



2019 ANNUAL TOURNAMENT CERVIZZI'S MARTIAL ARTS ACADEMY®

TOURNAMENT RULES AND REGULATIONS

Sunday March 31st 2019 8:30am ALL EVENTS

Doubletree Hilton 50 Ferncroft rd., Danvers, MA 01923 (978) 750-7990

CONDUCT AND DRESS CODE : All competitors **must wear a full uniform and belt in good condition (grappling excluded)**. All judges must be in full uniform. No street clothes allowed. Parents/Spectators/Coaches **MUST** stay behind the designated boundaries.

TRADITIONAL FORMS/KATA COMPETITION

- All forms will be scored on based on power, balance, focus, poise, difficulty and fighting application.
- Only traditional forms/kata with **no music or acrobatic movement will be allowed**, if you have questions, please contact us directly.

TRADITIONAL WEAPONS COMPETITION

- Only traditional weapons are allowed, **no music or acrobatic movement will be allowed**
- If the competitor drops or shows lack of control over the weapon, including entering the ring, greeting the judges and leaving the ring they will be stopped and given an incomplete score.

SCORING OF TRADITIONAL FORMS/KATA, WEAPON FORMS,

PROTOCOL: Each competitor when called will approach the judges with a bow, state their name and name of form and step back to their starting point in the ring. After completion, the competitor holds their position in the ring until after the judges have scored and center judge dismisses. The first and second competitor will complete their form before any score is given, depending on number of competitors in ring.

- **TIE SCORES**: If a tie occurs, the competitor must do a form as a tiebreaker. This may be the same form or a different one. If a second tie occurs, the competitor must do a second form if they have one.
- **STARTING OVER**: If a competitor forgets their form or stops before completing their form, their score will be accompanied by an incomplete designation. An incomplete form cannot win over a completed form. A competitor will only be allowed one start over, but will be scored as an incomplete
- If any gymnastic/acrobatic movement is performed in this division, there shall be a score downgrade of 1 point of the overall score.
- ***All Traditional kata and Traditional weapons kata shall be scored between 9.70 and 9.99 for all divisions***
- **Point Deduction:**
- During any Traditional form/kata or Traditional weapons kata, an overall point deduction of .05 will be assessed after all scores are finalized - for stepping out of ring or weapon being out of ring.
- A .05 overall point deduction will result for each individual foul.
- *If a traditional form/kata or traditional weapons competitor requests more space before the event begins, the arbitrator (*Soke Paul ONLY*) will make a final and binding decision at his discretion based on overall fairness to all competitors.

SCORING OF OPEN FORMS/KATA, OPEN WEAPONS FORMS/KATA

- This division is for those open/musical forms and weapons which routines contain gymnastic like movements of the body, but in no way are limited to back flips, kickups, flips, cartwheel, aerial, or other similar type body movements. It's the body movements that dictate which division is applicable, not the weapon in the case of a weapons form.
- There will be **NO** point deductions for stepping out of the ring or weapon being out of the ring in this division.
- All other rules and scoring contained in the traditional forms/weapons divisions shall apply.
- **MUSIC**: Any competitor utilizing music in the open kata /open weapons kata division must bring their own battery powered music player of reasonable size, and have someone qualified to run/manage the player at all times during the routine.

SPARRING COMPETITION – all matches 5 points or 2 min. running time –Adults -3 min running time

- Only gear in good condition will be allowed. Taped equipment will not be allowed. Mandatory equipment must include: head gear, hand gear(no open fingers), foot gear, groin protector (for males) and mouth guard. You will not be allowed to spar if you do not have all mandatory equipment. **Chest protectors are strongly suggested!**
- **Target areas:** Legal target areas include: Front & sides of torso, (above belt), & head only. Illegal target areas include areas below the belt, throat, back and entire neck and **face**. There is absolutely no contact to the face regardless if the opponent is wearing a face shield.
- **Contact:** Light controlled contact to the legal target areas of the body is allowed for all divisions. Light tag contact to the head allowed.
- **Techniques:** Legal techniques are any recognized martial arts that are done, with proper control, to a legal target area. Illegal techniques are any attack to non-target areas, open handed techniques (except knife hand and/or ridge hand) and blind techniques. Absolutely no sweeps or takedowns of any kind allowed except in the adult black belt division.
- **Points:** Points are scored when a legal technique is executed to a legal target area with proper control. Penalty points are awarded to an opponent in the event of a penalty. Points are awarded by the majority calls of all judges involved in the ring.
- **Fouls:** There are 3 levels of fouls: 1. Warnings, 2. Penalty Point, 3. Disqualification. These result from excessive contact, contact to an illegal target area, going out of the ring, poor sportsmanship and / or defenseless attitude. Automatic disqualification will result from, but not limited to, causing severe injury or any bleeding to opponent caused by contact.
- **Scoring & Time:** The matches will be 2 minutes running time or 5 points, whichever comes first. In the event of a tie, the match will continue to “Sudden Victory” where next point wins. Adult Black Belt division will be 5 points and 3 minutes running time.
- **One point will be awarded to hand and or kick technique to a legal target area.**

CMAA ANNUAL TOURNAMENT NO-GI GRAPPLING RULES

*Our objective is to have a safe, fun, efficient and exciting event that tests the skill, strength, endurance and fighting spirit of competitors in friendly competition. We have modified our rules from previous years to help clarify expectations for competitors and to ensure a successful event. Please carefully review updated rules below:

Divisions Split into Male and Female and novice and advanced for divisions 3-6):

1. 4-6 Year old <60 pounds (no submissions)
2. 7-9 Year old <90 pounds (no submissions)
3. 10-12 Year old <130 pounds
4. 13-15 Year Old <160 pounds
5. 16-17 Year Old <200 pounds
6. 18+ Year Old

-Judges reserve the right to modify and or combine the divisions and/or move competitors up or down divisions as necessary (including splitting/combining divisions by gender, weight, age)

-No seeding of competitors

-Novice = Little to no grappling experience/training (no submissions)

-Advanced = Grappler with tournament experience and familiar with chokes/joint locks (submissions allowed)

Weigh Ins:

These will be conducted the morning of the tournament at **starting at 8:00am and ending at 9:00am** to ensure the accuracy and timely start of the divisions and for the safety of the competitors. Grapplers who do not weigh in will not be allowed to compete. Grapplers will be fit into divisions based on their age and then weight. A grappler heavier than their age bracket may be moved up to the next division. Competitors are not required to wear uniform during weigh in.

Attire:

-Shorts/rash guard and form fitting sports nylon athletic shirt (short or long-sleeve) or karate/jj gi pants can be worn. **No gi tops allowed**

Match Rules:

Brackets:

Scoring table will Track divisions via app (Wrestling Bracket Maker) to ensure accurate brackets.

First Round Matches: 1 Minute

Semi-Final Matches: 1 Minute

Consolation Matches: 1 Minute

Championship Matches: 2 Minutes

Medals for 1st, 2nd and 3rd Place (no medals for 4th place)

No overtime period, no rest periods

Points

Takedown: 2 points

Guard Pass/knee on belly: 2 points

Sweep: 2 Points

Side Mount: 3 Points (must be held for 5 seconds)

Mount/Rear Mount: 4 points (must be held for 5 seconds)

No advantage points

Escaping from side mount, mount or rear mount to standing: 1 point

Technical Victory: A competitor can win by having an advantage of 12 points or more (match ends)

-In the event of an opponent fleeing the mat to avoid take down or submission, judge has discretion to award points to competitor attempting take down or to penalize competitor fleeing the mat

HOW TO WIN:

***All matches have a winner**

Novice Divisions:

-By points

-Opponent gives up or is disqualified due to penalties or unsportsmanlike conduct

-If score is tied when time ends judge will award winner (positional control, fewer penalties)

-Judge stops match

-Competitor injury

Advanced Divisions:

-All of the above or

-Forcing opponent to tap via with hand or foot or verbally via legal choke or joint lock (submission)

Legal Chokes in Advanced Divisions:

-Rear Naked Choke

-Guillotine Choke (no standing Guillotines allowed)

-Triangle Choke

-Arm Triangle Choke

Legal Joint-Locks in Advanced Divisions:

-Shoulder Locks (Kimora, Americana, Omoplata)

-Armlocks and armbars

-Straight ankle locks, toe holds, knee bar, calf/bicep slicers)

Penalty Points:

-First Offense (warning)

-Second Offense (2 points awarded to opponent)

-Disqualification

-Unsportsmanlike conduct and flagrant use of illegal techniques (listed below) may result in immediate disqualification.

-Judges have discretion to issue a warning, award penalty points or disqualify competitors based on severity of penalties, illegal techniques and unsportsmanlike conduct

Illegal techniques (may result in a warning, penalty points or disqualification):

-Stalling (Avoiding engagement, fleeing the mat, defenseless attitude)

-Heel Hooks

-Finger Locks

-Wrist Locks

-Neck Cranks

-Knee Reaps

-Flying arm bars and triangles

- Jumping guard
- No Shin chokes
- Slamming
- Any technique that cannot be controlled when applied*
- Competitors can ask their judge before match begins, but not once match has begun*

Unsportsmanlike Fouls (may result in immediate penalty or disqualification):

- Slamming/spiking an opponent
- Inserting fingers into eyes or other parts of an opponent's body
- Striking
- Biting/spitting
- Pulling hair
- Acting in a violent/angry manner
- Scissor takedown (kani basami)
- Disregarding instructions of judge
- Missing their division after final call
- Ignoring judge instructions
- Attacking opponent during a time out
- Unsportsmanlike conduct or language
- Judges reserve the right to end a match at his/her discretion.***

Injuries:

- If a competitor is unable to continue due to injury NOT caused by a foul after one minute, they forfeit their match.

General Information:

- AT DOOR REGISTRATION BEGINS AT 7:30AM
- ***Divisions will be called in order of Age***
- *We reserve the right to combine divisions based on age, rank, gender, weight class, and # of participants. We split divisions at 20 competitors.*
- Only active competitors, tournament officials, scorekeepers, timekeepers and staff are allowed on the competition floor. **Parents and spectators must stay behind the designated boundaries, otherwise, you will be asked to leave.**
- **No** Videotaping allowed either by camera or camera/video cell phones

Contact Janice at cervizzis@aol.com or 978-357-9066 ext 0 with any questions -