



# **OMEGA WHITE TIGER TOURNAMENT**

## **RULES**

### **All Competitors - All Events POINT GUIDE FOR JUDGING**

**0 = Unacceptable, 1 = Very Poor, 2 = Poor, 3 = Fair, 4 = Below Average, 5 = Average, 6 = Above Average, 7 = Good, 8 = Very Good, 9 = Excellent, 10 = Perfect.**

### **Breaking Ties (FORMS)**

- 1. Remove the LOW score**
- 2. Return Low score & Remove High Score**
- 3. Do a different Form.**

### **Decimal points ( 1-9 ) will be used to prevent ties**

**(NOTE: It would be ideal if all judges gave close, comparable scores. However, having diverse scores is acceptable as long as each judge remains consistent. Age and experience level MUST be taken into consideration for each individual competitor. There IS NO SET MINIMUM SCORE. Zero will be give to any competitor dropping or allowing his/her weapon to leave both hands (except for XMA competition), or for non-completion of any Form. The competitor shall be scored on the Technical Merit of their form, NOT the Technical Content. (MANY SYSTEMS DO A FORM WITH THE SAME NAME IN A DIFFERENT WAY) “Please do not judge other systems forms on what you believe to be correct since, that is not always how it is taught!”**

**SPARRING: In youth divisions, we may divide a division or move any competitor to another youth division if the height/weight of the competitor is too great to maintain a level playing field**

### **Required Sparring Equipment**

**Hand Protectors must have all fingers & thumb covered**

**Toes and Heel must be covered by protective Boot**

**Head guard and Mouth guards are required for all competitors Groin guard (inside), is required for all male competitors**

### **General Rules**

- 1. There is no time limit**
- 2. The 1<sup>st</sup> competitor to reach 5 points will win the match**
- 3. One point shall be awarded for each valid hand or foot technique seen by the judges.**
- 4. WARNINGS – minor violations will be given one warning. After that any minor or all major violations will result in penalty points added to opponent’s score or Disqualification.**

### **Target Areas**

**LEGAL – A six inch (6”) halo to the head or face, the chest, the ribs, the kidneys, the stomach, and a six inch (6”) halo or light contact to the groin.**

**ILLEGAL - Spine – (base of head), collarbone, neck, legs, and all joints.**

**IMPORTANT NOTE ABOUT CONTACT:**

**A 6 inch invisible zone around the Head and Groin Area, if broken with skill and control, shall constitute a point. It is Never Necessary to make contact to the Groin to score point. However, Light Contact to the Body is Required NO CONTACT TO THE HEAD GEAR OR FACE MASK AREA IS PERMITTED IN YOUTH DIVISIONS (15 AND YOUNGER). ANY CONTACT, TO THE HEAD, SEEN BY THE JUDGES, WILL RESULT IN DISQUALIFICATION. LIGHT HEAD CONTACT OR A SIX INCH (6") HALO IS ACCEPTED IN ALL ADULT DIVISIONS (16 AND OLDER). THE CENTER OFFICIAL WILL DETERMINE IF THE CONTACT WAS KISS CONTACT. IF DETERMINED THAT THE CONTACT WAS MORE THAN KISS LEVEL, THE COMPETITOR THAT MADE THE CONTACT, WILL BE DISQUALIFIED.**

**Illegal Actions: Penalty Point or Disqualification ( determined by the Center Official) Any deliberate contact to a non point area, any blind technique without contact, any attempted sweep, any ax kick that makes contact to other than the chest and with any part of the foot other than the ball, pushing or attempted throwing, any clawing or poking techniques that do not make contact, any time a competitor steps outside (IN FULL OR IN PART) of the ring, a warning will be issued on the first offense and then a point will be awarded to his / her opponent, unless he / she was bodily forced out of the ring. Any attacking after the break will result in disqualification.**

**Illegal Actions: Automatic Disqualification ( Seen or Determined to have taken place by the Center Official)**

**Any excessive contact defined as any visible mark, swelling, bleeding, or incapacitation of a competitor such as loss of air, because of an attack. Any blind technique that makes contact, any sweep that results in a competitor being knocked to the floor, any poking or clawing technique that makes contact or ANY UNSPORTSMAN LIKE CONDUCT, DISRESPECT, ILL MANNERS.**

**NOTE: STARTING WITH ANY UNSPORTSMAN LIKE CONDUCT, THESE RULES, APPLY TO THE COMPETITORS COACH, PARENTS, TEAM- MATES AND MAY CAUSE THE COMPETITOR TO BE DISQUALIFIED. FURTHER, ANY COACHING WILL RESULT IN DISQUALIFICATION OF THE COMPETITOR BEING COACHED. THE INDIVIDUAL(S) DOING THE COACHING MAY BE DISMISSED FROM THE COMPETITION ARENA!**

**WITH ABSOLUTELY NO REFUNDS**

**Refereeing Policy and Center Officials Authority**

**In most situations, it will take a majority vote to award a point, make an excessive contact ruling or disqualification. However, the Center Official is solely responsible for his / her ring, and may overrule the corner judges regarding points, penalty points, and disqualification based on what he or she believes to be fair and in the interest of ring safety. (NOTE: THE MEDICAL OFFICIAL MAY REMOVE ANY COMPETITOR FROM PLAY FOR HIS OR HER SAFETY)**

**WE WILL USE ENGLISH TERMINOLOGY:**

**Ready Position, Attention, Bow, Sparring Position, Go, Stop, Break, Point, Red, White, Competitor, etc. ANY OFFICAL THAT USES JAPANESE, KOREAN, OR CHINESE WILL BE REMOVED FROM THE RING.**

- 1. AREA CONTROLERS WILL HAVE AUTHORITY OVER THE RINGS ASSIGNED TO THEM!**
- 2. ONLY RING AUDITORS WILL BE PERMITTED TO CHECK SCORES FOR CONSISTANCY!**

**NOTE: ABSOLUTELY NO LIGHT WEIGHT OR FLEXABLE BLADED WEAPONS ARE PERMITTED IN ANY, EXCEPT WU SHU SPECIFIC COMPETITION, NOR WILL WEAPONS GLOVES BE PERMITTED TO BE WORN!**

**WOOD WEAPONS: BO, JO, SPEAR, NUNCHAKU, 3 – SECTION STAFF, ORR & TONFA ETC.**

- ALL MUST BE MADE OF HARD WOOD – NO PINE WOOD OR OTHER LIGHT WEIGHT SOFT WOOD.**
- BO, JO or SPEAR may be straight or tapered. If tapered, no less than  $\frac{3}{4}$  inch in center & tapered to no less than 1/4 inch. The only exception will be Two Piece staffs, such as the CENTURY MODEL. A BO must not be shorter than the ear.**
- NO FOAM COVERED WEAPONS**

**BLADED WEAPONS: SWORD, SABOR, KAMA, MOON AXE, KWON DO, HOOK SWORD, DAGGERS, ETC.**

**ALL MUST BE BLADED WITH RIGID METAL – NO FLEX IN THE BLADE.**

**KAMA & MOON AXE MUST HAVE A HARD WOOD HANDLE.**

**METAL WEAPONS: SIAS, CHAIN WHIP ETC.**

**SIAS & CHAIN WHIP MUST BE MADE OF STEEL (ALUMINUM OR “LIGHT WEIGHT” FOR WU SHU, XMA, and Open Musical EVENTS)**

**CHAIN WHIP MUST BE MEDIUM TO HEAVY WEIGHT STEEL – NO “LIGHT WEIGHT” TYPE OF WEAPONS.**

**ALL WEAPONS WILL BE INSPECTED FOR THE ABOVE LISTED SPECIFICATIONS, AS WELL AS, CONSTRUCTION. APPROVED WEAPONS WILL BE MARKED AS SUCH. NON-APPROVED WEAPONS WILL NOT BE PERMITTED!**

**RULES & GUIDELINES FOR SCORING FORMS OR WEAPON FORMS**  
**RULES: WHEN 5 JUDGES ARE ON A BOARD, THE HIGH & LOW SCORES WILL FIRST BE REMOVED!**

- 1. You MUST judge on technical merit NOT technical content!**
- 2. You Must NOT judge any form based on the way you were taught it. Different Schools/Systems do a form with the same name in a different way.**
- 3. You MUST judge stances NOT on the way you do them. But, on stability, balance, flow & Transitions.**
- 4. YOU MUST GIVE THE SCORE OF 0.0 FOR THE FOLLOWING:**
  - Failure to complete a form.**
  - Throwing, allowing a weapon to leave BOTH hands at any time (OTHER THAN WU SHU OR XMA EVENTS) losing control of weapon.**

- Inserting of Gymnastics or Showmanship with no Martial Value.
- Excessive Yelling, Screaming or Kei / Kiup has no Martial Merit and is no more than showmanship. There will be no more than four (4) vocal sounds permitted in any form. This does NOT include breathing sounds! Upon the (5<sup>th</sup>) vocal sound, the score given must be 0.0!

**NOTE: Some Chinese based Forms have techniques that may appear to Judges that are not familiar with Chinese based forms to be Gymnastics, Showmanship or without Martial Merit. IF YOU ARE NOT QUALIFIED AND FAMILIAR WITH CHINESE STYLES, DO NOT SIT ON THE JUDGING BOARD OF THESE COMPETITORS! FURTHER, IF YOU DO NOT TEACH TRADITIONAL WEAPONS OR IF YOU ARE NOT WU SHU QUALIFIED AS A JUDGE, DO NOT SIT ON THE BOARD!**

**NOTE: ALL COMPETITORS MUST STATE THE TRADITIONAL ASIAN NAME OF THEIR FORM AND NOTHING MORE. YELLING OR SAYING THE NAME OF THE FORM, AFTER TELLING IT TO THE JUDGES, IS NOT PART OF THE FORM AND WILL RESULT IN DISQUALIFICATION!**

**GUIDELINES FOR SCORING FORMS & WEAPON FORMS:**

***UNACCEPTABLE 0.0 (LISTED ABOVE)***

***VERY POOR / POOR 1.0 – 2.9*** Lack of balance, focus, power, flow, transition of techniques and or stances, many hesitations, extremely low difficulty factor, weak use of weapon.

***FAIR 3 – 4.9*** Some hesitations, loss of balance, broken concentration, weakness of techniques empty hand or weapons, low difficulty factor.

***AVERAGE 5 – 5.9*** Clean form but lacks any extra effort, difficulty factor average for the division.

***ABOVE AVERAGE 6 – 6.9*** Clean form with extra effort in techniques, difficulty factor average for division.

***GOOD 7 – 7.9*** Overall good performance, difficulty factor above average for the division.

***VERY GOOD 8 – 8.9*** Superior movement, balance focus and flow of techniques, greater difficulty factor

***EXCELLENT 9 – 9.9*** Exceptional movement, balance, speed, focus, power and transition of techniques and continuity, superior difficulty factor for the division.

***PERFECT 10.0 NOT POSSIBLE – A 10.0 WILL BE SCORED AS A 1.0 BY THE SCOREKEEPER OR THE RING AUDITOR.***

## **OMEGA WHITE TIGER OPEN MUSICAL DIVISIONS**

### **Open Musical Forms:**

When looking at the open forms division, it should be judged based on choreography to the music. The term extreme makes these division only tricks competition rather than martial arts. Calling the division ‘Open Musical Forms’ will be best suited for the division and will give a variety of different shows in the division. There can be extreme moves in the routine or it can be a simpler routine

with just jump kicks. An open routine is something that demonstrates each competitor's strengths.

**THEIR WILL BE ONLY ONE PERSON, FROM YOUR NATIONAL TEAM, THAT IS RESPONSIBLE FOR THE PLAYING OF MUSIC. ONCE THE MUSIC STARTS, BE IT THE CORRECT OR INCORRECT MUSIC, THE COMPETITOR MUST BEGIN AND COMPLETE THE MUSICAL FORM! NO FORM MAY LAST MORE THAN 150 SECONDS!**

How to judge the open forms event:

Routine must be choreographed to the music

Traditional Stances are required

Must be judged based on performance, energy, accuracy, landing each technique

**Open Musical Weapons Forms:**

The open musical weapons forms will not be required to do tricks, such as, throw their weapons and catch it. However it is acceptable! 'Open Musical Weapons' should demonstrate the competitor's strengths. Weapons must be used in the form. Additional kicks and hand techniques may score higher.

How to judge the open weapons event:

Weapons must be used during the routine

Routine must be choreographed to the music

Traditional Stances are required

Must be judged based on performance, energy, accuracy, difficulty level, and landing each technique.

**THEIR WILL BE ONLY ONE PERSON, FROM YOUR NATIONAL TEAM, THAT IS RESPONSIBLE FOR THE PLAYING OF MUSIC. ONCE THE MUSIC STARTS, BE IT THE CORRECT OR INCORRECT MUSIC, THE COMPETITOR MUST BEGIN AND COMPLETE THE MUSICAL FORM! NO FORM MAY LAST MORE THAN 150 SECONDS!**

## **NOTICE**

**DUE TO THE PROBLEMS WITH RESPECT TO PARENTS AND OR OTHERS WHO REFUSED TO STAY IN THEIR SEATS AND OFF OF THE WALKWAYS AND OR COMPETITION AREA, STILL CAMERAS AND VIDEO CAMERAS WILL BE PERMITTED. HOWEVER, ANYONE FOUND TO BE STANDING ON A CHAIR OR ANY OTHER OBJECT OR THAT BLOCKS THE LINE OF SIGHT OF OTHER SPECTATORS WILL BE REQUIRED TO LEAVE THE AREA AND NOT RETURN WITH ANY CAMERAS. ANYONE FOUND RETURNING WITH A VIDEO CAMERA WHO HAS BEEN EJECTED FROM THE AREA WILL BE SUSPENDED FROM ANY FURTHER PART OF THE TOURNAMENT.**

**ABOUT JUDGES AND OFFICIALS:**  
**OMEGA WHITE TIGER**  
**RULES AND GUIDE LINES FOR OFFICIALS**

**\*\*\*ALL JUDGES MUST BE CERTIFIED BY OMEGA WHITE TIGER PRIOR TO STEPPING INTO A RING OR ON THE COMPETITION FLOOR TO OFFICIATE\*\*\***

**Corner Judge**

**Sparring and general duties**

1. Wear the official shirt, pants and shoes for the event.
2. Show respect for the competitors, officials and all present, representing the martial arts and OMEGA WHITE TIGER in a true spirit of humility
3. Stand and move in a dignified manner at all times
4. Refrain from all negative speech about a point, the event, other peoples students or any other subject relating or pertaining to martial arts
5. Stay at the ring you are assigned to even if there is down time. Get permission from the area official to leave
6. Attend all referee meetings given for the event you are officiating in
7. Let the area official know if you are to tired and are finding yourself making mistakes
8. Study the rules before the event
9. If you are not chosen for a ring you must stay in the seats assigned for officials
10. Call points only when the center official calls for the point
11. Point the direction of the point called not at the competitor
12. Responsible for safety and control when the center official is not able to control the situation
13. Can and should move ½ way up and down the ring boundaries to get a better view
14. Follow the center officials guidelines and directions
15. Never demonstrate the technique for the point they are calling
16. Answer all questions asked by the center official
17. Use only the official hand signals when called for point
18. The corner official is responsible to the center official.

**Forms and weapons**

1. Give scores to each competitor
2. Be consistent in scoring [keep score in accordance with the first score given]
3. Follow the center officials guidelines and directions
4. Sit with both feet on the floor and back straight
5. Keep eyes on the competitors at all times
6. Do not judge forms as you know them, judge by the criteria give in the official rules

7. Do not talk to the other officials during or before scoring a competitor.  
Parents think you are persuading the other officials to change their scores

## **Center officials**

### **Sparring and general duties**

- 1 Wear the official shirt, pants and shoes for the event.
- 2 Show respect for the competitors, officials and all present, representing the martial arts and OMEGA WHITE TIGER in a true spirit of humility
- 3 Stand and move in a dignified manner at all times
- 4 Refrain from all negative speech about a point, the event, other peoples students or any other subject relating or pertaining to martial arts
- 5 Stay at the ring you are assigned to even if there is down time. Get permission from the area official to leave
- 6 Attend all referee meetings given for the event you are officiating in
- 7 Let the area official know if you are to tired and are finding yourself making mistakes
- 8 Study the rules before the event
- 9 If you are not chosen for a ring you must stay in the seats assigned for officials
- 10 Responsible for safety and proper application of all rules in their ring only!
- 11 Responsible that all competitors have all equipment on and in good condition when sparring
- 12 Call for points in the manner directed in the referee meeting for the event
- 13 Use English commands only
- 14 Make eye contact with the scorekeeper at every call to assure of score
- 15 May call all points even when the corner officials don't confirm or see them
- 16 Discuss and follow direction from the area official about rules [the area controller's powers are not extended to how or what you call or see, only to the application of rules]
- 17 Call all points with a clear and concise hand motion
- 18 Stand so the red competitor is on their right
- 19 Face the scorekeeper when starting the match
- 20 Stand between or break up the competitors when needed
- 21 Award penalty point to competitor whose opponent is being coached during competition.
- 22 Confirm the names of each competitor before starting the match
- 23 Call for the medical person for any and all injuries. Make no decisions on their own on medical issues
- 24 Refer all problems with coaches, parents or others to the area controller
- 25 Be and act professional
- 26 The center official is responsible to the area controller.

### **Forms and weapons**

1. Give scores to each competitor
2. Be consistent in scoring [keep score in accordance with the first score given]
3. Follow the center officials guidelines and directions
4. Sit with both feet on the floor and back straight

5. Keep eyes on the competitors at all times
6. Do not judge forms as you know them, judge by the criteria give in the official rules
7. Do not talk to the other officials during or before scoring a competitor.  
Parents think you are persuading the other officials to change their scores

## **AREA CONTROLER**

### **General duties**

1. Wear the official shirt, pants and shoes for the event.
2. Show respect for the competitors, officials and all present, representing the martial arts and OMEGA WHITE TIGER in a true spirit of humility
3. Stand and move in a dignified manner at all times
4. Attend all meetings for officials at the event.

### **Specific duties**

1. To oversee the enforcement and adherence to all rules at the event.
2. Study and know the rules for the event you are involved in.
3. Have a copy of the rules on your person so you can refer to the rule if needed.
4. Oversee safety in your area and assigned rings.
5. Call a conference if needed to enforce rules.
6. Deal with parents, coaches or others when necessary.
7. Stay in the specified area and/or chair during the entire competition.
8. Call to the tournament director and or the floor director any referees or center officials not doing the job assigned to them.

### **Special restrictions**

1. The AREA CONTROLER may NOT enter a ring during a match or at any time unless invited by the canter official. If a conference is needed the area official is to call the center official out side the ring to hold the conference. This conference is to be on rules and/or safety issues only.
2. The Area official may not discuss or try to influence the referees or the center official on a point call. The area official is to give feed back on the rule only. The area official may give the rule to the officials but the area official may not influence the call.
3. The area official may not in anyway demean or overpower the center official. The area official should call to the tournament director and or the floor director any referees or center officials not doing the job assigned to them.
4. The Area director is responsible to keep parents and spectators and coaches off the floor.
5. The area director id responsible to the floor director.

### Scorekeeper General duties

1. Show respect for the competitors, officials and all present, representing the martial arts and OMEGA WHITE TIGER in a true spirit of humility.
2. Dress in an appropriate manner [Dark pants and polo shirt]
3. Sit and act in a dignified manner at all times.
4. Attend all meetings for scorekeepers at the event.
5. Even when there is nothing going on remain in your ring.

### Specific duties for forms, weapon and demonstration events

1. Write all scores and names legibly.
2. Follow center official directions except for:
  - a. Changing a name or score
  - b. Changing a bracket. Only the person in charge of bracketing can change anything on the bracket.
3. Call the competitor name loudly and announce the name of the competitor on deck.
4. Collect all scores from the judges and place on bracket in appropriate box.
5. Use calculator to figure all form, weapons and demonstration event totals.
6. Drop the highest and lowest score [only when there are 5 judges] and add the remaining 3 scores together. Place this total in the appropriate box.
7. At the end of the division clearly mark the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners.
8. In case of a tie, follow the rule as written:  
*“Remove the low score first. If still tied than return the low score and remove the high score. If a tie is unbreakable by standard procedure, the competitors must do a different form and then be scored.”*
9. At the end of the event, return all score sheets to the bracketing area and lead the competitors off the floor.
10. No one may look at the brackets and scores except the person responsible for bracketing and the floor director [only to answer questions] The results are secret and you are responsible to see no outside person see the final results.

### Specific duties for sparring and Chanbara

1. Write all scores and names legibly.
2. Follow center official directions except for:
  - a. Changing a name or score
  - b. Changing a bracket. Only the person in charge of bracketing can change anything on the bracket.
3. Face the center official and make eye contact on each call.
  6. Call the competitors names loudly announcing who is to be the red and white competitor.
  7. Follow the bracket lines exactly. Move all byes forward as soon as you get the bracket. If you have questions ask the floor director only for clarification.
  8. Clearly mark all points for the specific round under the person's name.
  9. At the end of the division clearly mark the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners.

**10. At the end of the event, return all score sheets to the bracketing area and lead the competitors off the floor.**

**11. No one may look at the brackets and scores except the person responsible for bracketing and the floor director [only to answer questions] The results are secret and you are responsible to see no outside person see the final results.**

### **Floor Director**

#### **General duties**

- 1. Wear the official shirt, pants and shoes for the event.**
- 2. Show respect for the competitors, officials and all present, representing the martial arts and OMEGA WHITE TIGER in a true spirit of humility**
- 3. Stand and move in a dignified manner at all times**
- 4. Refrain from all negative speech about a point, the event, other peoples students or any other subject relating or pertaining to martial arts**
- 5. Attend all referee meetings given for the event you are officiating in**
- 6. Study the rules before the event.**
- 7. Have a copy of the rules on your person at all times.**
- 8. The floor director is responsible to the tournament promoter.**

#### **Specific duties**

- 1. Responsible to assign and/or replace officials in rings.**
- 2. Responsible to communicate to the bracketing area when rings are available.**
- 3. Responsible to keep the tournament running smooth.**
- 4. Responsible to deal with all coach or parental issues.**
- 5. Responsible to deal with all rule issues the area director cannot resolve.**
- 6. Responsible to hold a rules meeting before the event.**

**Anyone arguing or trying to change the outcome of the event will and can be removed from the floor and can lose their accreditation by the Tournament or Floor Director!**

**ONE FINAL NOTE:  
ONLY SPARRING, TRADITIONAL  
WEAPON FORMS, TRADITIONAL  
EMPTY HAND FORMS XMA AND WU  
SHU EVENTS WILL QUALIFY FOR  
GRAND CHAMPION OF THE  
TOURNAMENT**