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# Saskatchewan Martial Arts Association

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## Tournament Rulebook

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# Saskatchewan Martial Arts Association

## Tournament Rulebook

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### DEFINITIONS

*“Officials”* – Arbitrators, Referees, Judges, Scorekeepers, Timekeepers and Scorekeepers’ Assistants

*“SMAA”* – Saskatchewan Martial Arts Association

*“Tournament Director”* – SMAA Member Club that is hosting/promoting an SMAA sanctioned event

### ARTICLE 1 – GENERAL

#### 1.1 COMPETITION RING

- Competitions will be held on a flat surface with the area clearly marked. The ring size for sparring competition will be a minimum of 14 feet square and a maximum of 20 feet square. For forms competition, the size may be expanded to accommodate forms that require a larger area.
- Each ring is to be posted with a ring number clearly visible so that Competitors, Officials and Medical Personnel can easily access the area. It is recommended that 3 feet outside the ring perimeter be kept clear for the use of the Referee, Judges and the Scorekeeper's table.
- Under no circumstances will there be any food or drink allowed on the tournament floor.

#### 1.2 SAFETY

- Each ring shall be equipped with rubber gloves, disinfectant, plastic bags and paper towel.
- Any blood drawn will be disposed of properly by approved officials.

#### 1.3 RECORD KEEPING

- Standard SMAA Draw Sheets will be used for scoresheets for all event divisions and originals or copies will be submitted to SMAA for Provincial Ratings tracking purposes.
- Each competition ring will keep a log of officials to track details of events, and time.

### ARTICLE 2 – OFFICIATING

#### 2.1 BLACK BELT MEETING

- A Black Belt meeting is required before the start of every SMAA tournament.
- Meeting items will include a thorough discussion on rules for clarification and training purposes.
- A copy of this SMAA rulebook should be on hand for any tournament event.

#### 2.2 NUMBER OF OFFICIALS

Each ring will be conducted with a combination of one Referee and two Judges or one

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Referee and four Judges. These Officials will be assisted by both a Scorekeeper and a Timekeeper or Scorekeepers Assistant. The suitability of all Officials will be determined by the Tournament Director and/or the Tournament Arbitrators.

### 2.3 TOURNAMENT ARBITRATOR

There must be a minimum of two Tournament Arbitrators for a tournament. Where there are more than six rings in use, another arbitrator may be designated by the Tournament Director. At least one of the Tournament Arbitrators must be a recognized SMAA Level 4 Official. Tournament Arbitrators will conform to the following:

- Thoroughly understand the rules and regulations and be a member of the SMAA.
- Consult the rulebook provided for the day by the Tournament Director.
- Ensure that the competitors are adhering to the rules.
- Be empowered to enter a ring and stop a division if there appears to be an infraction to the rules. If the infraction is not resolved to the Tournament Arbitrators' satisfaction, the Officials may be removed from the ring.
- Have the overruling decision on any disagreement.
- Work closely with the Tournament Director and Referees.
- Assist the Tournament Director in assigning Referees and Judges to rings throughout the day and/or replacing Officials that have become tired or appear to be incompetent.
- Consult with the Referee and Judges when there is a discrepancy or complaint and will make the final decision.
- Participate with the Tournament Director in a meeting called before the competition begins and discuss any rule changes and/or assign the Referees and Judges to rings.
- In order to be attentive to observing the events, Arbitrators shall not be allowed to referee or judge.

### 2.4 REFEREE

Referees will conduct themselves in a respectful manner and will conform to the following:

- The Referee will have full knowledge of the SMAA rules and regulations. For Sparring divisions, where possible, the Referee will be a SMAA Certified Level 3 Official. In Forms divisions the Referee must be a practicing Martial Artist and where possible, will be a 2nd Degree Black Belt or equivalent and a SMAA Certified Level 3 Official. Referees shall be a minimum 18 years of age.
- The Referee will consult and work closely with Tournament Arbitrators.
- The Referee is charged with supervision of the ring and shall enforce the rules, promote the safety of the contestants and ensure fair play.
- The Referee will line up all the Competitors and bow them in before starting the division and again at the end of the division.
- The Referee will assist the Scorekeeper in organizing and registering the division.
- Before starting a sparring match the Referee shall position the red competitor so that they correspond with the red side of the scorecards. The Referee shall also ensure that the Judges have their flags properly positioned so that when a point is indicated, the red flag points towards the red competitor.

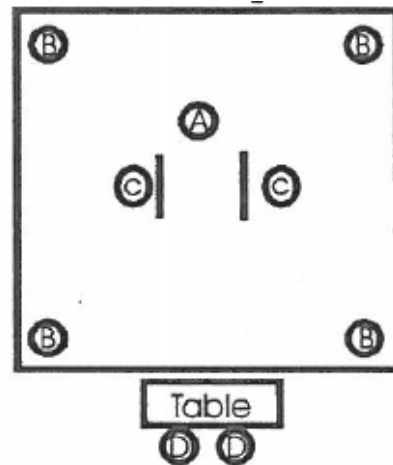
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- Before starting a sparring match the Referee shall position themselves so they are facing the Scorekeepers table and after a point has been awarded, the Referee will ensure that the score has been changed before resuming the match.
- The Referee will announce in a loud clear voice all decisions.
- Referee calls will consist only of clear identifiable command that will be as follows:
  - START** - commence match
  - STOP** - halts match
  - SCORE** - commands Judges to present scores
  - START** - continue/resume match
  - TIME OUT** - time out stopping clock for whatever reason
- The Head Referee will have one vote for scoring.
- A Referee must not at any time change their decision unless first consulting with the Judges and/or the Tournament Arbitrator.
- The Referee will be the only one to call a time out. The Referee will call a time out when a competitor has been temporarily injured or has equipment problems.
- It is the duty of the Referee to keep the match moving at all times.
- If the Referee is a Black Belt or equivalent they may wear their traditional uniform or black dress pants and a black or white shirt.

### 2.5 POSITIONING OF COMPETITORS & OFFICIALS

- A – Referee
- B – Judges
- C – Competitors
- D – Score Keeper & Time Keeper



### 2.6 JUDGES

The Judges will conduct themselves in a respectful manner and will conform to the following:

- The Judges will have full knowledge of the SMAA rules and regulations. For Sparring divisions, where possible, the majority of the Judges for a match will be SMAA Certified Level 2 Officials, however SMAA Certified Level 1 Officials will be encouraged to participate. In Forms divisions, where possible, the majority of the Judges should be Black Belts or equivalent and SMAA Certified Level 2 Officials, however Brown Belts or equivalent with a SMAA Level 2 Certification will be encouraged to participate.
- Judges shall be a minimum 16 years of age with exception given to 13 year old and under divisions where 14 & 15 year old blue and brown belt SMAA members may be allowed to judge at the discretion of the Tournament Director, Arbitrator and their Instructor/Coach.
- Judges should make an effort never to interfere with motions of the Referee or competitors.

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- Judges will participate in decisions where a vote is to transpire.
- Each Judge will have one vote.
- Judges will score a sparring match accordingly, awarding points scored by contestants white or red. If in the opinion of any Judge there has been a point scored or a foul committed, they shall call out the word **POINT** in a loud clear voice. The Referee will then stop the match and request scoring.
- Judge's scoring for a sparring match is as follows:
  1. Neutral position, No point acknowledged (flags or hands below waist pointed down).
  2. Point acknowledged (flag or hand pointed to contestant that scored).
  3. Penalties or Foul (flag or hand (thumb down) for offending competitor to be inverted).
  4. Out of bounds (flags tap on ring line or call **OUT** in a clear voice).
- During a sparring match, Corner Judges may move up to six (6) feet from the corners to maintain a constant view of the competitors.
- If the Judge is a Black Belt, Brown Belt or equivalent they may wear their traditional uniform or black dress pants and a black or white shirt.

### 2.7 SCOREKEEPER

Scorekeepers will have prior knowledge of the scoring process and shall adhere with the following:

- Scorekeepers will be at least 14 years of age and to have been assigned by the Tournament Director.
- The Scorekeeper will assist the Judge in registering the Competitors.
- For Sparring competition the Scorekeeper shall:
  1. Mark on the draw sheets, which competitor is red and which competitor is white.
  2. Keep score and change cards in accordance with the Referee awarding the point.
  3. Record warnings as issued by the Referee.
  4. Advance winners on the draw sheets as the winners are announced.
  5. Note contestants that have been injured and record a description of the injury.
- For Forms competition the scorekeeper shall:
  1. Record the scores as given by the Judges.
  2. Enter each score on the score sheets. If five Officials are scoring, the high and the low scores will be dropped and the remaining three scores will be added together to give the Competitors final score. If three Officials are scoring, all three scores will be added together to give the Competitors final score.
  3. In the case of a tie and five Officials are scoring, the high and low scores will be added into the score to break the tie. If there is still a tie the Competitors will repeat their forms and the Officials will choose the winner by a show of hands. It is recommended that the Competitors face the Officials when the show of hands is given.
  4. In the case of a tie and three Officials are scoring, the Competitors will repeat their forms and the Officials will choose the winner by a show of hands. It is recommended that the Competitors face the Officials when the show of hands is given.

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### 2.8 TIMEKEEPER

Timekeepers will have a prior knowledge of the scoring process and will adhere to the following:

- Timekeepers shall be at least 14 years of age and to have been assigned by the Tournament Director.
- Timekeepers will start and stop time on head Referee's command.
- Timekeepers will inform Referee when time is up by a pre-established signal.
- Timekeepers will monitor time in accordance to the rules.

### 2.9 SCOREKEEPER'S ASSISTANT

Scorekeeper's Assistant will have prior knowledge of the scoring process and shall adhere with the following:

- Scorekeeper's Assistant will be at least 14 years of age and to have been assigned by the Tournament Director.
- The Scorekeeper's Assistant shall call out the Official's scores as they present them. The scores will be called out in a clear voice loud enough for the Officials to confirm the scores.
- The Scorekeeper's Assistant shall assist the Scorekeeper in recording and registering the scores.

### 2.10 AUTHORIZED PERSONNEL

Authorized personnel that will be allowed on the floor during competition are;

- Competitors
- Coaches
- Officials
- Any other individuals authorized by the Tournament Director.

The Referees and Judges shall help enforce this rule.

### 2.11 REMOVAL OF AN OFFICIAL

Only the Tournament Arbitrator may remove an Official. Any complaints about the officiating must be taken to a Black Belt or Senior Instructor who will then approach the Tournament Arbitrator.

### 2.12 COMPLAINTS

Complaints must be taken to a Black Belt or Senior Instructor, who will then approach a Tournament Arbitrator. Complaints will only be accepted if the match is still in progress. Only legitimate complaints will be considered. If the complaint is not legitimate, the competitor risks being disqualified. All complaints are to be lodged by a Black Belt or Senior Instructor, directly with the Tournament Arbitrators, who will make a final ruling.

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### ARTICLE 3 – COMPETITORS

#### 3.1 COMPETITOR REQUIREMENTS

Competitors will conform to the following requirements:

- Competitors entering the ring will bow to show their respect for their art, for each other, and recognition that they are responsible for their opponents' health and welfare.
- Competitors must wear the traditional uniform of their style. Uniforms will be clean and presentable. T-shirts are permitted only if they are part of the club uniform.
- Articles other than the uniform and safety equipment are strictly forbidden to be worn in the ring.
- Late Competitors (at the discretion of the Referee and Tournament Director) may not be allowed to compete once the event has started or the draw sheet has been completed. They will forfeit their entrance fee.

### ARTICLE 4 – SPORT POINT SPARRING & PADDED WEAPON SPARRING COMPETITION

#### 4.1 SAFETY EQUIPMENT

Competitor safety equipment for Sport Point Sparring Matches will conform to the following:

Mandatory;

- Foam head gear – covering the sides, back, top and forehead. **NOTE: Competitors choosing to wear prescription eyewear shall be required to wear a head gear with face shield.**
- Foam hand protectors - gloves will cover the back part of the hand and up to the middle knuckle of fingers and thumb.
- Foam foot protectors - covering the instep, heel, ankle, and toes. The bottom part of foot shall be exposed.
- Groin protectors

Recommended;

- Shin guards
- Mouth guards
- Female chest protectors

Any additional safety equipment, that does not award an unfair advantage to a competitor, is optional and is subject to approval by the SMAA or Tournament Director.

Additional to competitor safety equipment for Sport Point Sparring Matches, equipment for Padded Weapon Sparring Matches will conform to the following:

Mandatory;

- Foam head gear – covering the sides, back, top, forehead, chin and face. Face shields must comply with spacing no more than 1.5" (38 mm).



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### 4.2 COMPETITORS

Competitors will conform to the following requirements:

- Approach the side of the ring, bow, enter the ring and position themselves opposite their opponent.
- Upon commands from the Referee, bow to the Referee and then towards opponent.
- Upon completion of match, remain in the ring until the scores have been given and the winner is indicated. Again, upon commands from the Referee, bow to the Referee and then towards opponent.
- In a show of good sportsmanship, Competitors are encouraged to shake hands after completion of a match.

### 4.3 LENGTH OF MATCH

- Sport Point Sparring and Padded Weapon Sparring Matches will be timed and last a maximum of two (2) minutes running time.
- Tournament Directors have the discretion to decrease the total match time to one and a half (1.5) minutes running time.
- For Black Belt divisions, final and semi-final matches will have the option to consist of two (2), two (2) minute rounds.
- A competitor who has the most points after the stipulated match time will be declared the winner.
- Any five point spread will determine a winner, whether or not the required time has elapsed.
- OVERTIME - if at the end of the match the score is tied, the winner will be determined in a sudden death overtime. There is no time limit and the match will proceed until one competitor scores a point or a foul is awarded.

### 4.4 SCORING

#### 4.4.1 SCORING POINTS

Scoring of Sport Point Sparring matches will be in accordance with the following:

- All martial art techniques to the legal target areas will score one point unless they fall under illegal techniques. (See Fouls)
- Points will be given for focused attacks within two (2) inches of legal target areas, made with the padded part of the foot or hand.
- Techniques must be clean and free of any infraction of the rules for a point to be awarded.
- The point will be considered legitimate if it was executed by a competitor showing good balance during and after the point.
- Both feet must be in the ring to score with a punch. The supporting leg of a kicking technique must be in the ring to score with a kick.
- Points are awarded by a majority vote of all ring Officials.
- Two votes will constitute a foul. In the case of two votes for a foul and three votes for a point, the point will be overruled and a foul will be awarded. **Note:** If a competitor is fouled immediately after scoring a point, they will be awarded two points.

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Scoring of Padded Weapon Sparring matches will be in accordance with the following in addition and/or exception to scoring for Sport Point Sparring:

- Points will be given for focused attacks made with the padded part of the weapon, foot or hand.
- Both feet must be in the ring to score with a weapon strike or punch. The supporting leg of a kicking technique must be in the ring to score with a kick.
- If a weapon is dropped the match does not stop, competitors can still score with the hands and feet.

### 4.4.2 SCORING A CLASH

A point may be awarded during a rapid exchange of techniques, or flurry, provided one of the contestants' techniques contains enough clarity of focus to turn the exchange in their favour. However, if the action begins to rest without either competitor having gained a decided advantage over the other, the Referee shall intervene to prevent injuries.

**Note:** Competitors should not be allowed to exchange for longer than six seconds.

### 4.4.3 SCORING GROUND TECHNIQUES

When a competitor drops to the floor, the Referee will allow three seconds for either competitor to score. The Referee will then stop the match long enough to return the downed competitor to their feet.

### 4.4.4 LEGAL TARGET AREAS

All areas above the waist excluding the shoulders, arms, throat and spine are considered legal target areas. The groin is also a legal target area, but with a horizontal technique only.

**Note:** A Tournament Director may option to have the groin area as a legal target from all directions. If this option is chosen, it must be advertised in the Tournament Information Package and must be a non-contact target.

### 4.4.5 OUT OF BOUNDS

A competitor may only leave the ring during the progress of a match when driven out of bounds from physical contact with their attacking opponent. The Referee will issue Warnings to a competitor for the first two infractions of this rule. For every infraction thereafter, the Referee will award one point to the competitors' opponent. This will be the Referee's decision in consultation with the Judges.

**Note:** Running out of bounds to dodge a technique is considered an infraction of this rule. A competitor must block a technique as they move out of the ring, or fall out of bounds due to a loss of balance, to avoid a penalty.

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### 4.4.6 FOULS

The Referee will issue one warning to the competitor for committing a foul that in the opinion of the Officials was accidental and did not cause serious injury. One point will be awarded to the fouled competitor. A second foul will result in the offending competitors' disqualification. In the case of an injury, a foul committed with malice or excessive contact the offending competitor may be disqualified immediately and without a prior warning. This will be the Referees decision in consultation with the Judges.

**Note:** Fouls can be called at any time, whether or not there is a time out called or if the competitors are out of the ring.

The following techniques or actions are considered as fouls:

- Open hand techniques to the eyes
- Joint attacks, leg checks or shin strikes
- Judo throws, grabbing or pulling the hair, chokes and head-butts
- Excessive body contact (**Note:** the Referee must be especially aware of contact to the groin, kidneys, spine and women's chest area)
- Unnecessary talking in the ring by competitors
- Rising techniques of any kind to the groin area
- Blind techniques (non. visual contact of opponents)
- Slapping techniques or any uncontrolled techniques
- Finger, thumb, elbow, knee or forearm strikes
- Kicks to or grabbing the legs
- Grabbing the uniform for longer than two (2) seconds

Additional Padded Weapon Fouls:

- Stabbing, spearing or pushing techniques.
- Swings from behind the shoulder (i.e., like a baseball bat).

### 4.5 CONTACT

Contact shall be defined as follows:

#### 4.5.1 Non-Contact

A non-contact strike shall be defined as a strike that is executed within 0 - 2 inches of the opponent and where there is no visible penetration or visible movement of the opponent as a result of the technique. A non-contact strike shall be considered a point when the strike is executed to any of the legal target areas.

**Note:** if a face shield is used on head gear, the face shield surface will be treated as the face for consideration of this rule.

#### 4.5.2 Touch Contact

A touch contact strike shall be defined as a strike that is executed with slight penetration or slight target movement. A touch contact strike shall be considered a point when the strike is executed to any of the legal target areas with exception of

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the face. A touch contact strike to the face, throat, spine or any joints will result in a warning or disqualification (Refer to section on Fouls).

### 4.5.3 Excessive Contact

An excessive contact strike shall be defined as a strike that was executed with force in excess of that necessary to have scored a point. An excessive contact strike will result in a warning or disqualification (Refer to section on Fouls). The following are indications of excessive contact:

- The visible snapping back of the opponents head as a result of a strike.
- A knockdown of the opponent or injury to the body as a result of a strike to the body. **Note:** If the opponent is knocked down as a result of a slip or if they were off balance at the time of the strike it may not be considered excessive contact. This will be a judgment call by the Officials.
- Indications of blood or swelling as a result of a strike.
- Any indication of blood or swelling will result in the offending competitor being disqualified immediately and without a prior warning. Other excessive contact fouls may also result in immediate disqualification. This will be a judgment call by the Officials. In the case of excessive contact, any of the Officials or the Tournament Arbitrator may request a vote for immediate disqualification.

**NOTE:** For belt levels including Orange and higher and for Ages 12 and higher, touch contact must be made to legal target areas to score a point.

## 4.6 DISQUALIFICATION

When a contestant is disqualified, the match will be awarded to the opponent. When a contestant is disqualified during a semi-final match, they will be permitted to participate in other matches to determine third and fourth place. Disqualification can result from the following:

- Infraction of the rules as described in previously noted Fouls section.
- Any disrespect or poor sportsmanship like conduct by an instructor, student, competitor, friend or parent.
- Dirty, poorly kept, or non-traditional uniforms.
- Not being ready to compete within 60 seconds of being called.
- Not being at the ring after the event has started.

The Tournament Arbitrator, Tournament Director and/or Officials may disqualify a competitor from the Tournament for a serious infraction of the rules as stated above. When a competitor has been disqualified from a tournament a letter of reprimand will be send to the competitors' club with a copy forwarded to the SMAA for their files. Disqualification may result at the current event or from future events as a result of disrespect, or un-sportsman like conduct. This applies to instructors, students, spectators, or parents.

## 4.7 INJURED COMPETITOR

If in the opinion of the Referee and the Medical Personnel, a competitor is unable to continue because of injury caused by their opponent, the offending competitor will be

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automatically disqualified. Byes, if they now become necessary, will be awarded immediately following the disqualification.

**For minors, rings should not be stopped for more than two minutes. It is up to the referee to invite anyone other than the competitors into the ring.**

### 4.8 COACHING DURING A MATCH

- One ringside coach is allowed for competitors 13 years and younger. The ringside coach must be a senior student designated by the head instructor of their school, and must be in club uniform.
- Ringside coaches may use general comments to help students (ex. Use your hands, move around, kick).
- Ringside coaches may not use specific commands such as technique names (ex. Throw a roundhouse, throw a jab)
- No one is permitted to attempt to influence the Officials in their decision. The Referee will issue a warning for the first infraction of this rule. The second infraction will be disqualification of the competitor involved. **Note:** Do not mistake honest CHEERING for coaching.

### 4.9 TOURNAMENT DIVISIONS FOR SPORT POINT SPARRING

- As height and not weight is the greatest determining factor in ability to score in sport point sparring. Competitors will be lined up and light and heavy divisions will be determined by height.
- All other divisions will be in accordance with the events set out by the Tournament Director.
- Athletes 17 years of age may move into the 18+ adult divisions providing there are no other athletes in their division.
- Divisions as set out in Schedule attachment to this ruleset shall be the qualifying divisions for SMAA Provincial Ratings.

## ARTICLE 5 – FORMS COMPETITION

### 5.1 COMPETITORS

Competitors will conform to the following requirements:

- Enter through the back side of the ring, approach the Referee and bow.
- Announce to the Referee their name, the name of their club, the name of their instructor and the name of the form. Then ask the permission of the Referee to start the form.
- Upon completion of the form, remain in the ring until the scores have been given. Bow to the Officials and exit the ring through the back side of the ring.
- **Note:** Relaxation of these rules for younger age groups should be considered.

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### 5.2 SCORING

Scoring of both empty hand forms and weapon forms will be in accordance with the following:

- Divisions of more than 12 competitors will be split into separate divisions.
- Scoring of empty hand forms will be on the basis of technique, which shall include but not be limited to stances, fluidity of motion and basic martial arts techniques.
- Scoring of weapons forms will be on the basis of technique, which shall include but not be limited to stances, fluidity of motion, basic martial arts techniques and handling of the weapon.
- The judging of all forms (empty hand and weapon) shall also take into account if it is a hard or soft style form and if the emphasis should be on power or soft flowing movements.
- A base line score will be set for the first competitor. This base line score will be suggested by the Referee and agreed upon by the Judges. Officials will score the remainder of the Competitors using this base line.  
**Note:** This base line is not the low score and if the Judges feel that any Competitor does not present their form as well as the first Competitor, they should be given a lower score than the base line.
- Competitors will be lined up randomly to avoid competitors choosing their spot in the lineup. One competitor will be randomly selected to be the first competitor and who will repeat their form (for divisions with more than 6 competitors).
- The first Competitor will repeat their form in again in the middle of the division. The higher of these two scores shall be the score used for judging this Competitor.
- Scoring will be on a ten (10) point decimal basis. If score cards are not available the Referee will call for SCORE and then for POINTS.
- The Referee will announce in a loud clear voice their request for SCORE and for POINTS.
- Judges' scoring is as follows:
  1. Referee calls for SCORE, the Judges will respond with a number from 0 to 9.
  2. Referee calls for POINT, the Judges will respond a number from 0 to 9.
  3. The resulting number will represent the tens and hundreds of the decimal points for the given ranges as specified by the belt levels. (i.e., X.55)
  4. The Referee and Judges are responsible to confirm that the Scorekeeper's Assistant announces the correct scores.
  5. All Judges will respond with their scores promptly and together.
- The Referee or a Judge will not at any time change their decision without first consulting with the other Officials and the Tournament Arbitrator.
- If a Competitor fails to complete their form or in the case of a weapon form, drops their weapon, they shall have one chance to repeat the form. In this case one (1) point will be deducted from each Judges' score. The Referee shall instruct the Scorekeeper to do the deduction after the scores have been presented.  
**Note:** In Black Belt Divisions if the competitor fails to complete their form or drops their weapon they will not be allowed to repeat the form and no score shall be given.
- If the form is being presented by a student other than a student of the Judge, they should not presume that the form is to be done the way they teach it and shall Judge

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it in accordance with the above.

- Scores will be awarded within the following ranges:

White/Yellow	6.00 - 6.99
Orange/Green	7.00 - 7.99
Blue/Brown	8.00 - 8.99
Black Belt	9.00 - 9.99

### 5.3 WEAPON FORMS

Competitors competing in weapons forms will conform to the following:

- All weapons will be inspected by the Referee and/or the Judges and approved prior to starting a weapon form.  
**Note:** No live blades will be used to perform a weapon form.
- If a weapon is rejected by a Referee it shall not be used by the competitor.
- Competitors will be disqualified if their weapon breaks during their weapons form.
- Weapons forms will be scored as is Empty hand forms, with the score ranging from 6.00 - 9.99
- Scores should be based on weapons handling, technical value and Martial Arts skill.

### 5.4 MUSICAL FORMS

- Musical Forms will be scored as is Empty hand Forms with a range from 6.00 - 9.99.
- Scoring of Musical Forms should be based on both choreography to the music and Martial Arts skill.

### 5.5 TOURNAMENT DIVISIONS FOR FORMS

- All divisions will be in accordance with the events set out by the Tournament Director.
- Athletes 17 years of age may move into the 18+ adult divisions providing there are no other athletes in their division.
- Divisions as set out in the Schedule attachment to this ruleset shall be the qualifying divisions for SMAA Provincial Ratings.