



ISKF 2024 Rules

TOURNAMENTS EXEPECTATION

ISKF by-laws requires our tournaments to provide:

An adequate tournament facility large enough to handle at least 6 or more rings with adequate equipment for each ring Each ring will be provided with: clipboards, forms of the divisions , pencils, stopwatches, visible scoring board, cards and ring numbers,)

At least one Professional medical personnel.

Trained staff .

Visibility for spectator

Advertise all awards

Ring Area

All competition will be held in a ring no smaller than 16 X 16 square feet and no larger than 22 X 22 feet.

No other person will be allowed in the doing competition except the competitors, referee and judges,

The Head Official shall be responsible for managing the area around the ring and spectators, parents, instructors, side judges, timekeepers, and scorekeepers.

Food and drinks will be allowed in the designated area.

JUDGES

Rules meetings for officials and competitors shall be held before ISKF tournament competition begins.

All competitors and Black Belts are recommended to attend the rules meeting prior to tournament.

All judges must be ISKF qualified and approved.

All judges must abide by all ISKF rules.

Head judge should have experience and knowledge of the ISKF rules.

All judge must be in martial arts uniform or officially designated ISKF apparel.

EQUIPMENT, REQUIREMENTS, HYGIENE, & APPEARANCE

The competitor is responsible for his/her own health and physical condition.

All competitors must wear a neat and clean uniform and be responsible for keeping their fingernails and toenails neatly cleaned and trimmed

All competitors should wear protective equipment on hands, feet and head. Boxing headgear and gloves. All headgear that covers the forehead, back of the head, and sided of the head to earlobe level. All gear must be sport or discipline specific. Refer to category.

A mouthpiece is required.

A groin protector is required for all male, competitors.

Breast protectors are optional for girls/women's.

Shin guards are required. It must be soft dipped foam.. No hard plastic or metal is allowed in the shin or elbow pad for sparring. For continuous, tightly leather shin pads and other instep covering pads are allowed. (No Cloth Pads).

All protective equipment must meet the approval of the ISKF rules

For detailed specification on safety equipment refer to category.

ELIMINATION BRACKET REGISTRATION

All competitors must be at their assigned ring before competition begins.

Students from the same club should not be required to fight each other until the final match. It shall be the responsibility of the competitors or instructor to inform the head judge referee in advance that they are from the same club.

A competitor must compete in the designated age, rank, gender and weight division .

A competitor may enter only one division of point sparring and/or continuous sparring and team sparring per tournament.

No one under the age of 17 will compete with an adult.

A weigh-in is required for all Adult Black Belt Sparring and combative divisions.

Infraction of Rules

Only a coach may protest any infraction of the ISKF rules in a sportsmanlike conduct manner getting the head judge attention. It must be presented to the head judge at that time. After the completion is over with, the protest will not be except. He/She may not protest or question the call or failure to call a point or decision of the judges. An official's decision may be protested only if it is against an ISKF rule.

In the event of a protest over an incorrect score, the written score recorded by the scorekeeper in Kata and the visible scorecards in sparring shall stand unless a single different score can be confirmed by a majority of judges in that ring.

In the event of a stalemate or lack of relevant information during a protest situation, the Head Ring Official should request the assistance of the arbitrator.

EJECTION'S AND SUSPENSIONS

Unsportsmanlike conduct by the competitor, parents, guests, teammates, or instructors.

Disrespect displayed towards officials.

Warn repeatedly for malicious head, face, or body contact

Any individual who threatens an official, fellow competitor, staff, organizers, or any individual at the event shall be expelled from the tournament.

Display of any discrimination, racist comments, or antisocial behavior.

KATA COMPETITION

All katas must be performed within 3 minutes.

Style appropriate traditional uniform

Kata must be representative of a traditional system with an authentic lineage representing that particular style.

Categories for traditional kata

The kata judging board shall consist of three (3) or five (5) qualified ISKF officials.

No family member will be allowed to judge a competitor

All judges should be placed at opposing corners in the ring.

The head official will sit at the front and center of the ring.

No judges should leave a ring before that division is completed.

Competitor's names will be called from the bottom of the list.

Before competition, each competitor will address the head judge by giving their his/her name, style, and form to be performed..

The first three competitors will execute their kata without being scored, then return to be scored one at a time.

All scores will be given simultaneously when the Head Official says, "Judges score." The judges will make their scorecards visible to competitors.

If there are five judges, the high and the low scores will be omitted by the scorekeeper, adding the remaining three scores. If there are three judges, all scores will be added.

8.0 will be given as score for forget kata, drops weapon, or has equipment fail during musical kata.

8.1-8.4 Poor form. Hesitation, disorientation, loss of balance, weak movements, flaws in movements.

8.5-8.7 Average form. Weakness in some moves, break in concentration, slight loss of balance.

8.8-8.9 Above average. Strong form but lacking smoothness and/or continuity.

9.0-9.4 Good form. Overall good performance with slight flaws in balance, technique, speed, power, or timing. (Lower scores would indicate more flaws in the kata).

9.5-10,0 Excellent form. Demonstration of superior movement and balance. Extreme level of difficulty taken into consideration. Exceptional power, speed, focus, balance, smoothness, and continuity demonstrated.

Ties

In the event of a tie in the Teams Katas, Weapons, Specialty, or any Beginning Kata divisions, a competitor may perform the same form for runoff purposes.

In the event of a tie in all immediate and above divisions, a different kata must be executed.

In the event of a second tie, the high and the low scores shall be added to the total.

In the event of a third tie (or a second tie if only three (3) judges are used) judges will simultaneously point to their preferred winning competitor.

TRADITIONAL KATA

Traditional katas will be judged according to the standards which meets their specific style-based requirements. (Some katas might require only 4 kias, 6 kias, etc.) Competitors performing traditional katas must wear their traditional style approved uniform.

What is considered a traditional kata?

Any kata which is 3 generations old or has been documented in historical text and is representative of a style which is at least 50 years or older, originating from India, China, Okinawa, Korea, or any Southeast Asian culture.

They will be judged on authenticity, structural integrity of the form, style-specific standards, most traditional katas do not have acrobatic or highly theatrical movements. Traditional kata must be performed in an appropriate fashion.

WEAPONS & SPECIALTY KATA

All weapons must meet the approval of the head official, who will check them for safety. No plastic or SHARPENED BLADED weapons will be allowed. All spectators must be kept a safe distance from the weapons competition ring.

⊞ Specialty (musical, two-man, etc.) katas may not run more than three (3) minutes in length. A Kata that runs overtime may have points deducted at the discretion of each judge.

⊞ The Adult Black Belt Specialty divisions are required to have music with both open hand and weapons. Appropriate music with appropriate language. NO offensive music or explicit lyrics allowed.

⊞ Forms divisions that specify a particular type of forms (i.e., traditional, hard-style, Korean, etc.) may not deviate from ISKF rules in any way, including type of uniform worn. Competitors who, in the opinion of the judges have inappropriate attire or forms for a specific division may be penalized at the judge's discretion.

Team Katas are groups of 2 or more competitors and will be judged and music is optional.

SELF DEFENSE

Time is limited to a maximum of 3 minutes.

This division includes anything you want to do as Self Defense.

Techniques shown are competitor's choice and props may be used.

GRAND CHAMPION

If Grand Championship forms or sparring are provided, all ISKF rules shall apply with the following:

Lineup shall be set by lot, with each competitor allowed one draw for each division won.

Each competitor shall perform a kata representative of the division in which he/she won; multiple winners have a choice to perform multiple times.

Grand Champion sparring will be set up according to weight.

TAKE DOWN WARS

Play area. Matted 16x16. Play area Minimum.

Time. 2 / 2 minute Rounds

Referee. 1.

Timekeeper 1.

Scorekeeper 1.

Objective of the Game: To off balance the opponent and to make their body touch the ground.

Attribute development.

Balance. Base. Tactics of dis-balancing the opponent by way of utilizing pull, push, turn, twist, snap, and lift force.

Learning to create a solid base. Balance and both offensive and defensive force management.

By Applying strategy and sound technique to win the game.

Starting position.

Kneeling with inside-outside arm grip.

Points are scored when a players Hand, body, Rear, or back touches the floor from being dis-balanced by other players techniques.

Fouls.

Overly Aggressive behavior and use of force.

Not gripping properly. Letting go of the grip.

Grabbing any part of clothing or hair. Pushing on or grabbing any part of the body other than the triceps and Biceps.

No pinching or any type of striking.

Avoiding or stalling the match.

Running out of bounds deliberately.

Unbecoming sportsman behavior.

Not showing respect to the opponent, officials, coaches, and spectators.

Disqualification.

Accumulation of two or more fouls.
Overly Aggressive and unsportsmanlike behavior.

Rounds.
2 X 2 minute rounds. With 1-minute break in between.
The break can be utilized for coaching and or resting.

Winning criteria.
Accumulation of total points scored in both rounds. The person with the highest score wins.
If the score is equal then fouls will determine the winner or loser.
If all is equal then a THIRD 1-minute round will be played. Anyone who scores the first point wins. If no point or no foul is made. Then the More aggressive player will be awarded the match.
The referee will determine the level of skilled aggression and the determination to win. The player attempting to score is termed as a more aggressive player.

End play
Both players shake hands / Bow.
Arm is raised by referee.
Both players show respect to other players coach by way of shaking hand or bow.
Both players Show respect to all on the Mat officials.

SWORD & SHIELD

Each participant has a noodle, the sword, and a small target bag, the shield.

Points may be earned by hitting on the side and top of the head and side of the body, on the stomach area. If a competitor drops his/her sword, noodle, the match does not stop. They are required to pick up the sword and continue.

5 points spread wins the match or the most points at the end of the 2-minute round.

No face strikes, strikes below the waist, and no grabbing allowed.

SPARRING COMPETITION

The head official and each side judge have one vote. A majority of votes is required to confirm any decision (two of three officials or three of five) with exception of disqualifications for injuries as stated below.

The head official shall stop the action in a match to call for points or fouls either upon: (1) the head judge seeing a point or foul. (2) A signal from any of the side judges that they have seen a point or a foul. All officials shall score simultaneously upon a signal from the head official.

The head official shall stop time for multiple calls, conferences, injuries, or equipment adjustments.

Matches shall be two minutes in length and shall officially end when the timekeeper informs the head official that time has expired.

Coaching is allowed in all sparring divisions by one designated coach.

The competitor with the most points when time has run out will be declared the winner.

A competitor who gains a five-point advantage over his/her opponent before time has expired shall be declared the winner.

Matches ending in a tie will be decided by "Sudden Victory" overtime. The first competitor to score a confirmed point shall be declared the winner.

A competitor who scores a confirmed technique shall receive one point for a hand technique or a kicking technique.

In all divisions below Brown Belt, techniques to the face and throat must be stopped within one (1) inch of all actual contact.

Light contact may be made to the face in all Adult and Junior Black Belt divisions.

CONTINUOUS SPARRING

One round 90 second running time

All strikes allowed to head and front of body

Intensity of contact, mild to medium

Techniques used are American kick boxing skills, punches, kicks only. No elbows or knees, no leg kicks, no clinch, no blind techniques, no below the belt strikes. No sweeps or takedowns. Standard out of bound rules apply.

Scoring is on a 10 point must system (10-8), one center and two side judges will officiate.

ISKF is based on strictly strikes to front of body and head.

Bleeding will lead to immediate disqualification of other fighter.

Malicious and aggressive contact will be considered foul.

GEAR: boxing or kick boxing specific headgear (NO DIP FOAM allowed)

Fighter weighting less than 100 lbs, 8-10 oz boxing gloves

101-140 lbs will wear 12-14 oz.

141 and up will wear 14-16 oz

210 lb and above 16 oz glove.

Instep and shin guard leather or similar. No cloth or dip foam allowed.

All other ISKF striking division fouls apply.

FOULS

When a competitor has committed any two (2) confirmed fouls, the competitor's opponent shall receive one (1) point and shall receive one (1) additional point for every foul thereafter. Fouls shall include:

Attempted attacks to the joints or spinal area.

Blind or uncontrolled techniques.

Disobeying the judges commands.

Kicking techniques to the legs.

Take-downs

Face contact, excessive force, and/or bleeding/swelling may result in immediate disqualification.

Ground fighting, attacking an opponent while they are down,

Stepping out of bounds during a match in progress. A competitor is out of bounds when a foot either touches or crosses the boundary line while fighting

Strikes to the groin will be considered a contact foul which will award a point to opponent for every infraction.

FACE CONTACT

If a competitor is disqualified from competition due to malicious contact or unsportsmanlike conduct, they shall not receive any points for placing in that division.

Previous injuries that a competitor has incurred must be taken into account when assessing current situation.

TEAM COMPETITION - All rules are identical to individual competition except:

All sparring matches will be 90 seconds in duration - total points.

Team consists of 3 competitors.

The winning team will be the team with the most accumulated points at the end of the three individual matches.

At the beginning of team match, the center referee will flip a coin to determine which team will put up the first fighter. The loser of the coin toss will put up the first fighter and the winning team may match any member of its team against him. On the second fight, the winner of the toss must put up the next fighter and the loser may match any of its remaining fighters. The third fight will be between the remaining two fighters. In the case of a tie score at the end of the three matches each team will put up the fighter of its choice in a “Sudden Victory” match.

Once a team has registered with 3 fighters and 2 substitutes, there are no substitutions of other fighters on the team. No changes on day of the event.

In the case of a disqualification of a competitor in a match, the disqualified competitor will lose all of his points in that match and the other fighter will be awarded (3) extra points to his score.

Team competition is only for Black Belts.

RATED: ALL DIVISIONS OFFERED FOR STATE FINALS

The following ISKF tabulation points shall be awarded to the first (1st); second (2nd); and two third (3rd) place winners in each division:

“A” rated: 1st Place = 15 points / 2nd Place = 12 points / 3rd Place = 9 points

4th Place = 9 points / 5th – 9th Place = 3 points