocalization?

NOTE:

1. Below the rank of blackbelt, competitors should kiai on offensive strikes only.
 - a. Offensive strikes are determined by the manner in which our standard curriculum is taught. Punches and kicks are considered offensive strikes. Blocks are not.

2. For blackbelts and above, the use of Kia and breathing technique is considered to be a stylistic interpretation and the teaching of certain bunkai as offensive may differ at the blackbelt rank.
- c. Scores are provided by three judges
 - a. Total points earned determines placement of the competitors
 - b. Judges should score each competitor immediately after the competitor's performance.
 - i. Notes or annotations may be used to help finalize their own scores prior to presenting their final scores to the head judge for tabulation.
 - d. Deductions

Under certain circumstances the judges (either Head Judge, Corner or both) may deduct points from a competitor's score for infractions against the rules of the event.

- a. Outside the Ring:
 - i. Competitors may have one foot outside the ring without penalty.
 - ii. The Head judge will deduct one (1) point from the **Technique** score if the competitor, during their performance, has two (2) feet outside the ring due to improper stance, steps, or knowledge/execution of the performed element.
 - a. The deduction is taken for **each** separate infringement of the ring boundary.
 - i. A single infringement is defined as one instance where the competitor is out of the ring. Once the competitor is back inside the ring, any additional instance where the competitor is "out side the ring" would be an additional deduction.
 - b. This deduction is not taken for a final "step to discipline" should both feet be outside the ring at that time.
 - b. Improper declaration of Performance
 - i. A competitor, above the rank of Basic, will receive a 1 point deduction for declaring one performance and executing a different performance.
 - ii. A competitor who performs a different curriculum item not declared on their registration form will receive a 1 point deduction.
 - a. Changed to the registration form are required before the day of competition. All registrations must arrive at the event with the intended performance. No Day of Changes.
 - c. See Drops and Restarts for additional specific deductions.
 - d. See Board Breaking Scoring for additional specific deductions.
- e. OKKA Tournament scoring rules do not apply a relative difficulty value to Open Hand Kata or Weapons Kata for scoring purposes.
 - a. Generally, it is understood that higher-ranking belts should perform more difficult curriculum.

Scoring Criteria - Open, Extreme, Synchronized

Open Divisions – Scoring Criteria

1. The Knowledge category is replaced by Creativity - How creative is the performance.
2. Weapons and Open Hand Kata are eligible for Open Divisions.

- a. When possible, based on enrollment, and at the discretion of the Tournament Organizer weapons and Open Hand will compete in separate divisions.
- 3. “Technique and Flow” replaces Technique as a category.
 - a. Technique and Flow is defined as: How well each move is performed and linked to previous and subsequent move.

Extreme Division – Scoring Criteria

- 1. Elite/Extreme Kata and Weapons divisions will be judged by Instructors who teach Elite/Extreme Curriculum.
- 2. Scoring Criteria are the same as other OKKA Open Hand and Weapons curriculum.

Synchronized Division – Scoring Criteria

- a. Scoring for “Synchronized Performance”
 - a. Scoring for standard categories is based on the competitors’ execution of Technique, Knowledge, Stances, and Presentation and Energy as a whole.
 - i. Individuals within in the group who are executing poorly will reflect on the overall score for the group in the relevant category.
 - i. In addition to the above categories, Synchronized performances have an additional (fifth) category.
 - 3. Competitors are scored on how well their performance is synchronized, mirrored, cascaded etc.
 - 4. If a competition contains synchronized, mirrored and cascade elements, transition in and out of the elements is a scoring consideration.

Tiebreakers

In the event of a tie between two or more competitors the tie will be broken as follows:

Dragon and Basic Ranks

- 1. Ties will be broken by weight/sequence of categories
 - a. The highest cumulative (all judges scores added together) Knowledge score will break the tie
 - b. Cumulative Technique is the next 2nd tiebreaker score
 - c. Cumulative Stances is the next (3rd) category
 - d. Cumulative Energy is the next (4th) category
- 2. In the event that all cumulative scores are the same, the head judge’s scores will prevail
- 3. In the event that the head judge’s scores are the same for the competitors, the next highest ranking (by Belt) judge’s scores will prevail.
- 4. If this progression does not break the tie, the competitors will perform again subject to the scoring noted in the section.

Intermediate through Black Belt Rank

- 1. Competitors will be asked to perform again:
 - a. Competitors under the rank of Black Belt **should** perform a DIFFERENT Kata/Weapon etc.
 - i. A intermediate/advanced competitor may perform the same kata without penalty
 - ii. An intermediate/advanced rank competitor who opts to perform a different kata will receive one (1) additional Knowledge point, added to their combined score by the head judge.
 - b. Black belts **MUST** perform a different Kata/Weapon

- i. Should a black belt elect to not prepare and present a different Kata/Weapon, they will automatically be given the lower placement.
 - c. Elite Members performing “Elite” elements **may** redo the same kata/weapon without penalty.
- 2. The scores of the second performance, only, will be counted toward breaking the tie between those competitors. These scores do not impact the other competitors in the division. Their ranking is determined from their original placement.
 - a. By Example – if there is a tie for first place, the two competitors who are tied will perform again. The third, fourth, fifth etc. place competitors do not compete again nor does their ranking change
 - b. The two tied competitors are only competing for the 1st and 2nd slot. Their performances cannot cause them to be ranked any lower than competitors who were not part of the tie breaker.
- 3. If a tie still exists after a second performance, the tie breaking process will repeat.

Drops, Early Termination of Performance, and Restarts

Drops and early termination/restart requests are co-described in this section as they frequently go hand in hand. Restarts impact weapons and kata/combination performances as well and can occur with dropped weapons.

1. Dropped Weapons Definition
 - a. A dropped weapon is one which hits the ground unintentionally and is out of the control of the competitor.
 - b. Hitting the ground with a weapon is not considered a drop if control of the weapon is maintained.
2. Weapon Drop – Dragon
 - a. No specific penalty will be given at the Dragon Rank for a drop.
 - I. Deduction in the Technique score will be used to represent a drop.
 - b. Dragons should resume their performance after the point of the drop (they may be coached by a judge to do so)
3. Weapon Drop Scoring for Basic and above Ranks:
 - a. If a competitor drops a weapon during a performance – they will have 3 points deducted from their combined Combined score.
 - a. This deduction is taken by the Head Judge at the time all scores are tallied.
 - i. Corner Judges should not specifically take this deduction.
 - ii. Corner Judges should score the Technique category as though the drop itself did not occur however drops may be a sign of weak execution of Technique overall.
 - I. This is a cumulative deduction to the point where zero points, overall, are awarded after multiple drops in the same performance.
 - i. Competitors should note that should they drop a weapon they should resume performance of the kata from the point immediately after the move/technique where they dropped the weapon to avoid “re-dropping” and additional deductions.
4. Early Termination
 - a. Early Termination is defined as the competitor stopping their performance, and breaking stance or form, or pausing for more than 3-5 seconds without additional progress.
 - b. Stopping performance and interacting with a judge or spectator for instruction is considered Early Termination
 - c. Stopping a performance and asking for a restart is considered Early Termination
 - d. Briefly pausing to compose themselves is not an early termination
 - e. Should a competitor fall during competition, come to their feet, and immediately execute their performance from the point of the fall, they are NOT considered to have terminated their performance early.
 - I. A fall resulting in injury or a competitor not resuming at the point of the fall, WILL result in an Early Termination.
5. Early Termination and Dragon Ranks
 - a. Dragon Ranks may restart as necessary to complete their performance.
 - b. Necessary coaching etc. may be provided to ensure a positive experience.
 - i. The competitor’s Knowledge score should reflect any coaching that was needed.

6. Early Termination and non-Dragon Ranks

1. If a competitor terminates a performance for any reason, and requests a “restart”, they will have 3 points deducted from their combined (Head Judge and Corner Judge(s)) score.
 - a. The Head Judge will assess this deduction at the time all judges’ scores are tallied. Corner Judges should not assess the deduction on their own.
 - i. A restart may represent a lack of curriculum knowledge overall which will be represented in the corner judges’ Knowledge score based on the execution of the rest of the performance.
 - b. This is a cumulative score impact – if they drop a weapon AND request a restart, the total deduction is 6 points.
2. Competitors may request a restart only once. Any subsequent termination of the performance is a termination of their overall performance and they will be asked to leave the ring.
 - a. In the event of a second termination – the competitor is disqualified from the Division and cannot be awarded a trophy or medal.

7. Restart Specifics

- a. A competitor should verbally request a restart by asking the head judge. They should re-announce the performance as if starting for the first time.
- b. Resuming at the point of performance where a lapse, delay, etc. occur is considered a restart for deduction reasons. (A competitor makes a mistake, breaks form stops performance, then resumes from or just before the point of failure.)

8. Declaration Rules for Open Hand and Weapon Performance.

- a. All competitors must declare their performance on their registration paperwork.
- b. The competitor must perform the listed curriculum item or be subject to the misdeclaration deduction.

Correction of Errors

From time to time, errors in scoring, interpretation of curriculum, tabulation, placement and awarding will occur. In keeping with the tenants of teaching leadership, sportsmanship, and citizenship, our approach is to make the error transparent and a teachable moment for each competitor. The process will maintain the confidentiality of the judges to the extent possible.

Math Errors or Tabulation Issues

1. In the event there is an issue with scoring due to a tabulation error, caught at the time of initial scoring, the Head Judge will assist with the correction.

Knowledge Gap Resulting in Low Score for One Judge

During the normal course of judging, a Head Judge is responsible for looking for inconsistencies or inaccuracies in the scores of each corner judge. The Head Judge should question scores that appear inconsistent.

1. Inconsistency is the critical factor here... A judge with normally “low” scores in a category (e.g. Knowledge) is not being inconsistent. However, if the Head Judge notices a very low knowledge score, asks the corner judge to explain, and the score is a result of the corner judge believing that a performance was “Wrong” there might be an issue.

2. In the event that there is a lack of understanding or knowledge of an open hand or weapon kata being performed and a discrepancy in scoring results (this would be demonstrated by discrepancy in a single judge's knowledge score) the Head Judge will average their score and the other corner judge's score and substitute that score for the second corner judge. The Head Judge will then recalculate all scores for that competitor.

Scoring errors not identified before the awarding of trophies.

In the event there is an error in scoring etc. that is discovered after the awarding of trophies, the Arbiter and judges for the division will evaluate the situation and provide a solution.

1. The general concept for correction is:
 - a. Determination of whether or not the error is material
 - i. Does it affect the outcome of the division and/or awarding of trophies/medals
 - ii. If the error is NOT material, it will be managed as an opportunity to further instruct judges, help develop additional processes to prevent errors, etc.
 - b. The timing of the error detection (pre or post award)
 - i. If the error is material, and caught prior to awarding of trophies, the error will be discretely corrected and normal processes followed.
 - c. If the error is material and is not caught before the awarding of trophies/medals the competitors impacted will be advised of the error and the error corrected as follows:
 - i. Scores and placement will be updated on score sheets to ensure TOC ranking is correct
 - ii. The competitors will be notified together, if possible, of the error by their chief instructors or the Tournament Arbitrator.
 1. Parents can be alerted to the issue ahead of the discussion with the competitors and provide feedback on how best to approach the children.
 - iii. Trophies will be corrected.
 - iv. Competitors will be directed to shake hands and (re) congratulate each other.

Sparring

General Rules:

1. All Competitors must wear approved protective gear as noted below.
 - a. Protective gear is intended to provide two levels of padding between competitors for approved sparring techniques.
 - b. OKKA sparring rules prohibit contact to non-padded areas.
2. Unless specifically noted in this document, no exceptions to the OKKA protective gear requirements based on age, belt rank, parental permission, or substitute protective gear are permissible.
3. Judges will check for required gear at the time the division is started and ensure that gear is properly worn at the start of each match.
4. Gear Requirements
 - a. All gear must be in good condition and not present a risk to the competitor wearing the gear or sparring against the competitor.
 - i. Gear that is too small or too large for a competitor will not be allowed.
 1. Head gear must “sit” properly in contact with the crown of the head and not float up (too small)
 2. Head gear must not “shift position” easily (too large)
 3. Foot gear must cover the top of the toes and the heel completely.
 4. Foot gear that is too large, and likely to cause a fall or be repeatedly stepped on is not allowed.
 - ii. Gear that does not secure properly or is prone to “coming undone” will not be allowed.
 1. Repeated gear failure or unsafe gear is grounds for disqualification of a competitor from the Division.
 - iii. Gear with tears that expose body parts that would otherwise be protected will not be allowed.
 1. Common is a chest protector that has ripped at the side bottom due to improper sizing (too small) or improper robing and disrobing technique.
 - a. Large or unrepaired tears can lead to injury of the ribs.
 - b. Minor tears are acceptable but should be repaired/taped prior to competition.
 2. The rear of the foot gear is another common area of exposure.
 - a. Exposed parts of the heel are a critical safety issue in sparring and board breaking events.
 - b. Any competitor sparring at an OKKA event must wear a mouth guard while sparring.
 - i. Competitors may be asked to show the Head Judge their mouth guard.
 1. The Head Judge is not required to ask a competitor to see their mouth guard
 - ii. Any mouth guard which:
 - Is bitten through or mangled
 - does not offer full coverage, from the front to the rear of the mouth in either the upper or lower jaw
 - is in the opinion of the Head Judge unsafe will not be allowed.
 - iii. Competitors using OKKA Standard Boil and Bite mouth guards are required to “boil and bite” their mouth guard to ensure maximum protection from the guard.
 - c. Foot gear must wrap to cover the toes and leave only the bottom of the foot exposed.
 - d. Shin Guards must be worn by all competitors.

- i. Shin guards should cover from just above the instep to just below the knee such that any part of the body that would reasonably strike an opponent during a round house or similar technique is covered.
 - e. Hand gear must be “mitten” style and prevent exposed parts of the hand when the competitor makes a fist.
 - i. Hand gear will be consistent with OKKA standard issue gear
 - 1. Fingerless MMA style gloves are NOT allowed.
 - f. Athletic Cups are strongly recommended for male competitors
 - g. Face Protection is required for all Black Belts who spar.
 - i. Face protection may include a football style “Grill” head gear
 - ii. Face protection may include a clear plastic/plexi facemask integrated with standard issue Lightning Brand helmets.
 - iii. The use/presence of face protection does not represent a waiver or suspension of the face contact rule. **The face plate or grill is considered the face for warning purposes.**
 - iv. The use/presence of face protection does not waive the requirement for a competitor to wear a mouth guard.
 - h. With the agreement of the school owner hosting the event, and after appropriate waiver of liability has been verified, participants over the age of 18 may opt to not wear a chest protector. All other gear must be worn and conform to OKKA standards.
- 5. The rules for sparring are applied at the **Division/Bracket** level unless otherwise noted. In mixed rank **brackets**, the scoring and allowable contact rules will be those of the lower rank.
 - a. The head judge will remind the competitors of the rules prior to the start of each match. When mixed rank matches are a necessity, the head judge will remind the black belt competitor that head contact is NOT allowed.
- 6. Blood Drawn Rule - Any competitor that draws blood due to a strike is disqualified from that match – but not the bracket.
 - a. The following **exceptions** MAY be cause for the blood drawn rule to be waived by the head judge in consultation with the tournament arbiter and/or other chief instructors.
 - i. A punch blocked into the face by virtue of using improper blocking techniques, resulting in a bleed.
 - 1. For this exception to be made, it must be the opinion of the Head Judge, in consultation with the Corner Judges that the intent of the punch was to a padded area of the chest and not targeted to the head.
 - ii. If a competitor is shown/discloses to have a pre-existing situation that would likely cause them to bleed more easily. Examples include extremely chapped lips, recurring/recent cuts, history of nose bleeds, etc.
 - 1. Competitors with obvious injuries and exposed uncovered cuts anywhere on their body will not be allowed to spar until the cut is covered in a way to reasonably prevent exposure of other competitors to blood or invoke the Blood Drawn rule.
 - iii. If, in a subsequent match, a competitor who has bled, re-bleeds from the same injury, the opponent will NOT be disqualified except where contact was uncontrolled and/or otherwise inappropriate.
 - iv. If a competitor with braces is not wearing an appropriate orthodontic mouth guard, and subsequently bleeds from inside the mouth, the opponent will not be disqualified unless the head judge determines that a strike that could have caused the bleeding was not incidental.

- v. In a situation where a competitor is bleeding, and after a reasonable time allowance (2 minutes), cannot stop the bleeding, the match will be stopped.
 1. Assuming there is no exception/waiver of the Blood Drawn Rule, the competitor who bled will be deemed the winner and is eligible to continue in the bracket as such.
 2. The competitor who caused the bleed will be deemed to have lost the match and will continue in the bracket as such.
 3. OKKA Staff, CIT, and spectators may assist a competitor in controlling bleeding however, it is not the responsibility of anyone but the competitor to stop the bleeding.
- b. To ensure safety of competitors, judges, and bystanders - the head judge must ensure that any blood is cleaned from gear, floor, Gi, etc. before a match can resume.
- c. To ensure safety of the competitor, other participants, judges and staff, gloves should be worn by anyone administering first aid to a competitor.

Sparring Match Order of Operations

1. Competitors for a given match are called into the ring by the Head Judge.
2. The Competitors will take a side of the ring assigned to them.
3. They will be instructed to bow to the Head Judge.
4. They will be instructed to bow to each other.
5. They will be separated and told to ready themselves for the match.
 - a. If the preference of the head judge is for competitors to touch gloves at the beginning and/or during breaks in the match, the head judge will ensure the competitors are separated before starting action.
6. The Head Judge use the command “Spar” or “**Hajime**” to initiate sparring.

Sparring Scoring – General

Scoring in sparring is by award of point(s) based on:

1. Intentional contact, using controlled techniques, to padded areas of a competitor
 - a. Under Black Belt – no head contact is allowed
 - b. At the Black Belt level, controlled contact by hand or foot is allowed to the sides, and top of the head
 - c. The majority of judges assigned to the ring to score sparring must agree on the factors above before points are awarded.

Calling a point (Sequence)

1. Any judge scoring a sparring match may call for a stop of sparring when they:
 - a. SEE contact that MIGHT warrant awarding a point
 - i. Judges should not call contact based on hearing something.
 - b. See behavior that would warrant a warning
 - c. See anything that could present a safety risk to competitors, staff, or spectators.
 - d. Note Judges will use either the word “Stop” or the Japanese “Yameru” (commonly pronounced “Ya-may”) to stop activity in the ring.
2. Competitors will move to the side of the ring they were assigned at the time they bowed in for the match and face each other.

3. The Head Judge will call for “Judges’ Scores”
4. Judges will use the following gestures to indicate their interpretation of the contact or if necessary, infringement of the rules.
 - **Hand extended to their side and slightly downward**
 - **When used by Corner Judge:** The competitor on the indicated side executed a technique that the judge feels warranted awarding of a point based on the above criteria.
 - **When used by Head Judge:** The competitor on that side has been awarded a point based on the calls made by the compliment of judges.
 - **Hand extended to the side and upward with two fingers extended** – the competitor on the indicated side executed a technique that the judge feels warranted awarding of two points based a kick to the head.
 - **Hands covering eyes** – Did not see the/any contact
 - **Fists Touching at Chest Level** – A clash - contact was made but blocked or simultaneous
 - **Arms Extended Down, Crossed at Wrists** – contact was not sufficient or was poorly executed and does not warrant awarding a point.
 - **Index finger Raised and Circling** – A warning should be issued to the competitor, on the indicated side, for an infringement
 - The Head Judge will ask the indicating judge to state the infringement.
 - As with point awards, two or more judges must witness the infringement for the warning to be officially issued.
 - In the event that only one judge saw an infringement, the competitor should be advised of the infringement, but no formal warning will be issued.
5. The Head Judge will include their own interpretation of the contact in determining whether or not to then award a point(s) and verbally signal the score keeper.
 - a. Awarding of a point requires the majority of the judges in the ring to agree on a call – typically two of the three judges.
6. If competition is ended based on the points at that time, the Head Judge will signal so by raising their arm up and to the side of the winning competitor and saying “Winner”
7. If competition is not ended, the Head Judge will instruct the competitors to ready themselves and use the command “Spar” or “**Hajime**” to initiate sparring.
 - a. The Head Judge may ask competitors to reposition themselves in the ring to avoid:
 - i. Unfair advantage when “spar” is called
 - ii. Spacing of the competitors within the ring that would be unfair to one of the competitors – such as one competitor starting outside the ring.
8. When time expires, the time keeper will alert the head judge. **The Head Judge will then yell “Time”, and the competitors will stop sparring.**
 - a. The timekeeper’s call does not terminate the bout.
 - b. The competitors are reminded to defend themselves at all times, until it is clear that sparring has ceased.
9. When time has expired, the Head Judge will make one last call for “Judges’ Scores”
 - a. ANY CONTACT after the call of “Time” will not be considered for scoring or warnings.
 - b. Judges should indicate a “Did not see” signal if they did not witness contact before the expiration of time.
10. The Head Judge will then indicated the winning competitor by raising their arm up and to the side of the winning competitor and saying “Winner”.

Round Time and Scoring – Ranks under Black Belt

1. No Head Contact is permitted.
2. Each awarded strike one point.
3. Round Time and Scoring
 - a. Rounds are 2 Minutes – running clock except for injury or gear failure
 - b. First to 3 Points wins
 - c. If there is a tie, Sudden Death up to 1st point scored. No time limit.
 - d. Adult mixed rank sparing divisions will be 2 minute first to 5 points format.

Round Time and Scoring – Black Belt Ranks

1. **Controlled** Head Contact to the SIDE, TOP, and Forehead area is allowed consistent with the Padded Areas of the OKKA Approved head gear (Lightening). This will be known as legal head contact. Legal Head Contact is scored as follows:
 - a. Head contact by hand is a one point award
 - b. Head contact by foot is a two point award
2. Rounds are 2 Minutes – running clock except for injury or gear failure
3. Running Score, **no Maximum Points**, A 5 Point difference ends match
4. If there is a tie, Sudden Death up to 1st point scored. No time limit.

Sparring - Illegal Contact

1. Illegal Contact is defined as Head or Body contact that is NOT controlled, uses excessive force, or strikes outside the allowed padded area(s) and will result in a warning to the striking competitor.
2. The presence of plexi or grill style protection does not waive or alter the rules associated with Illegal contact to the head
 - a. Illegal Head Contact is contact to the Face, face protector, or Back of head/neck
 - i. The back of the head is defined as any part of the head behind the ears.

Illegal Contact Exceptions

This section exists to define exceptions to the Illegal Contact Rule. While our foremost goal is safety, these exceptions are in place to ensure that participants who cause illegal contact by their own movement or technique do not gain an advantage by doing so.

- b. **Improper Technique Exception:** Contact (Head or Body) made due to inappropriate blocking technique which deflects a blow into an illegal area of contact will not constitute illegal contact and will NOT be grounds for warning.
 1. For this exception to be invoked, the Head Judge, in consultation with the Corner Judges must conclude that the target of the strike was the padded chest area, or other legal padded target, and not initiated/intended as a strike to an illegal area.
- c. **Creation of unsafe circumstance:** Contact due to competitor's technique where no preceding contact (block / Clash etc.) is made by the competitor who is struck.
 1. If the competitor who is struck to an illegal contact area of the head (or body) contributed to the strike due to other techniques that DID NOT PHYSICALLY TOUCH the incoming punch or kick (unblocked) the head judge will follow a specific process.

The contact types included in this section of the rule are:

- a. Ducking forward into a punch or kick
- b. Ducking down such that a round house kick aimed for the padded rib area then strikes the head aggressively.
- c. Turning your head to avoid contact with a punch or kick and exposing the back of the head.
- d. Turning of the body to expose an unpadded area to a punch or kick
- e. Jumping into the air resulting in resulting in a “low blow”

Creation of unsafe circumstance Process:

1. On the first occurrence this type of contact both competitors will be warned:
 - a. one for the uncontrolled contact (initiating the strike)
 - b. the second competitor for “causing the unsafe situation”
2. Should a further instance of the same technique create additional instance of this situation, no further point impacting warnings will be issued. However, the match will be stopped and both competitors will be re-educated on the techniques creating the situation and the proper techniques where applicable.
3. If there is a third instance, ONLY the competitor causing the unsafe condition will be issued a warning for creating an unsafe condition.
4. Warnings for creating a safety concern follow the same warning and point deduction process as other warnings. (Warn, Point to Opponent, Disqualification).

Sparring Scoring - Mixed Rank Matches

1. **In matches where the competitors are mixed rank (Under Black belt and Black belt) the rules of the lower rank prevail.**
 - a. **Safety Gear requirements are not waived for Mixed Ranks.**
2. For special matches involving senior or adult divisions where only black belts are competing, the sparring rules may be modified at the agreement of participants and judges.
 - a. Otherwise the standard rules apply based on the competitor mix.

Warnings – 3 strike rule

1. Warnings are “scored” in the same manner as points. The majority of the judges in a ring must agree that a violation occurred.
 - a. If the majority of judges do not agree, the minority judge(s) may provide an advisory regarding the behavior/technique which caused them to signal for a warning, however, this advisory would not impact warning count or incur any penalty.
2. Warnings are cumulative and based on cumulative violations within a given match – even if violations are different in nature.
 - a. 1st incident – Warning
 - b. 2nd incident – Opponent given a point
 - c. 3rd Incident – Disqualification
 - d. “Running out of the Ring” warnings are not issued for incidental leaving the ring during engaged sparring.
 - i. If a competitor is outside the ring – the Head Judge will stop the match and reposition the competitors safely inside the ring before restarting the match.
3. Disqualification during a match does not apply to subsequent matches in a round if there is a consolation bracket.

Sparring Brackets and Placement

1. Brackets are built from random selection of competitors in the Division.
 - a. Typically selected from competitors paperwork by a corner judge or score keeper
2. Divisions with more than 4 competitors are typically single elimination
3. Divisions with 4 or fewer competitors **may** have a consolation bracket to determine 3rd and 4th place.
4. Placement is based on progression through the bracket.
 - a. The final round determines First and Second Place
 - b. In the absence of a consolation bracket, the competitor who lost to the First place finisher in the semi-final round will typically be awarded 3rd place. The competitor losing to the second place competitor will be awarded 4th place.
5. Byes may be necessary in multiple rounds when an odd number of competitors makes up the division
 - a. The First Round Bye is determined by the random selection of competitors
 - i. Randomization is typically accomplished by shuffling the registration paperwork, stacking it face up and then writing competitors into the bracket in top down order.
 - b. If additional byes are needed , the last winner of the current level of the bracket will receive a bye in the next round and spar the winner of the match between the first two competitors in that subsequent round. This affords that competitor rest before their next round.

Miscellaneous Sparring Rules

1. Sparring continues until the Head Judge indicates otherwise.
2. Competitors should protect themselves until such time that the head judge stops the bout
3. Points may be awarded to any competitor during active sparring.
 - a. There is no rule that prohibits the awarding of points to a competitor for being partially or fully out of the ring regardless of the location of their competitor.
4. Competitors who must spar back to back in a bracket are given up to 60 seconds of rest time between rounds.
 - a. Competitors may waive any or all of their allotted rest time.
5. Competitors are given 60 seconds maximum to address ANY safety gear failure.
 - a. If the competitor cannot fix or swap the gear or has not returned to the ring within 60 seconds, they will be disqualified from that MATCH.
 - i. Failure to have and or wear safety gear is considered a gear failure and subject to this rule.
 1. Specifically, a competitor who forgets to put on gear or wear a mouth piece and has to leave the ring to retrieve and put on that gear.
 - b. Partial tears of chest guards, foot, hand, or head gear that expose what would otherwise be protected body parts will be considered gear failure subject to this section.
 - i. A minor tear to a chest guard at the bottom is not considered gear failure.
 - c. If a competitor has more than three (3) failures of the same piece of gear in one match – they will be disqualified.
 - i. Chief Instructors may attempt to assist in addressing gear failures by applying tape or other such remedy that brings the failed gear back into safe condition.
 - ii. If that is not possible with the impacted gear, the Chief Instructor MAY replace the gear if a suitable and appropriate sized replacement is readily available.
 - d. The gear failure and accumulation of gear failure incidents applies only to spontaneous failure due to the condition of a competitors' gear or the competitor's failure to properly wear, retain, or affix their gear. If the other competitor causes the gear failure it will not count against the competitor with the failed gear.

1. Example: A competitor has their foot stepped on and the foot gear tears as a direct result.
2. A competitor grabs, traps, or holds another competitor and the Velcro holding the gear on is pulled loose as the attacking competitor withdraws the strike.
 - a. As long as the Velcro is in good working order to start with, this is not a gear failure. If however, the Velcro is loose or elastic frayed or worn out, it would be considered gear failure.

6. Holds

- a. If during a sparing bout, a competitor holds the other competitor's limb (arm or leg), causing the striking competitor to not be able to retract that limb, any potential point scored by the competitor who is "holding" will not be counted unless the hold and counter strike occur simultaneously.
 - i. If judges see a protracted hold, where a competitor is being prevented from retracting their limb, they should stop the bout and reset the competitors.

Board Breaking

General Rules

1. A **Tournament** is open breaking as long as the break types are on the approved break Technique list
2. Approved Break Types/Techniques:
 - a. Hand Techniques:
 - i. Hammer Fist
 - ii. Reverse Punch
 - iii. Down Punch
 - iv. Back fist
 - v. Palm heel
 - vi. Knife Hand (a strike with pinky side contact)
 - vii. Elbow (in any configuration)
 - viii. Ridge Hand (a strike with the thumb side of the hand)
 - b. Hand Technique Variants
 - i. Hand techniques may be augmented with spinning variants of the above.
 - ii. The difficulty of the variants is factored into the scoring for tie breaking.
 - c. Kick Techniques
 - i. Front
 - ii. Round
 - iii. Ax
 - iv. Side
 - v. Hook
 - d. Kick Technique Variants
 - i. Kicks may be augmented with jumping and/or spinning variants of the above.
 - ii. The difficulty of the variants is factored into the scoring for tie breaking.
 - iii. For purposes of application:
 - a. a jump version would be considered more difficult than the “standing” kick.
 - b. a spinning version would be considered more difficult than a jump version.
 - c. a jump spinning version of a kick would be considered the most difficult version of the standing kick.
 - e. If a competitor is attempting a break not on this list but feels it should be allowed – that technique must be agreed to by all Chief Instructors **in advance of the competition** and its position in any tie breaking sequence agreed to.
3. Breaks **MUST BE DECLARED (Declaration Rule)** before the day of an event.
 - a. Competitors will have their break types and number of boards written on their registration forms at the time of registration.
 - b. Competitors **MAY** repeat a break technique during their Break Sequence
 - i. A competitor can in theory execute a hammer fist three times.
 - ii. OKKA Owners strongly discourage this approach however.
 - c. They may alter the number of boards or type of break **up to the day before the event.**
 - d. **Any** “day of event” alteration from the declared break types or number of boards declared will result in 1 POINT DEDUCTION from the overall ratio achieved by the competitor.
 - i. The competitor is responsible for their board count and break selection. Should a competitor place the wrong number of boards on a stand or in the hands of a holder, and attempt the break, regardless of the break outcome (success, fail, partial), the declaration rule is in effect. (Nora Rule)

- ii. The impact is cumulative – one alteration is one point, a second alteration is 2 points deducted etc.
- 4. Competitors should layout their own breaks with limited help from judges.
 - a. Competitors should be taught the proper names and techniques by their Chief Instructors before competition.
 - b. Competitors should know the proper stand height for them and the breaks they are performing.
 - c. Judges should assist younger students or lower ranks (Dragons, Basic and early/young Intermediate) with stand selection, and board placement however, the competitor has final say unless the Judges feel it would be a safety issue.
 - d. Adults and advanced ranks should be fully responsible for stand selection and board placement.
 - e. Regardless of help provided, the competitor is responsible for ensuring their board count and break selection is consistent with their registration document. Any deviation is subject to the Declaration rule.
- 5. Board Holding
 - a. As a general rule, judges should not be holding boards in their ring.
 - i. This rule is flexible in the Dragon divisions
 - b. All judges should be observing the breaks and ensuring the technique is proper
 - c. Any exception to this rule must be approved by the Event Arbitor or a Chief Instructor.
 - d. For board stacks, held by hand, of 5 or more boards, should be taped together to provide better stability, holder safety, and participant safety. (flying boards)
- 6. Competitors under 18 y.o. must wear approved safety gear for all breaks.
 - a. Any competitors may eliminate hand gear during a Palm Heel break.
 - b. If the option to eliminate hand gear on the Palm Heel Break is exercised, the Palm Heel Break must be the last break in the competitor's series.
- 7. All Competitors in OKKA Board Breaking Tournaments must perform exactly 3 break sequences.
- 8. Any competitor wanting to break more than 5 boards, in one attempt, must have the approval of a Chief Instructor – preferably their own school's Chief Instructor.
- 9. A maximum of three (3) attempts is allowed for any one break technique.
 - a. If, after a second attempt, the competitor has not broken the board stack, a judge may remove one board from the stack for the final attempt.
 - b. The Head Judge may choose to remove a board after the first attempt if, in their judgement, the competitor does not have the skill or strength to complete the break safely.
 - c. The competitor may remove their own boards (without prompting) after the first or second break attempt.
 - d. After one failed attempt on any break; if a judge or competitor opts to remove a board from their stack, there is no additional penalty due to the Declaration Rule noted above.**
 - e. NOTE: Dragons should be encouraged to break until successful. This allowance is for additional attempts with coaching and necessary holding techniques to allow the dragon to ultimately break at least one board for each type of break attempted. Scoring under this condition is still consistent with the parameters of the Board Breaking Scoring section below.
- 10. Partial Stack Break Rule
 - a. A partial break is one in which a multi-board stack is struck during an attempt and one or more boards break, but the entire stack does not break. This is a failed break and counts as an attempt.
 - i. Judges may inspect stacks to determine if a partial break situation exists. It is possible for any board in a stack to break when all others don't.
 - ii. Any situation in which a board is discovered to be not intact (fully or partially broken) is a partial break situation.

- iii. In the event of a partial stack break, the competitor may opt to accept the number of boards broken in the attempt as their “attempt” and “break” score
- iv. The competitor may make an additional attempt to break the remaining boards.
- v. Regardless of the choice, the number of boards broken will be counted as the maximum broken in any one attempt.
- vi. The partial break rule does not otherwise change the rules of breaking as noted herein.
- vii. A judge should coach a competitor on the impact of the partial break rule on their score
- viii. Note: Damage to the edge of a board is not a partial break. If a board is considered damage and will not stay in the stand (even if turned over), it should be repositioned in the stack or replaced and competition continued.

Partial Break Example:

A competitor attempts a hammer fist on a (3) three board stack. The bottom board breaks, but the top (2) two boards do not. The competitor may accept a One (1) board, (1) one attempt score, OR, attempt to break the remaining boards. Assuming they are successful on the second break, they would receive credit for breaking (2) Two boards, on their second attempt – Two Attempts, Two Boards.

11. Technique Penalties (NEW and NEEDS REVIEW)

- a. Proper form for a break is critical to safety and fairness in board breaking events.
- b. If a competitor executes a break with improper technique, their score will be halved for that break in their sequence.

Common Flaws (General)	Deduction	No Deduction
Competitor does not follow-through		X
No Kia		X
Competitor strikes with wrong body part.	X	
Competitor lifts a leg or steps back on a break (Extra motions)		X
Competitor		
Break Specific		
Toes pointed up in Front Kick		X
Ax kick “Stomp”	X (basic and above)	
Reverse Punch Haymaker	X (Basic and above)	
Hammer Fist – Strike with forearm without contact with hand area.	X (Basic and Above)	
Moving Hammer Fist – competitor walks up and breaks	X	

12. Under current scoring – additional “Style” is not considered for points – That is - Flips, walkovers, cart wheels etc. are not part of the actual break.
 - a. When/If Style is considered (in breaking a tie for instance or at the time style is considered in formal scoring, the pre-movements must be part of a continuous motion from start through the break. If a competitor stops between the “style” move and the actual break, the “style” move will not be considered part of the break and will not be part of the scoring consideration.
 - i. Example is a student doing a cart-wheel who performs a cartwheel and then takes a practice/measuring swing before attempting the (next) break.
 - ii. The same would be true if the competitor must reposition themselves after the “style” move to attempt the break.

Board Breaking Scoring

1. Scoring is the number of boards broken divided by the number of attempts totaled across all attempted breaks minus any deductions accumulated.
 - a. The ranking of resulting ratios determine the winner (Highest ratio wins)
 - b. Example 1:
 - A competitor sets up 3 break sequences – all with 2 boards each – totaling 6 boards
 - The competitor breaks each of the sequences in one hit (each)
 - The competitor broke 6 boards on 3 attempts
 - The competitor will receive a score of 2 – (6 divided by 3)
 - c. Example 2
 - A competitor sets up 3 break sequences – all with 2 boards each – totaling 6 boards
 - The competitor breaks two of their breaks on one attempt, and the third break requires two attempts.
 - The competitor broke 6 boards on 4 attempts
 - The competitor will receive a score of 1.5 – (6 divided by 4)
2. A board is considered broken if:
 - a. It is separated into two or more pieces
 - b. It will not hold its original shape when held, on its own, in any position.
 - i. If a board can be easily separated into two or more pieces via the inspection process (e.g. hanging on by a thread) it is considered broken for both scoring and partial break situations.
3. Tie breakers are based on:
 - a. Difficulty of breaks
 - i. The relative difficulty of breaks is listed below.
 - b. Energy and presentation if all breaks are the same.

Tie Breaking Considerations:

- a. Each allowable break technique has a relative difficulty. In the event of a point tie, the competitor whose combination of breaks have the more difficult techniques will be considered the winner.

- a. The placement of the technique in the breaking sequence does not impact scoring or the degree of difficulty for tie breaking purposes. There is no benefit or penalty for placing “harder” breaks earlier or later in the breaking sequence.
 - b. Kicks are evaluated first, the competitor with the higher difficulty kick(s) will be considered the winner.
 - i. A competitor with more kicks in their break set will automatically win the tie breaker.
 - c. Should the kick tie breaker fail to break the tie, hand techniques are evaluated next in the same manner.
- b. Kicks in order of difficulty – easiest to hardest:
 - i. Front, Round, Ax, Side, Hook
 - ii. (next) - Jump kicks (In same order)
 - iii. (next) - Spinning kicks (in same order)
 - iv. (next) – Jump Spinning Kicks (in same order)
 - i. Tornado would be considered a jump spinning ROUND
 - c. Hand Techniques in order of Difficulty – easiest to hardest:
 - i. Hammer Fist, Reverse Punch, Down Punch, Back Fist, Palm Heel, Knife Hand, Elbow, Ridge Hand.
 - ii. (Spinning techniques, if applicable, in same order)

Board Chart by Age

- a. Board dimension is based on age
- b. Age group is determined by the age of the competitor on the date of Tournament

Under 7 years old	½ x 4
7 – 11 years old	1 x 4
12 – 16 years old	1 x 5
17+ years old	1 x 6

- c. Board Standard and Custody
 - i. Boards used in all events must be provided by OKKA schools
 - ii. Boards must be in the possession of the School Owners prior to event
 - a. Competitors, who have a stock of extra boards from previous events, must turn them over to the Chief Instructor of their school, prior to the event, for inspection and transport to any OKKA event.

Arbitration

Designation of Arbitrator

1. An Arbitrator is present at all OKKA multi-school tournaments and competitive seminars.
2. The Arbitrator is a Chief Instructors or designee from one of the four OKKA Sister Schools
3. The Arbitrator for the event will be announced by the Host School Master of Ceremonies during the introductions at the start of the event and between each Division Grouping if start times are staggered.

Role of Arbitrator

1. The Arbitrator is charged with fully understanding the rules for Tournaments and Board Breaking events as outline in this document. All decisions made through arbitration of an issue should follow and be consistent with the rules contained in this document.
2. The Arbitrator will have, following consultation with the Chief Instructors, final determination on any situation which is not documented herein or reasonably extrapolated from the content of this document.
3. The Arbitrator may not change written rules of events without consult of the other school owners and this should be typically done following the event.
 - a. Such changes should then be reflected in this document and published for general consumption of competitors prior to any subsequent competition.

Arbitration of an Outcome

1. In the event a parent or competitor feels the outcome of a Division was not consistent with the performance of the competitors, they should immediately bring it to the attention of their Chief Instructor or representative. The Chief Instructors will investigate and where possible resolve the issue.
2. If the problem is not resolved by the Chief Instructors, the Arbitrator will have final say in the matter.
3. NOTE: We will not “take back” trophies etc. Resolution may be in the form of points awarded toward Tournament of Champions standings etc.

Dress Code for Tournament

1. **Competitors**
 - a. Full Gi, and Belt
 - b. Per OKKA Rules, OKKA Events require School Color T-Shirts under GI's
 - i. Red, Yellow, Black, White are the acceptable school colors
 - ii. Variations in color for shirts is allowed only at Home School Tournament
 - c. Presentation scores should reflect overall appearance and dress of competitors.
2. **CIT**
 - a. White Shirt, Red Tie, Black Pants, unless competing
 - b. If competing – Full Gi is acceptable
3. **Chief Instructors**
 - a. Business Casual
 - b. OKKA Sweat Suit

General Guidelines/Rules for Board Breaking Seminars

THIS SECTION IS INCLUDED AS AN OPERATIONAL GUIDELY ONLY AND NOT APPLICABLE TO TOURNAMENTS

Preparations

1. Chef Instructors should arrange boards based on students age as of the event
2. The Top board in the stack should list the competitors name (First Initial. Last Name) and then age along the top surface, along the top long edge. E.g. J. Competitor – 10
3. A second number can be included on the lower left corner to indicate the count of boards in the stack.
4. The hosting school will organize boards by age group (oldest to the left) corresponding to how students are lined up.

CIT Briefing

1. Assign Groups – Age/Chevrons
 - a. Line Leader
 - b. Score Keeper
 - c. Runner (Board management)
2. Remind CIT how to setup their line - where supplies/rebreakables/wood and stands should be
3. Remind CIT to ensure “working area” is large enough for good execution....
4. Remind CIT that students don’t rotate in line – they stay in the same place
 - a. Should take broken boards to their spot

Order of Operations (details to be managed by Host School)

1. After bow in, students will be lined up by age.
2. Any introduction and pre-work will be done
3. Score keepers will record names on score sheets,
 - a. CIT will then use that list to start staging boards at the head of each line once students are in “group” instruction.
4. Students will be dismissed to “Chevron” groups and taught the appropriate breaks.
 - a. Current Chevron rank and technique as follows:
 - i. None or Yellow: Front, Reverse Punch and Hammer
 - ii. Orange or Green – Ax, Down Punch
 - iii. Purple – Round, Back Fist
 - iv. Brown – Side, Knife Hand
 - v. Black, Multi-black – Elbow, Ridge, Palm Heel, Jump and Spin variations of kicks
 1. Black Chevron Group will be given two techniques on a TBD schedule
 - a. Winter –
 - b. Spring –
 - c. Fall -
 - b. Rebreakable boards used as targets during skills teaching process
5. Following “Group” training, students return to age based lines and attempt two practice rounds on their wood.

General Order:

- Target Paper/Rebreakable – Skill 1
- Target Paper/Rebreakable – Skill 2

- Rebreakable – Skill 3 (if applicable)
- Practice round on Rebreakable (any skill)
- Practice round with Wood
- Competition round 1-3

During the three competition rounds the students may pick any “listed” break, but are strongly encouraged to do the breaks which they were instructed on earlier in the Seminar.

Version Information:

This is version 20240101.1

- A. Note that this section is for general reference and intends to outline significant changes in rules and application of those rules. It is however not a complete treatment of the changes and the reader is responsible for the understanding the full scope of changes in the document.

Version	Description	Impact - Type
20240101.1	All divisions will have 1-3 Trophies, then medals. Medals will be placed around the neck by CIT when awarded.	Minor - Procedural
	Restart Specifics section added to address how to restart and define a "resume" (resumption) of performance after a pause, mistake, etc. from point of pause, mistake, etc.	Minor – Clarification/Procedural
	Holds during Sparring – Definition and impact on scoring	Minor – Procedural
	Performance Declarations must appear on the registration documents and be accurate prior to the day of event. No day of changes. Changes day of or ring-side are a 1 point deduction.	Minor – procedural.
	Board Breaking – Stacks being held by hand of more than 4 boards can and should be taped.	Minor - Procedural
	Judges should not be holding boards.	Minor - Clarification
	Adult and advanced rank and above are solely responsible for their stand selection and board placement.	Minor - Procedural
	Competitors should begin all performances facing the judges at the front of the ring.	Minor - Clarification
20230601.1	Strengthen definition of Cumulative and Combined. Edits to support consistent application of refined definitions	Minor - Clarification
	Addition of the Tournament Quick Reference	Minor – Clarification/Summary
20230125.1	Order of operations added for rings	Minor – Procedural summary
	Add responsibility to Head Judge in Judge Component for each Ring Section. HJ must verify all judges in ring are rank/knowledgeable to judge all competitors in a given division.	Minor - Clarification
	Clarification of Black Belt Scoring – No Max score,	
	Expansion of the Error Correction Section to elaborate on the treatment of knowledge gaps.	
	Clarification of handling a damaged board under partial break section.	
20220610.1-3	Multiple spelling and grammar change	Minor
	Clarification that trophy placement from left to right is from FRONT of ring – where head judge sits is the front of ring.	Minor – Procedural

	Declaration Rule (Nora Rule). If a competitor mistakenly places boards – and misses break.	Minor - Procedural
	Gear Failure rule expanded to include gear that is not put on and the competitor has to leave ring to retrieve and dress.	Minor – Procedural
	Q: Causing Unsafe situation – does that lead to point loss/award or DQ (yes – following the standard warning process. (Section updated)) Q: Technique and Knowledge on KIA – per HD, only 3 per kata, - Strikes and Kicks, Blocks? (Strikes not blocks – as taught and not potentially bunkai related.) E.g. if we teach it as a block to a white belt it's a block) (Section Updated) Q: Resolving judging errors discovered post award and dismissal of ring. (Section added to address) Q: Uniform Standard – rolled pants, arms, T-Shirts etc. Presentation deduction? (Section added to address) Q: Judge Time limit between competitors (15-20 Sec Max) (Text Added to Address) Q: Can sparring competitor score if out of the ring? If so – how far how long etc. (Misc Rules updated to reflect scoring may occur during all active sparring regardless of location relative to the ring.)	Questions addressed
	Addition of change tracking disclaimer found above this table, under the version ID.	
20191020.1	Board breaking General Rules – Declaration rule changed such that cutoff for changes to Type of Break or Number of boards is the day prior to the event.	Minor – Procedural
	Division Definition - Definition of who is eligible and what curriculum can be performed have been added.	Minor - Procedural
	Division Definition - No competitor may perform a kata (weapon or otherwise) that is above their rank on the curriculum chart.	Minor - Procedural
	Sparing Timing Rules - Adult Sparing divisions regardless of rank will be 2 minutes in duration and first to 5 point format.	Minor – Procedural
	Deduction – added deduction for mis-declaration of performed curriculum element to deduction section	Minor - Procedural
20181201.1	Scoring range changed from 4-point to 5-point system. References changed throughout.	Significant - Procedural
	Clarification that during sparring matches, warnings, like points, must be witnessed and called by the majority of judges in the ring.	Minor – Procedural Clarification
	Clarification that face plate is considered part of the Face for warning purposes	Clarification - Procedural

	Addition of an Illegal Contact section for definition of rules regarding illegal contact and unsafe situations created by struck competitors	Significant - Procedural
	Clarification that safety gear requirements are not changed during mixed rank sparring competition.	Minor – Clarification
	Changes to heading level for sparring scoring	Minor - Formatting
	Sequence and Table of Contents changes to better group rules and discussions	Minor - Formatting
20181001.1	Clarification of number of competitors and consolation round guidelines.	Minor – procedural
	Sparring order of operation – added separation of competitors after touching gloves	Minor – procedural
	Board Breaking / Maximum attempts. Added dragons are encouraged to attempt until successful with one board...	Minor - Procedural
	Kata/Combo scoring - Deductions - Clarification that no deduction is taken when stepping to discipline places the competitor outside the ring.	Minor - Procedural
20180401.01	Change to “indent” of Sparring Gear Requirements, 3 G.V to 3 H	Minor – Formatting
	Change possessive form of competitor’s to the proper competitors’	Minor – Spelling/Grammar
	Expansion of calls used during sparring	Minor - content added
	Awarding of trophies changed from “FIRST to Last” to now be Last place awarded up to First Place	Minor - procedural change.

Tournament Quick Reference Sheet

(As of 11/8/23)

Rank	Out of Ring Pg. 9	Restart Pg.11	Dropped Weapon Pg.11	Tie Breaks Pg.10	Misdeclaration Pg.9	Sparring Pg.14
Dragon	-1	No Deduction	No Deduction	1: Knowledge 2: Technique 3: Stances 4:P/E	No Deduction	Time: 2 Minutes Score: First to 3 points
Basic	-1	-3	-3	1: Knowledge 2: Technique 3: Stances 4: P/E	No Deduction	Time: 2 Minutes Score: First to 3 points
Intermediate	-1	-3	-3	Perform Again (+1 K if Different)	-1	Time: 2 Minutes Score: First to 3 points
Advanced	-1	-3	-3	Perform Again (+1 K if Different)	-1	Time: 2 Minutes Score: First to 3 points
Black Belt	-1	-3	-3	Perform Again (Should Be Different)	-1	Time: 2 Minutes Score: 5-point spread

Out of Ring:

- Deduct if competitor has 2 feet out of the ring due to improper stances, steps, or knowledge/execution of the performed element.

Tie Breaks:

- For Dragons and Basics; the tie breaks are the calculated numbers of the individual categories.

Weapon Drop:

- The head judge will deduct points from the total 3 judge score.

Restart:

- If competitor asks for a second restart, then their score will be an automatic 0. (Let them finish their performance)

Notes and other exceptions:

- Each deduction should be taken for each infringement.
- If the sheet above does not fix any problems or confusion; consult your tournament rule book, a head instructor, or the tournament arbiter.

