

Victoria Cup Tournament Official Rules

1. Judges

- 1.1. All judges must have attended appropriate judging seminars or have experience in similar, traditional, Japanese-style tournament officiating.
- 1.2. The role of each judge is to adjudicate the competition – this entails providing scores during kata and kobudo divisions; and calling points and fouls, and declaring winners in kumite divisions.
- 1.3. All judges shall conduct themselves in a professional manner at all times during the competition and evaluate the competition based on the agreed criteria with no bias.
- 1.4. All judges will wear a white dress shirt, black dress pants and red tie (ties provided).

2. Volunteers

- 2.1 Volunteers, where practicable, should attend appropriate seminars; however, previous experience will also be considered.
- 2.2 The roles of the volunteers are to support the running of the event as timekeepers, scorekeepers, registers, division organizers and ticket sellers.
- 2.3 All volunteers shall conduct themselves in a professional manner at all times during the competition.
- 2.4 All volunteers will wear a white dress shirt, black dress pants.

3. Competitors

- 3.1 All competitors must maintain a positive attitude during the competition and treat all other competitors and judges with respect.
- 3.2 All competitors must wear a full, traditional gi and ranking belt – preference is an all-white gi, but dojo/style specific colours are also permitted.
- 3.3 T-shirts, shorts and sweatpants are not permitted for competitors.

4. Competitor Divisions

(note that divisions may be split or merged depending on number of competitors)

4.1 Rank Divisions

Beginner	White to Yellow Belt	(< 6months training)
Novice	Orange to Green Belt	(6 months – 1.5 years training)
Intermediate	Blue to Brown Belt	(1.5 – 4 years training)
Advanced	Black Belt	(> 4 years training)

4.2 Age Divisions

Child	≤ 9 years old
Youth	10 – 13 years old
Teen	14 – 17 years old
Adult	18 – 35 years old
Senior	≥ 35 years old

4.3 Weight Divisions

Men's Full Contact and Bogu Kumite	Lightweight	≤ 170 lbs
	Heavyweight	≥ 171 lbs
Women's Full Contact Kumite	Lightweight	≤ 140 lbs
	Heavyweight	≥ 141 lbs

5. Kata

5.1 Judging Criteria

5.1.1 Kata scoring is based on execution of technique, balance, speed, power, solid stances and overall focus.

5.2 Number of Judges

5.2.1 Colour Belt Divisions Minimum 3 Judges
5.2.2 Black Belt Divisions 5 Judges

5.3 Scoring

5.3.1 Beginner, Novice 6.00 – 8.00 (7.00 = average)
5.3.1.1 Scorekeepers will tally all judges' scores out of a total of 30 points.
5.3.2 Intermediate 7.00 – 9.00 (8.00 = average)
5.3.2.1 Scorekeepers will tally all judges' scores out of a total of 30 points.
5.3.3 Advanced 8.00 – 10.00 (9.00 = average)
5.3.3.1 Scorekeepers will remove the highest and lowest scores, and then tally the remaining judges' scores out of a total of 30 points.

5.4 Criteria for deductions by Judges include

Off-balance technique Hesitation
Poor or inconsistent stances Lack of focus
Low Power

5.5 Criteria for a competitor requiring a restart (one time only)

5.5.1 Beginner No penalty
5.5.2 Intermediate - 1.00 from final score
5.5.3 Advanced No score

6. Kobudo

5.1 Judging Criteria

5.1.1 Kata scoring is based on execution of technique, balance, speed, power, solid stances and overall focus with emphasis on showcasing the selected weapon.
5.1.2 In the event that a competitor drops the weapon:
5.1.2.1 Colour belt divisions: a restart is permitted (with a full point deduction)
5.1.2.2 Black belt divisions: no score will be entered.
5.1.3 Striking a judge with a weapon will result in no score.

5.2 Number of Judges

5.2.1 Colour belt Divisions Minimum 3 Judges
5.2.2 Black Belt Divisions 5 Judges

5.3 Scoring

5.3.1 Colour Belt 7.00 – 9.00 (8.00 = average)
5.3.1.1 Scorekeepers will tally all judges' scores out of a total of 30 points.
5.3.2 Black Belt 8.00 – 10.00 (9.00 = average)
5.3.2.1 Scorekeepers will remove the highest and lowest scores, and then tally the remaining judges' scores out of a total of 30 points.

5.4 Criteria for deductions by Judges include

Off-balance technique Hesitation
Poor or inconsistent stances Lack of focus
Low Power Loss of control of weapon

5.5 Criteria for a competitor requiring a restart (one time only)

5.5.1 Colour belt - 1.00 from final score
5.5.2 Black Belt No score

7. Point Fighting Kumite

7.1 Safety Equipment (provided by competitor)

Mouth guard and groin protection required

Gloves, shin guards and foot protection required – helmets optional

7.2 Judging Criteria

Partial points (yuko) will be awarded to the fighter who executes a clean technique within the prescribed contact levels to a legal target area when it is clear that the striking competitor had the ability to follow through and inflict damage. All scoring techniques are awarded a single yuko only.

7.3 Number of Judges

7.3.1 Colour belt Divisions

Minimum 3 Judges

7.3.2 Black Belt Divisions

5 Judges

7.4 Legal Target Areas

Face and sides of head (no contact)

Chest, abdomen, ribs, kidneys (light to moderate contact)

7.5 Legal techniques

7.5.1 All punches, and kicks to legal target areas within the prescribed contact levels.

7.5.2 Footsweeps are permitted – boot to boot – and from outside-in.

7.5.3 Footsweeps alone will not constitute a point – a follow up technique to a legal target area is required.

7.5.4 Unassisted footsweeps to a supporting leg (i.e. while opponent is kicking) are not permitted.

7.6 Illegal target areas

Top of the head

Back of the head

Throat

Any joints

Back/Spine

Any targets below the belt

7.7 Fouls

7.7.1 Striking or deliberately targeting an illegal area

7.7.2 Striking a legal target area in excess of contact levels

7.7.3 Throwing techniques in a reckless manner that would result in excessive contact

7.7.4 Intentionally running out of the ring

7.7.5 Any disrespect towards opponent, judges, volunteers or spectators

7.7.6 The center judge has authority to administer warnings, penalty points and disqualification against an offending fighter.

7.8 Match Duration

7.8.1 All Divisions 2 Minutes or first competitor to score 5 yuko

7.8.2 In the event that each fighter has the same score at the end of the match, the match will continue and the next legal point wins (a foul may also cause a loss).

7.9 Timekeeper

7.9.1 The timekeeper will start time running at the start of the match and keep time running unless center judge calls for time to stop.

7.9.2 Timekeeper will indicate the end of the match by yelling "TIME" and throwing a bean-bag into the ring.

7.10 Scorekeeper

7.10.1 The scorekeeper will keep a written tally of all points, warnings and fouls.

7.10.2 The scorekeeper will verbally confirm each award from the center judge and visually display the running score.

8. Full Contact Kumite

8.1 Safety Equipment (only helmets supplied by tournament organizers)

- 8.1.1 All fighters Divisions Mouth guard and groin protection required
- 8.1.2 Colour belt Divisions Helmet required, shin/foot pads optional
- 8.1.3 Black belt Divisions No padding permitted
- 8.1.4 Women's full contact divisions will be conducted under colour belt division rules.

8.2 Judging Criteria

- 8.2.1 A full point (ippon) will be awarded to the fighter who executes a legal technique to a legal target area and as a result of the technique; the opponent is unable to continue after a count of 3 seconds.
- 8.2.2 Partial points (yuko) will be awarded to the fighter who executes a legal technique to a legal target area and visibly inflicts damage to the opponent, or as a result of the technique; the opponent loses the will to continue but is able to continue within a count of 3 seconds
- 8.2.3 Three points (yuko) constitute a full point (ippon).
- 8.2.4 Colour belt divisions:
 - 8.2.4.1 Kicks to the head must be controlled (light contact) and will earn a partial point (yuko).
 - 8.2.4.2 Kicks to the head with excessive or uncontrolled contact will result in a foul.
 - 8.2.4.3 Knees to the head in colour belt divisions are not permitted

8.3 Number of Judges

- 8.3.1 All divisions 5 Judges

8.4 Legal Target Areas

- Punches Chest, shoulders, abdomen, ribs, kidneys
- Kicks/Knees Face and sides of head, chest, abdomen, ribs, kidneys, thighs, shins

8.5 Legal techniques

- All punches to the body, and kicks to legal target areas
- Note – “flip” or “rolling” kicks are not permitted in any full contact division

8.6 Illegal target areas

- Back of the head Back/Spine Collar bone Groin
- Throat Knees Any hand techniques to the head

8.7 Fouls

- 8.7.1 Striking or deliberately targeting an illegal area
- 8.7.2 Any pushing, pulling, grabbing, or holding of the opponent
- 8.7.3 Intentionally running out of the ring or overtly disengaging from the match
- 8.7.4 Any disrespect towards opponent, judges, volunteers or spectators
- 8.7.5 A majority decision is required to administer warnings, penalty points and disqualification against an offending fighter.

8.8 Match Duration

- 8.8.1 All divisions 2 minutes or first competitor to score a full point (ippon)
- 8.8.2 The center judge will call for a decision from the corner judges.
- 8.8.3 A majority is required to award a winner.
- 8.8.4 In the event of a draw (finals only), a 1-minute overtime will commence.

8.9 Timekeeper

- 8.9.1 The timekeeper will start time running at the start of the match and keep time running unless center judge calls for time to stop.
- 8.9.2 Timekeeper will indicate the end of the match by yelling “TIME” and throwing a bean-bag into the ring.

8.10 Scorekeeper

- 8.10.1 The scorekeeper will keep a written tally of all points, warnings and fouls.
- 8.10.2 The scorekeeper will verbally confirm each award from the center judge.

9 Bogu Kumite

9.2. Safety Equipment

All fighters

Mouth guard and groin protection required

Safety mask (provided), approved gloves (shin/foot pads optional)

9.3. Judging Criteria

9.3.1. A full point (ippon) will be awarded to the fighter who executes a legal technique to a legal target area and as a result of the technique; the opponent is unable to continue after a count of 3 seconds, or while on the ground, a joint lock that forces the opponent to tap.

9.3.2. Partial points (yuko) will be awarded to the fighter who executes a legal technique to a legal target area and visibly inflicts damage to the opponent (or as a result of the technique, the opponent loses the will to continue) but is able to continue within a count of 3 seconds, or executes a successful throw of the opponent and follows up with a controlled punch.

9.3.3. Three points (yuko) constitute a full point (ippon).

9.4. Number of Judges

All divisions

5 Judges

9.5. Legal Target Areas

Punches/Kicks/Knees Head, chest, shoulders, abdomen, ribs, kidneys, thighs, shins

9.6. Legal techniques

9.6.1. All punches, kicks and knees to legal target areas.

9.6.2. Grabbing with one hand, for a duration of 3 seconds is permitted; during that time, the fighter may strike with the other hand, kick, knee, or elect to throw the opponent.

9.6.3. While on the ground from a throw:

9.6.3.1. No strikes are permitted.

9.6.3.2. Fighters are permitted to grapple against each other for a period of up to 30 seconds to try and acquire a joint lock (chokes are not permitted).

9.6.3.3. After 30 seconds on the ground, the judge will stand the fighters up for a restart.

9.6.3.4. If the fighters are stalemated on the ground, the judge may elect to stand the fighters up for a restart prior to the full 30 second duration.

9.7. Illegal target areas

Back of the head

Throat

Back/Spine

Knees

Groin

9.8. Fouls

9.8.1. Striking or deliberately targeting an illegal area

9.8.2. Intentionally running out of the ring or overtly disengaging from the match

9.8.3. Any disrespect towards opponent, judges, volunteers or spectators

9.8.4. A majority decision is required to administer warnings, penalty points and disqualification against an offending fighter.

9.9. Match Duration

9.9.1. All divisions

3 minutes or first competitor to score a full point (ippon)

9.9.2. The center judge will call for a decision from the corner judges.

9.9.3. A majority is required to award a winner.

9.9.4. In the event of a draw (finals only), a 1-minute overtime will commence.

9.10. Timekeeper

9.10.1. The timekeeper will start time running at the start of the match and keep time running unless center judge calls for time to stop.

9.10.2. The timekeeper will keep a separate watch for ground fighting and indicate to the center judge at the end of the 30 second duration.

9.10.3. The timekeeper will indicate the end of the match by yelling "TIME" and throwing a bean-bag into the ring.

9.11. Scorekeeper

9.11.1. The scorekeeper will keep a written tally of all points, warnings and fouls.

9.11.2. The scorekeeper will verbally confirm each award from the center judge.