

MOKOMOKO INVITATIONAL

Karate, Ju Jitsu and Eskrima Tournament

Official Tournament Rules

Mokomoko Invitational Tournament Rules

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Sport Jujitsu Free-Style Fighting Rules & Regulations

Adult Black Belt Divisions

Each match will consist of two 2-minute rounds with a 30-second break between rounds. There will be two time keepers, one to time the duration of each round and one will keep time for the 30 second ground fighting. Score will be kept with the use of tally counters by three corner judges. The center referee will be in charge of controlling the match.

When the fighters are in a grappling position they have 20 seconds to execute a throw or takedown before they are separated by the center referee. Once a fighter has taken his/her opponent down they will be given an additional 30 seconds to execute a submission hold (choke, arm bar, etc.) before they are separated and returned to their feet to resume fighting. If it is obvious that the competitor is making progress, the 30 second time limit will be extended. This is up to the center referee's discretion.

In case of a draw at the end of two rounds, an additional round will be fought. If it is still a draw, most accumulated points will determine the winner. Points will be awarded for crisp clean techniques to the body and controlled techniques to the head.

Hand and foot protection must be worn. Grappling gloves that allow the competitor to grab their opponent are recommended. The top of the foot must be covered, either with dipped-foam foot protection, or cloth foot protection. Male competitors must wear a cup. A mouthpiece is recommended. In divisions under 13 years old, head protection must be worn.

Scoring

Judges award points as follows:

- 1 point for a strike to the body... (hand or foot)
- 2 points for a **controlled** kick to the head
- 1 point for a takedown (less force than a 2 or 3 point throw)
- 2 points for a half throw (one foot leaves the mat)
- 3 points for a full throw (both feet leave the mat)
- 1 points for maintaining a controlled pin for ten seconds
- 2 points for maintaining a controlled pin for twenty seconds
- 3 points for maintaining a controlled pin for thirty seconds
- 4 points for a submission by referee intervention
- 1 penalty point to opponent for non-combativeness (stalling)
- Submission by tapping out is an automatic win

Illegal Techniques:

Fouls must be determined by a minimum of three judges.

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No striking to the face mask area (nose and eyes), groin, spine, nor against any joint. No finger locks, no wrist locks, no leg bars, no ankle locks, no biting, no gouging, no neck-cranks, no leg-kicks, no hair pulling, no knee strikes, no elbow strikes or head butts. No striking techniques are allowed when both competitors are on the ground grappling.

Once either fighter is in a grappling situation with both hands on, there is no striking. If only one hand is on, then fighters are allowed to continue striking. A fighter may not, however, hold their opponent with one hand and continually deliver the same strike over and over. When a fighter is taken to the mat, his/her opponent has 3 seconds to score with one strike (the fighter taken down can also score from the mat with one strike). **No stomping kicks allowed!**

Fighters will be warned only once for any infraction. On the second warning two points will be given to the opponent. Third warning is an automatic disqualification.

If a fighter is running outside the ring simply to avoid engaging with the opponent, one warning will be given. The second warning, two points will be given to the opponent and fighters will be returned to the center of the ring by the referee to resume fighting from a standing-grappling position.

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Unsportsmanlike conduct by competitors, coaches, or sensei will result in immediate disqualification with absolutely no exceptions!

Kyu Rank Divisions

Each match will consist of two 1-minute rounds with a 30-second break between rounds. There will be two time keepers, one to time the duration of each round and one will keep time for the 10 second ground fighting. Score will be kept with the use of tally counters by three corner judges. The center referee will be in charge of controlling the match.

When the fighters are in a grappling position they have 10 seconds to execute a throw or takedown before they are separated by the center referee. Once a fighter has taken his/her opponent down they will be given an additional 20 seconds to execute a submission hold (choke, arm bar, etc.) before they are separated and returned to their feet to resume fighting. If it is obvious a competitor is making progress, the 20 second limit may be extended. This is up to the center referee's discretion.

In case of a draw at the end of two rounds, an additional round will be fought. If it is still a draw, most accumulated points will determine the winner. Points will be awarded for crisp clean techniques to the body and **controlled** techniques to the head.

No choking techniques or joint locks are allowed in the 12 year and under divisions. Armbars are allowed only in the 18 year and over divisions.

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Scoring

Judges award points as follows:

- 1 point for a strike to the body... (hand or foot)
- 2 points for a **controlled** kick to the head
- 1 point for a takedown (less force than a 1 or 2 point throw)
- 2 points for a half throw (one foot leaves the mat)
- 3 points for a full throw (both feet leave the mat)
- 1 point for maintaining a controlled pin for ten
- 2 points for maintaining a controlled pin for twenty seconds
- 3 points for maintaining a controlled pin for thirty seconds
- 4 points for a submission by referee intervention
- 1 penalty point to opponent for non-combativeness (stalling)
- Submission by tapping out is an automatic win

Illegal Techniques:

Fouls must be determined by a minimum of three judges.

- No striking to the face mask area (nose and eyes), groin, spine, nor against any joint. No finger locks, no wrist locks, no ankle locks, no leg bars, no biting, no gouging, no neck-cranks, no leg-kicks, no hair pulling, no knee strikes, no elbow strikes or head butts. No striking techniques when both competitors are on the ground grappling.

Once fighters are in a grappling situation with both hands on, there is no striking. If only one hand is on, then fighters are allowed to continue striking. A competitor may not, however, hold the other competitor and continually deliver the same strike over and over. When a fighter is taken to the mat, his/her opponent has 3 seconds to score with one strike (the fighter taken down can also score from the mat with one strike). **No stomping kicks allowed!**

Fighters will be warned only once for any infraction. On the second warning two points will be given to the opponent. Third warning is an automatic disqualification.

If a fighter is running outside the ring simply to avoid engaging with the opponent, one warning will be given. The second warning, two points will be given to the opponent and fighters will be returned to the center of the ring by the referee to resume fighting from a standing-grappling position.

Unsportsmanlike conduct by competitors, coaches, or sensei will result in immediate disqualification with absolutely no exceptions!

Only one Sensei or coach from each school is allowed in the competition area.

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Grappling Rules

A complete judo or jujitsu gi must be worn. No short sleeve gi tops allowed. Pants must reach at least halfway down the calf. Females must wear a t-shirt under their gi top. Males may not wear a t-shirt under their gi top. Toenails and fingernails must be trimmed. Long hair must be tied back (no metal hair clips allowed). No jewelry of any kind is allowed to be worn. Contestants may not wear glasses. Contestants may not wear shoes. Contestants will begin standing. After bowing to one another, they will begin competition at the referee's command.

All techniques must be applied within the designated contest area. The referee can at their discretion award a point to the opponent or disqualify a competitor for continued or flagrant infractions.

Each match will have a time limit of four minutes for adult divisions (15 years and older). Youth divisions (12 to 14 years old) will have matches with a three-minute time limit. Childrens' divisions (under 12 years old) will have matches with a two-minute time limit.

Scoring

3 points for a full throw which causes both feet to leave the ground, makes the opponents fall mostly on their back, and has significant impetus, including speed and force.

2 points for a half throw in which one foot leaves the ground and has lesser impetus

1 point for knocking the opponent down

No points awarded for wrapping your legs around the opponent and throwing yourself onto your back. If you throw yourself onto your own back, the referee has the discretion to award throwing points to the opponent.

3 points for a 30-second pin in which the opponent is substantially controlled on their side or back. After judge awards points, contestants are returned to standing positions.

2 points for a 20-second pin

1 point for a 10-second pin

1 penalty point to opponent for non-combativeness (stalling)

If a competitor taps out, they immediately lose the match

A contestant who taps out loses the match. A contestant must tap at least twice for the judges to recognize their intent. If the referee awards 3 points for a 30-second pin, the competitors will then be returned to standing positions facing one another, and competition will resume from standing upon the referee's command.

Pins will be ended if both competitors leave the contest area. If only the person being pinned gets out of bounds, the pin is still valid, as long as any part of the person applying the pin is still in bounds. If the referee believes that a contestant is in danger

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from a choke or armbar, they can stop the action to protect the contestants, and will award 4 points to the contestant who had applied the armbar or choke.

The referee may stop the action and return the competitors to standing if there is stalling on the ground. Chokes must be applied against blood flow only, never against the windpipe.

No armbars allowed in divisions under 16 years old. No chokes allowed in divisions under 13 years old. For divisions 16 years old and above, chokes and armbars are allowed. No wristlocks, finger locks, leg bars or ankle hooks are allowed. (The one exception is the pain-only technique of grinding the back of the calf muscle in a lock.) No undue pressure may be applied to the neck or the spine.

A competitor may not post on their head to avoid being thrown or to accomplish a throw. A competitor may grab the other competitor's entire hand, but not individual fingers. A competitor may not put their hands on the other competitor's face. Percussive moves (kicks and punches) are not allowed. A competitor may not lift an opponent who is lying on their back with the sole purpose of dropping them back onto the mat. If the referee believes that a competitor is stalling or is non-combative, they may award 1 point to the opponent.

A competitor who goes out of bounds to avoid fighting will be given a warning the first time, and will have 1 point given to their opponent on the second violation. Continued infractions after the second violation will result in continued points being awarded to the opponent.

If there is no score at the end of the match, the referee may call for a sudden death overtime of 30 seconds. If there is still no score, the referee will either award a decision win to one of the competitors or call the match a draw.

A competitor will forfeit the match if they cannot continue a match or do not answer the judge's call for next competitors. If a competitor forfeits a match before it has begun, they may not re-enter the competition after that.

A contestant who talks back to the referee or judges, disregards the officials' calls or conducts themselves in a rude or unsportsmanlike manner will automatically lose the match and may be disqualified from the tournament. Making unnecessary calls, comments or gestures derogatory to the opponent will be cause for disqualification.

Each competitor may have one coach at the side of the mat. Friends, family, and fellow competitors must remain in the designated spectator area.

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Rules for Point Sparring

Ring Set Up

There will be three judges in each ring (a center judge and two side judges). An experienced black belt will be assigned to be center judge.

Time Limit

Two minutes running time. This time will be continuous unless the center referee calls for time to be stopped if there is an injury.

Judging

The center referee will maintain full control of their ring at all times. Center official should face the score keeper and maintain eye contact when giving the call. Make sure the score keeper and the competitors can hear you so there is no confusions regarding the score. Be professional, clear and assertive in all calls. Center official is the only one who can stop the clock or decide on time outs. Requests for equipment adjustment are decided upon by the center official. One coach per competitor is allowed at the side of the ring. Partners and friends must remain in the stands.

Changing Judges

Our judges have been chosen for their expertise. Competitors or parents may not ask to have a judge changed. If a coach has a serious complaint about any judge, that coach may approach the tournament director with their concerns.

Scoring & Time Keeping

All scores will be 1 point only. There are no 2 point techniques. Black belt divisions will go to five points. All kyu rank divisions (brown belt and under) will go to 3 points. If a pool is small, then a kyu rank division may go to 5 points. This will be at the discretion of the center judge. Judges must announce the point in a clear voice and point to the person who has scored.

Scoring Areas

Side of the head, side of the neck, ribs, chest, abdomen, kidneys. No leg kicks are allowed in any division. Groin kicks are not allowed except in black belt division. The face is an allowable target in black belt division.

Techniques

Allowable techniques include all kicks, punches, back fists, knife hands, ridge hands, sweeps to the back or side of the leg (sweeps must not be against a joint), and grabs (a competitor may grab and hold for up to three seconds), spins and aerials. No stomping techniques. No jumping hammer-fists (sometimes called the "Tokyo Joe" move) that land with the person delivering the technique still in the air. No hip throws. No knees, elbows or head butts.

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Point & Penalty

A call of “contact” or “penalty” overrules a call of “point” if given to the same fighter. Two calls: Contact/Penalty is called first, point is called second and given to the opponent.

Points to Win

Black belts (and divisions with black belts in them) go to 5 points or whoever is ahead at the end of two minutes. Kyu rank divisions go to three points or whoever is ahead at the end of two minutes. The center judge has the option to have kyu rank divisions fight to five points if the pool is small, thus giving the competitors more time in the ring.

Ties

If there is a tie after 2 minutes have passed, the match will go into sudden death overtime. The first person to score the next point will win. Fighters may have 30 seconds to rest before going into overtime if they need it.

Out of Bounds

When one foot is touching outside the boundary line, the fighter is out of bounds. The person who is in bounds can score on the person who is out of bounds, but the person who is out of bounds cannot score.

Forced Out vs. Running Out

A player is not penalized for fighting out or being forced out of the ring, but may be penalized for running out to avoid fighting. First time going out of bounds is a warning, second time the opponent is awarded a point.

Downed Opponent

Players have 3 seconds to score when one player is down. Downed player may also score from the floor. **NO STOMPING TECHNIQUES ARE TO BE ALLOWED!**

Injury

Center Referee or medical personnel may prohibit an injured player from continuing.

Contact

There is no contact allowed to the face, groin, spine or front of neck. If you see contact, step back and say “contact.” (Thumbs down to the offender.) Center judge can either warn the offender for first contact, or, if they deem it proper, award a point to the other person. Second contact is either a point or disqualification, at the sole discretion of the judge. Third contact is an automatic disqualification. Stress respect from the fighters and instructors. Unsportsmanlike behavior is grounds for disqualification. It takes 2 judges to award a point for contact, unless center referee is in a better position to see it. Center judge should call contact first if there is a question of contact. Call for points will follow. Judge may say “Two calls. First call for contact. Second call for points.” A call of

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contact overrules a call of “point” if given to the same fighter. Judges will need to use their own discretion when making calls on what may seem to be accidental clashes. Watch the fighter for tension, attitude and intent. You can usually recognize if someone is attempting serious harm. Judges may want to call “time” and confer before deciding. A competitor may be awarded 2 points if his opponent uses excessive contact (1 point) and he also scores a point of his own (1 point). Drawing blood is an immediate disqualification.

Safety Equipment

The following equipment is mandatory for karate kumite, for both point sparring and continuous sparring:

- Gloves that go over the tips of the fingers. No knuckle puffs or ratty gloves.
- Boots which cover the top of the foot
- Head gear
- Mouth piece
- Cup (for boys and men)
- Dojos are asked to bring extra gear for fighters who may come without their equipment. There will be an equipment table set up where gear can be purchased. No fighter may compete without the appropriate gear. This rule must be strictly observed.

Availability

When the division has to be declared closed and/or the charting has started, no late players can enter the division. If a competitor is called in one ring, but he is already competing in another ring, the center judge should wait until the competitor can be done in the other ring before calling on them to complete in his ring.

Sequence

Luck of the draw. Pools will be made so that competitors from the same school do not compete against each other in the first round, if at all possible.

Continuous Sparring

Match shall consist of 2 one minute rounds, with a 30 seconds break between rounds. Center judge will call for leader at the end of the first round, and will call for winner at the end of the second round. Three corner judges will tally points. Center judge’s main duty is to maintain the safety of the fighters and to keep the match going smoothly. Only single points are awarded for all techniques. Competitors in continuous sparring will wear full face protective headgear, mouthpiece, chest protector, cup (males only) and boxing style gloves. Headgear and gloves will be available for competitors who do not have their own. Targets are the same as in point kumite, and illegal techniques are the same as in point kumite.

Rules for Kata

Time Limit

Up to 3 minutes performance time is allowed from the time the competitor enters the ring.

Restarts

Black belts receive no score. All kyu ranks can have a second start with no penalty.

Music

No musical forms are allowed. Traditional forms only.

Scoring Range

Beginning: 6-7 Average score is 6.5
Intermediate: 7-8 Average score is 7.5
Brown belt: 8-9 Average score is 8.5
Black belt: 9-10 Average score is 9.5

Ties

First tie: Both competitors compete again using the same form
Second tie: Both competitors compete again using different form
Third tie: Competitors will turn their backs to the judges and judges will make final decision by pointing to the competitor

Changing Judges

Our judges have been chosen for their expertise. Please do not insult us by asking for a change unless you are aware of a very serious issue.

Eskrima Tournament Rules

Single Stick Fighting Division

Safety Equipment

- Mouthpiece
- Groin Protector
- Hand Protection (street Hockey or Harbinger)
- Elbow and Knee Pads
- Lighting by Pro-Force w/ Face Shield head-gear
- Optional Chest Protector

Scoring

10 Point Total - Points are awarded for:

- 1pt for Clear Defensive Techniques
- 1pt for attacks to torso, legs and hands
- 2 pts for head attack
- 3 pts for clear disarm

At each awarding of offensive point, match will be stopped and restarted for the next exchange. This division has a 3-minute time limit, competitor with highest points at that time wins.

Illegal Techniques

No punching, kicking or grappling allowed. Violation will result in penalty points given to opposition, penalty points also awarded for out of bounds, stalling and poor conduct.

Knife Point Fighting Division

Safety Equipment

- Mouthpiece
- Groin Protector
- Hand Protection (street Hockey or Harbinger)
- Elbow and Knee Pads
- Lighting by Pro-Force w/ Face Shield head-gear
- Optional Chest Protector

Scoring

10 Point Total - Points are awarded for:

- One point for a clearly landed knife attack to anywhere on torso, arms or legs
- Two points for a clearly landed knife attack to the face or neck
- Three points for a clear disarm
- Both competitors can be awarded points in a single clash

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- If a competitor drops his knife or if it is knocked from his hand (not a technical disarm), his opponent is awarded one point
At each awarding of offensive point, match will be stopped and restarted for the next exchange. This division has a 3-minute time limit. The competitor with highest points at that time wins.

Illegal Techniques

No punching, kicking or grappling allowed. Violation will result in penalty points given to opposition, penalty points also awarded for out of bounds, stalling and poor conduct.

Note: This event utilizes a marker type plastic practice knife.

Headgear with face shield will be provided at the tournament for those competitors who do not have their own.