

SMAA USADOJO.COM ULTIMATE DEMO TEAM CHALLENGE

RULES OF COMPETITION

COMPETITOR'S RESPONSIBILITIES

It is the responsibility of the TEAM COACH to make sure their players know the USADOJO.COM Rules of Competition and their schedule of rotation. Players must be in competition uniform, ringside and ready to compete when his/her name is called. With this level of competition, exemplary conduct of the players and the coaches as professional martial artists is expected. You are representing not only your team and coach, but martial arts and martial artist as a whole.

PROOF OF AGE

A copy of the birth certificate for 17 & under players must be available at the time of registration for verification of the requirement of parental permission to participate in the competition. After such time there will be no need for proof of age.

UNIFORM

All uniforms must be of good repair, clean, and pressed to professional performance standards. All players must wear a complete (top and bottom) traditional uniform representative of their competitive style or a Professional Sport Karate uniform. A player with offensive words or artwork on their uniform may be denied the privilege of participation. We encourage having your team or sponsors name on the back of your uniform and over the left chest pocket area, although this is not required. The appropriate color belt or sash must be worn in competition.

SCORING SYSTEM & TIME

All categories of competition will have five (5) Officials. The promoter reserves the right to increase the number to seven (7) at his discretion. The base score will be 9.00 to 10.00. The hundredth intervals point system shall be used. Example: 9.55, 9.73. The first 3 players are scored to set an average score. The remaining players will then be scored individually. The high and the low score will be dropped and the remaining scores will be added together for the players score. A random shuffle and draw will be performed at all category stations. Team coaches will witness the draw. The arbitrator must verify scores, before the winners are announced.

IN THE CASE OF A TIE

In the case of a first place and grand champion tie, players must perform again. If they continue in a tie, the judges will point to the competitor they feel is the winner. The winner is chosen by majority rule. In the case of a tie for 2nd place or lower, the low score given by 5 officials will be added back in. If there is still a tie, the high score will be added back in. If there is still a tie at this point, the scores of a majority of judges will determine the tie breaker (see example diagram at bottom of rules). If there is still a tie, both players will receive the same placement, leaving the placement below them vacant. (Example - if they are tied for 4th and 5th place after all tie breaking rules have been followed and they are still tied, they will both receive 4th place points and 5th place will be vacant. 6th place will still be sixth place.)

Majority rules to choose winner.

	Competitor A	Competitor B
Judge 1	9.98	9.97
Judge 2	9.96	9.95
Judge 3	9.97	9.94
Judge 4	9.95	9.98
Judge 5	9.94	9.96

Judges

Judges will be of the highest caliber, each known for the category they are judging. The same judges will judge a specific category for all players of that category. All Judges are hand-picked by the Executive Producer. Each category will have representation of all styles of martial arts. No two judges from the same style or circuit will be chosen.

LATE ENTRIES

(Not there or not ready when your name is called.) You will receive no score for your performance. NO EXCEPTIONS. At this level of competition you are considered professionals and are expected to be on time and where you need to be.

Team Demo Requirements

1. Time limit for Demo Team is as follows: 3 minutes for pairs, two player demo teams, 3 minutes for 4 player demo teams, 6 minutes for 6 player teams and 8 minutes maximum for the unlimited team category.
2. Music is allowed to be used in the back ground, and teams that are choreographed to the rhythm (various beats) of the music or whose music is matched to the theme of the routine may score higher, as their demonstration demands a greater degree of difficulty. Music is not mandatory.
3. We encourage the use of props and costumes. All props must be approved by center official prior to start of competition. We encourage inventiveness and imagination, but your routine must contain martial arts contents and continuity.
4. Choreography, entertainment value, and presentation of martial arts skills will be judged..
5. A two person demo team must perform a kata or creative form where both players perform the same moves synchronized to one another as a pairs form.
6. Four, six and unlimited person teams may perform any type of demo that they choose as long as they follow the time criteria and other related rules as described herein.

Scoring Criteria

1. The martial artist shall display control, style, ease, and exactness throughout his or her performance. Mastery of his or her routine will be keenly scrutinized. Based upon these qualities, officials shall critically judge each competitor on their posture, spirit, concentration, continuity, crispness, and proper technique usage.
2. Five officials minimum will be chosen to judge and score each performing artist. They shall remain as officials throughout the duration of their ring assignment to insure that the scores will be consistent and balanced. The promoter shall be allowed to make exceptions to this rule.
3. Music is allowed in all categories but is not a requirement.
4. Hard style forms shall be based on the following criteria:
 - a) Balance - particularly during transitions and between techniques.
 - b) Stance work - stances shall demonstrate a measure of consistency. Height, width, depth, and balance is scrutinized throughout each routine.
 - c) Focused Power - techniques must be concentrated and visually powerful.
5. Soft style forms shall be based on the following criteria.
 - a) Balance - symmetry and stability, particularly before and after an acrobatic technique, is an important criteria.
 - b) Fluidity - the transition between techniques must flow with uninterrupted continuity.
 - c) Explosive Power - techniques must be volatile, and generate dominance, strength, force, impact, and magnetism.

USE OF WEAPONS

1. Only weapons that are kept under constant control will be approved for competition. Throwing stars, darts, arrows, and flying projectiles of any kind are not allowed.
2. The referee will inspect all weapons prior to competition to determine whether they are safe for use.
3. Weapons that are obviously dangerous, or can manifest injury to competitors, officials, or spectators will not be allowed. This rule especially applies to the weapons and creative forms divisions.
4. The officials will bear in mind that all weapons are an extension of the arms and legs; consequently, mastery and control of their employment shall be judged accordingly.
5. Hard style weapons will be based on the following criteria:
 - a) Balance - particularly during transitions and between techniques.
 - b) Stance work - each stance shall demonstrate a measure of consistency. Height, width, depth, and balance throughout each routine will be scrutinized.
 - c) Focused Power - Techniques must be concentrated and visually powerful.
5. Soft style Weapons shall be based on the following criteria.
 - a) Balance - symmetry and stability; particularly before and after an acrobatic technique, will be an important criteria.
 - b) Fluidity - the transition between techniques must flow with uninterrupted continuity.
 - c) Explosive Power - techniques must be volatile, and generate dominance, strength, force, impact, and magnetism.

STARTING OF FORMS OVER

Players are professionals at this level so there are no restarts what so ever.

DROPPING OR BREAKING WEAPON

Players may pickup and continue but players will be scored by the performance they turn in. There are no restarts what so ever.

USE OF GYMNASTIC MOVEMENTS

If use of gymnastics will enhance a players martial arts, the player may use it, however, any gymnastic movement must be relevant to the players techniques.