



Tournament Rulebook

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Article I: General Tournament Information

Section 1.01: General Information

- a) The Purdue Martial Arts Open will be hosted at the France A. Córdoba Recreational Sports Center in West Lafayette, IN. Parking is available and free. Signs will label the doors to the competition near the main entrance.
- b) Spectator seating is available and snacks / drinks are available to purchase. Spectators must not cross ring boundaries.
- c) A warm up area is included for competitors to use. This is also where competitors will be called for their divisions over the loudspeaker.

Section 1.02: Registration and Tickets

- a) Registration is done through the purdue martial arts open website through buying tickets. To register more than one competitor, add more tickets. You will then be prompted to enter in competitor, coach, and spectator information.
- b) Competitors must compete with the highest rank received in their given style.
- c) A competitor's age on competition day will determine which division they are placed in.
- d) Competitors and Spectators will check in on tournament day.

Section 1.03: Schedule, Order of Divisions, and Splitting Divisions

- a) A finalized schedule and division list, rings, and times will be sent out once online registration closes. A short intermission will occur after forms divisions complete before sparring divisions. A general schedule is provided:

8:20am - 9:00am

Doors Open

9:00am - 9:30am

Judge's Briefing

9:30am - 10:00am

Opening Ceremony

10:00am

Competition Begins

- b) Competition will proceed starting with the lowest age and rank divisions. Competitors in traditional forms divisions will start first, after comes weapons forms, then sparring division competitors will proceed after all forms divisions are finished.
- c) Sparring divisions are estimated to begin at around 12:30 pm, however, times are subject to change depending on how divisions run through the day.
- d) Divisions will be run as best to follow the tournament schedule, but divisions times and lengths are subject to change. It is the competitors duty to ensure they are at the tournament to be ready for their division when called over the loudspeaker. Multiple calls will be made until a division will begin.
- e) Divisions may be split or combined depending on the number of competitors in that division to ensure everyone gets a full and fair competitive experience.

Section 1.04: Judge Briefing

- a) A judge's and rules briefing will be held at around 9:00 am in the competition venue.

Article II: Sparring

Sparring divisions are held in point fighting style, meaning competitors fight, then reset once a point is scored.

Section 2.01: Required and Recommended Equipment

- a) Required Safety Gear: Headgear, Hand pads, foot pads, mouthpiece, groin cup (men only)
- b) Optional Safety Gear: Chest guard, face shield, elbow pads, shin pads
- c) Competitors are required to wear the uniform of their given style
- d) Limited gear is available to borrow at the event. Gear must have appropriate protection.

Section 2.02: General Rules

- a) Divisions will have 3 judges, a timekeeper, and a score keeper.
- b) Matches are reset when a point or penalty is called by the judges.
- c) Intentional falling, going out of bounds, or excessive running around the ring is not allowed.
- d) No kicks to the groin / under the belt
- e) No ground fighting.
- f) No excessive contact. Touch / light contact is required.
- g) If a person steps out of bounds, they can be scored on prior to the official stopping the match, but they will not be allowed to score on the other competitor when out of bounds.
- h) Definition of 'out of bounds' is having at least one foot out of the ring.
- i) Grabbing the uniform is allowed for one second for the purpose of scoring a point.
- j) Controlled sweeps followed by a strike to a legal area is allowed.
- k) Coaching is allowed, but only one coach per competitor.
- l) No face contact (UNDER BELTS ONLY). Face contact is allowed if the opponent has a face shield. Strikes to the face are no contact and must show proper distance to score. For older and higher ranked divisions, light contact is allowed to the face.
- m) No time outs are allowed.
- n) Knees and elbow techniques are not allowed.
- o) Match time will stop when the judge calls stop.

Section 2.03: Time of Match, Point Values, and Target Areas

- a) Time of match is 2 minutes or:
 - i) First to 5 points – Under Belts
 - ii) First to 7 points – Black Belts
- b) Hand techniques to legal target areas = 1 point.
- c) Kicking techniques to the body = 1 point.
- d) Kicking techniques to the head = 2 points.
- e) Controlled sweep followed by a strike = 2 points.
- f) Legal target areas: Entire head (face is legal for black belts), ribs, chest, abdomen, and collarbone.
- g) Illegal target areas: Face is illegal for under belts, spine, back of the neck, sides of the neck, legs, groin, and back.

For a point to be awarded, strikes must show proper control, distance, and power. Points will not be awarded if both competitors hit each other at the same time. Competitors must always show proper defense.

Section 2.04: Sparring Warnings and Penalties

Athletes are allowed 2 penalties until disqualification. The first penalty is a warning, second results in a point awarded to their opponent, and third results in the competitor's disqualification.

Penalties issued:

- a) Excessive / uncontrolled contact (only light / touch contact is permitted).
- b) Out of bounds (one foot steps out of the ring).
- c) Illegal techniques.
- d) Uncontrolled takedowns.
- e) Strikes at illegal target areas.
- f) Grabbing over 1 second.
- g) Face contact (under belts only).

Delay of time:

If a competitor is not ready when they are called to fight, they will have five minutes to get ready. After five minutes, the competitor is disqualified.

In special cases, a competitor can be disqualified from serious penalties or breaking of the rules.

Section 2.05: Order of Competition

- a) Sparring divisions will be held by an elimination bracket. Competitors will be called to their division / ring when ready, then will be sorted into a bracket. Rules will be explained and competitors will be guided on what to do. Awards will be received at the end of the division.

Article III: Forms and Weapons

Section 3.01: General Rules

a) Traditional Forms

- i) Competitors are required to wear the uniform of their given style and compete with one empty hand traditional form (no weapons).
- ii) Competitors will be scored with a points based system. The top three highest competitors scored will be placed accordingly.
- iii) All forms are welcome in competition.
- iv) Forms must be performed in under 5 minutes.
- v) Must be a form handed down within the school.
- vi) In the case of a competitor stepping out of the ring during performing their form, points will not be deducted.
- vii) Divisions will have 3 judges, a timekeeper, and a score keeper.

b) Weapon Forms

- i) Competitors are required to wear the uniform of their given style and compete with one weapons form.
- ii) Bladed weapons must not be sharp.
- iii) Forms must be safe to be performed.
- iv) All forms are welcome in competition.
- v) Forms must be performed in under 5 minutes.
- vi) Unintentional dropping of the weapon (s) results in disqualification.

- vii) In the case of a competitor stepping out of the ring during performing their form, points will not be deducted.
- viii) Divisions will have 3 judges, a timekeeper, and a score keeper.

Section 3.02: Order of Competition

- a) Competitors will be called to their division / ring when ready. Competitors will be sorted into an order, have a short briefing with judges on what to do, then compete in sequence one-by-one in their designated ring. After a competitor finishes their form, they must wait for their score. They will be scored immediately by the three judges. A scorekeeper will read off the scores and say the competitor's total score. After the scorekeeper reads the total score, the competitor will leave the ring and wait for the division to finish. Awards will be received at the end of the division.

Delay of time:

If a competitor is not ready when they are called to compete, they will have five minutes to get ready. After five minutes, the competitor is disqualified.

Section 3.03: Scoring

- a) Scoring range is 0 to 10 for all divisions regardless of under belt or black belt.
- b) Scoring is relative to the other competitors in the division.
- c) Tiebreakers - The scoring system will break the tie by comparing which competitor had the majority of the judges' favor. If the tie is due to a judge giving the same score to both competitors, then that judge must decide who they liked best. Else, there will be a show of hands to decide the winner.