

UMMA Challenge Open Tournament - Rules and Regulations

General Conduct and Dress Code

1. All participants, spectators, judges, instructors, and support personnel will conduct themselves in a manner respectful to all in attendance. No abusive or foul language will be permitted.
2. Only judges, instructors, active competitors, and tournament support staff are permitted on the competition floor.
3. All minor children must be under the supervision and control of an adult at all times.
4. Any person practicing or warming up must do so in a manner so not to endanger anyone in the designated place.
5. All competitors must complete the registration form and inform the judges of any medical conditions that may affect their performance. All competitors must be medically safe to participate.
6. No food, drink, or gum is allowed on the competition floor.
7. No late entries will be permitted. All competitors must be on time for their division. Once the first competition begins, the division is closed.
8. Each division must have a minimum of 4 competitors, otherwise the division will be cancelled or combined with another division of similar category.
9. Each competition will have 4 judges whenever possible, 3 judges at a minimum, and 5 judges for black belt divisions.
10. All competitors must wear a clean uniform of their martial arts style or school.
11. Toes and fingernails must be trimmed to a safe length to prevent cuts. Jewelry is not permitted during competition. Judges are required to physically inspect the competitors before competition.
12. Every competitor has a right to call for arbitration if there is a violation of rules. However, arbitration must be called at the time of violation, or no decision will be rendered.
13. All discrepancies not answered in the Rules and Regulations shall be ruled upon by the Head Arbitrator in consultation with the Tournament Promoter.

Kata Forms and Weapons

1. When the competitor's name is called, he/she will enter the ring with an act of respect, approach the judges with an act of respect, state their name and the name of their competition kata and step back to their starting point, perform the kata, and upon completion hold their position until the judges dismiss them.
2. The first 3 competitors in each division will complete their kata before any score is given.
3. Competitors will be judged on the point system to the tenth decimal, and will range from 5.0 to 10.0.
4. Judges will grade the kata according to technique, balance, focus, power, precision, timing, control, and difficulty. Open forms will also be judged on creativity. It is not for the judge to determine whether or not the kata is correct since many systems do the same kata differently.
5. All under black belt competitors may restart their kata with no point deduction. Black belts receive no restarts.
6. In the event of a tie score, the competitors must perform the same kata or a different kata. If the second time the score is a tie, the competitors must do a different kata. If the third time the score is a tie, a majority vote by the judges' show of hands will determine the winner.
7. No sharpened weapons will be permitted. Each competitor must maintain control of their weapon at all times. Dropping a weapon during performance will receive a 0 score.

Kumite Sparring

1. All rings will measure 16' x 16'. Rings will have 1 center judge and 2-4 corner judges.
2. Any competitor may score a point as long as he/she has at least one foot within or on the boundary line of the ring. A competitor with two feet out of bounds cannot score, but can be scored on. A point scored while in the air but landing out of bounds is not valid. A warning is issued for any competitor who leaves the ring willfully or forcibly.
3. Three warnings will result in the loss of 1 point. It is possible to have a negative score.
4. Points, warnings, and disqualification are awarded by the majority calls of all judges involved in the ring. Neither the center judge nor any other judge has the authority to impose their ruling by themselves.
5. Light to moderate contact to the head and body above the belt is permitted.
6. Grabs, traps, sweeps, takedowns, throws are permitted but do not count as a point. An opponent on the ground can be scored on within 3 seconds of falling. Grabbing and trapping for longer than 3 seconds will result in a warning.
7. Winner is determined by the accumulation of 5 points or the one with the highest score in 2 minutes, whichever comes first. If the score is tied after 2 minutes, sudden death will be conducted and next point wins. Black belt divisions will have 5 minutes.
8. In addition to the above, the following are also considered warnings: Head butts, blind techniques, excessive force, low kicks to the groin or below the belt, elbow or knee attacks, attacks to the back of the head or kidneys or spinal area, hair pulling, clawing or gouging techniques, turning your back to the opponent, falling down, attacking when the center judge calls stop, disrespect in any form to the opponent. A warning may result in disqualification when deemed necessary upon discretion by the majority of judges.
9. The following are definite reasons for disqualification: Disrespect in any form to the judges, any attack that results in blood or serious injury even if the opponent is at fault.
10. The following safety equipment is mandatory: Gloves, foot pads, mouth guard, head gear, and groin protection (for males). All equipment must be in good condition and have no loose or hanging items.