

2020 TCT RULES AT A GLANCE

Please read the following rules carefully and be familiar with them. There will be no refund for disqualification due to rules infractions.

TCT MEMBERSHIP:

There will be a \$15 yearly membership fee for the TCT in order to be rated towards the yearly TCT Championships and Banquet to be held in October or November each year. TCT Memberships may be purchased online at tctmembership.myuventex.com and points may be tracked in real time at myuventex.com

COMPETITOR AGE:

All Competitors must compete at the age they were on January 1st of each competition year. Uventex does have an option at each tournament's registration which will allow a Competitor to compete at their chronological age, however points from previous events will not transfer.

COMPETITOR RANK:

All Competitors must compete at the skill level (Novice, Intermediate, Advanced, Blackbelt) of your belt rank within your style with the exception that Underbelts may choose to spar in Blackbelt divisions based on age and weight. If an Underbelt chooses to spar in a Blackbelt division, they cannot wear a belt. Competitors have a two (2) year maximum to be at each skill level. Example: Two (2) years at Novice, two (2) years at Intermediate, and two (2) years at Advanced.

AMOUNT OF DIVISIONS:

All Competitors may compete in any amount of divisions they qualify for by Age or Rank. If a Competitor is competing in one division when their other division is called, they cannot be disqualified so long as they are on deck or up competing and have informed the scorekeeper or coordinator of the division that is waiting on them as to what ring they are in.

COMPETITOR RESPONSIBILITY:

All Competitors must have all appropriate material, uniforms, weapons, etc for their divisions ready to go and must be present when their division is called. A notification will be sent out by Uventex via text message and a two (2) minute time limit will be allowed for the Competitor to report to the ring. After two (2) minutes, the Competitor will be disqualified, unless the Competitor is competing in another ring and they have sent a representative for staging.

WEAPONS & FORMS:

RINGS - 20' X 20' for all ages. 20' X 40' for Chinese forms divisions if requested by the Competitor.

FINAL DECISIONS - Made by the Rules Arbitrator or tournament designee.

NUMBER OF JUDGES - Every division must have three (3) Judges or five (5) Judges.

LOCATION OF JUDGES - One side of the ring for contemporary or open forms, corners for traditional forms.

UNIFORM - Competitor must wear a traditional or sport martial arts uniform with no foul language on it. T-shirts as part of a school uniform are allowed in soft style divisions only. Jewelry of any kind is not allowed to be worn during competition. Competitors may wear a solid color T-Shirt or sports bra under the uniform top which matches the color of the uniform. The uniform top may be removed during the performance if appropriate for the division.

BLACKBELT DIVISIONS - In Japanese divisions, Competitors must wear a solid White uniform. In Korean divisions, Competitors must wear a solid White uniform with optional blue or black trim. In Kenpo divisions, Competitors must wear a solid Black uniform. In Soft Style divisions, Competitors must wear a traditional Chinese or African uniform.

UNDERBELT DIVISIONS - No specific uniform criteria will be enforced beyond the general uniform criteria noted above however, wearing a traditional uniform in a traditional division will be more appealing to the Judges and will prepare you for the Blackbelt divisions.

CONTEMPORARY DIVISIONS-

RESTARTS & DEDUCTIONS - One (1) restart without deduction is allowed in all Underbelt weapons and forms divisions and Blackbelt weapons divisions. No restarts are allowed in Blackbelt forms divisions. Up to seven (7) gymnastics are allowed in Contemporary divisions. There will be an automatic deduction of .05 for eight (8) or more gymnastics.

WEAPONS - The weapon used must be authentic to martial arts and be approved by the Judges and Arbitrator. No live blades are allowed. Bo must not be shorter than the Competitor's eyebrows. Competitor must demonstrate 75% of blocking and striking techniques based on their style. The other 25% may display spins, manipulations, and tricks.

WEAPON BREAKS - If a weapon breaks, the Competitor will be allowed five (5) minutes to get a replacement weapon and restart without penalty.

WEAPONS & FORMS - The degree of difficulty will be factored into the score for both weapons and forms divisions.

MUSIC - Forms must be performed to the music. Sound effects are allowed but cannot be the main source of choreography. The form and the music will be Judged together. Competitors can restart if there is a malfunction of the music Competitor.

TRADITIONAL DIVISIONS-

RESTARTS - No restarts are allowed in Blackbelt or Underbelt weapons or forms divisions.

WEAPONS - The weapon used must be authentic to martial arts and be approved by the Center Judge and Arbitrator. No live blades or lightweight weapons are allowed, at the discretion of the Rules Arbitrator or tournament designee. Bo must not be shorter than the Competitor's eyebrows.

WEAPON BREAKS - If a weapon breaks, the Competitor will be allowed five (5) minutes to get a replacement weapon and restart without penalty.

WEAPONS & FORMS - The degree of difficulty will be factored into the score for both weapons and forms divisions.

SEQUENCE - Luck of the Draw will be done by Uventex prior to the start of each division. All Competitors will compete before being scored.

TIME LIMIT - Up to three (3) minutes per performance is allowed from the time the Competitor enters the ring or when any Competitor's music is started.

MUSIC COMPETITOR - The Competitor must provide their own music Competitor and someone to run it, unless provided by tournament promoter.

SCORING RANGE - Blackbelts will be scored 9.90 - 10.00 and Underbelts 9.80 - 9.90. All Competitors compete before any scores are given. With only one or two Competitors the winner is chosen by Judges' show of hands.

TIES - Ties for the top (4) places and for eighth place will be broken by a Judges' show of hands to the Competitor to which they gave the higher score. If a Judge gave both Competitors the same score then they must point to both Competitors and rerun their performance. For ties between 3 or more Competitors, a second (or more) show of hands may be required for a process of elimination. If in the end any Competitors are still tied, then they must run their forms again with a new show of hands.

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LET'S MOVE SPORT MARTIAL ARTS INTO THE FUTURE!**

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POINT SPARRING

LOCATION OF JUDGES – Standing and moving about the inside of the ring.

UNIFORM - Competitor must wear a traditional or sport martial arts uniform with no foul language on it. T-shirts as part of a school uniform are allowed in soft style divisions only. Jewelry of any kind is not allowed to be worn during competition. No shirts under the uniform top, except for females which may wear a solid color T-Shirt or sports bra. Additionally, the sleeves must reach the elbows.

SAFETY EQUIPMENT –

MANDATORY - Mouthpiece, groin cup (males), hand, foot, and head gear is required. Cups cannot be worn outside the uniform.

ALLOWED, BUT NOT REQUIRED – Face Shields, Chest Protectors, Elbow Pads, Shin Guards

TIME LIMIT –

BLACKBELT DIVISIONS –Two (2) minutes running time, or 10-point spread. Time will be stopped when play is stopped during the last 30 seconds of a match.

UNDERBELT DIVISIONS –Two (2) minutes running time, or 7-point spread.

SELECTION – All byes and bracketing is automatically done during staging by Uventex.

COACHING - Allowed from coaches' box and designated areas. Coaches will sit in chair within coach's box and cannot physically or verbally signal points for their Competitor after a call for break for scoring to confuse Judges' call for points. **MUST HAVE COACH'S PASS.**

TIME OUT - A Competitor or coach can call one (1) time out per match for up to ten (10) seconds when play is already stopped.

SCORING AREAS – Head, Face, Ribs, Chest, Abdomen, Kidneys.

TECHNIQUES - Allowable techniques include all kicks, punches, back fists, knife hands, ridge hands, spins and aerials. All other techniques are illegal.

CONTACT – All ranks must use either light or no contact (the individual Competitor's option) to score to head and light or moderate contact to score to body.

OUT OF BOUNDS - Out of bounds is when neither foot is inside or touching the boundary line.

FORCED OUT VS. RUNNING OUT - A Competitor is not penalized for fighting out or being forced out of the ring but may be penalized one (1) point for running out to avoid fighting.

DOWNED OPPONENT – Match will stop immediately when one Competitor is down.

PENALTIES - Illegal contact (1), illegal techniques (1), contact to non-scoring areas (1), hitting after call to stop (1), running out of bounds (1), dropping to the floor to avoid fighting (1) are subject to penalty points by a majority vote of the Judges, and foul language / unsportsmanlike conduct (DQ) by the Center Judge.

COACHING PENALTIES – More than one coach in coach's box (1), telling Judges what to call (1), taunting Judges or Competitors (1), coaching during a medical timeout (1) are subject to penalty points by the Center Judge, and foul language / unsportsmanlike conduct (DQ) by the Center Judge.

SCORING – One (1) point for hand and kicking techniques, two (2) points for head kicking techniques and spinning kicks to the body, three (3) points for spinning kicks to the head, any aerial spinning kicks from the standing position, cartwheel kicks, capoeira kicks, and gyroscope kicks

POINT AND PENALTY - A point can be given to one Competitor and a penalty point to the other Competitor at one calling by majority vote, thus giving a Competitor two scores when points are called at a break. However, a point and penalty cannot be given to the same Competitor by one Judge.

NUMBER OF POINTS TO WIN – The Competitor with the most points after two (2) minutes playing time or a ten (10) point spread.

TIES - Result in sudden death overtime.

INJURY - The Center Judge or the medical personnel may prohibit a Competitor from continuing due to injury.

TEAM SPARRING

PROCEDURE - same as point sparring, with following exceptions.

SEQUENCE OF TEAMS AND AGE GROUPING (if there is age grouping) - Youngest to oldest in Junior divisions. Lightest to heaviest in adult divisions.

CONTACT - (same option as chosen for point sparring).

AMOUNT OF POINTS TO WIN - Total points of all matches.

TIES - Result in sudden death overtime in the last match only.

DISQUALIFICATION - A team cannot be disqualified for the disqualification of one of its Competitors (unless it is for foul language / unsportsmanlike conduct). If a member is disqualified, the match is ended with the victim receiving two (2) points or a score of two (2) points above that of his opponent's score (whichever is greater) for the match. If a disqualification in the last match allows the disqualified members' team to win then the opposing team can opt to reject the disqualification and will receive five points and the match shall continue. If either Competitor is unable to continue the disqualified Competitor's team loses.

BREAKING

PROCEDURE – same as weapons and forms.

UNIFORM - Competitor must wear a traditional or sport martial arts uniform with no foul language on it. T-shirts as part of a school uniform are allowed in soft style divisions only. Jewelry of any kind is not allowed to be worn during competition. No shirts under the uniform top, except for females which may wear a solid color T-Shirt or sports bra. The uniform top may be removed during the performance if appropriate for the division.

MATERIALS & SAFETY – All Competitors must provide their own breaking material. All support materials & each end side of all blocks, bricks, boards & other materials to be broken must have the initials of the player or their team printed (by hand, spray can, etc.) on them in the same color. An exact duplicate sample of each & every type of breaking material must be presented to the panel of Judges should it be asked for. Any Judge may replace any or all the materials in the Competitors' set-up with the player provided samples of the same material & then examine that Competitors' set-up material for safety, material type, weight & strength. Any Judge may test any replaced material for breakability. All Competitors must remove all breaking remnants and provide their own containers for such removal. Competitors must angle their routines so as not to endanger the Judges, spectators & their people used as props.

REQUIRED BREAKS – Competitor's must attempt at least five (5) breaks. At least one (1) must be with a kick.

ILLEGAL ROUTINES – Dialog (other than to explain the routine), use of props (other than people, weapons, and breaking materials). Skits and music are not allowed.

COMPETITOR DEMONSTRATION – The Competitor has the responsibility to ask the Center Judge to demonstrate any portion of their routine which the player feels may be in violation, so as to determine whether the routine (or portion thereof) will be allowed before the division starts.

SELF DEFENSE

PROCEDURE – same as weapons and forms

UNIFORM - Competitor must wear a traditional or sport martial arts uniform with no foul language on it. T-shirts as part of a school uniform are allowed in soft style divisions only. Jewelry of any kind is not allowed to be worn during competition. No shirts under the uniform top, except for females which may wear a solid color T-Shirt or sports bra. The uniform top may be removed during the performance if appropriate for the division.

PROPS – Only the following props are allowed: people, unsharpened weapons, chairs, and tables.

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