

SELF-DEFENSE DIVISION RULES

I. PLAYING AREA AND EQUIPMENT:

A. COMPETITION AREA SPECIFICATIONS

1. **COMPOSITION** - The ring area floor will be covered with a mat.

B. SPECIFICATIONS

1. **SIZE** - The size of the ring should be 20'x 20'

2. **MARKINGS** - The borders shall be designated with markings or tape which contrasts with the floor color. The ring number should be posted above or at the ring.

II. OFFICIALS:

A. CENTRE REFEREE

1. **AMOUNT** - Each ring shall have one (1) Centre Referee.

2. **AGE** - The age of the Centre Referee must be eighteen (18) years or Older.

3. **QUALIFICATIONS** - A Centre Referee **must be** an Ontario Jiu-Jitsu Association recognized Blackbelt.

4. **LOCATION OF** - The Centre Referee shall sit just outside one side of the ring in the centre across from the scorekeeper and the player's entrance to the ring.

B. JUDGES

1. **AMOUNT** - Each ring shall have either two (2) or four (4) Judges in addition to the Centre Referee.

2. **QUALIFICATIONS** - A Judge **should be** an Ontario Jiu-Jitsu Association recognized Blackbelt, as technical ability is a factor of a Judge's ability to adequately score.

3. **LOCATION OF** - The Judges shall sit just outside one side of the ring on either side of the Centre Referee or just outside each of the four corners of ring, at the discretion of the tournament director or Centre referee.

4. **SELECTION OF** - The Judges chosen for any given ring must be from as many different areas and clubs as possible and may be changed upon a protest before play is started if equally qualified Judges are available and the discretion of the Tournament Director.

III. PLAYER UNIFORM AND EQUIPMENT:

A. TOURNAMENT EQUIPMENT

1. FLIP CARDS - Flip cards, White Boards or score pads that are visible to the players and the spectators must be used for scoring.

B. UNIFORM

1. UNIFORM SPECIFICATIONS - Martial arts uniforms are required. The attire worn by both the player(s) and any person(s) acting as a prop(s) must not be offensive or display any foul language.

**PENALTY - Any player or person acting as a prop with attire that is offensive or displaying foul language automatically disqualifies the player. Acceptability and offensiveness of attire is the discretion of the Tournament Director*

2. JEWELRY Wearing exposed jewellery is not allowed.

**PENALTY - If the player is discovered wearing jewellery during a performance he/she may be subject to disqualification at the discretion of the Centre Referee..*

C. PROPS and PARTNERS (UKI)

1. PARTNERS (UKI) – There is no limit on the number of partners that can be used in self defense demonstrations. Players must supply own partners.

2. PARTNERS (UKI) - UNIFORM CODE - Any person(s) being used as a prop must follow the same uniform requirements as required by the player.

3. WEAPONS - Weapons being used as props are allowed by the player(s) and/or partner(s). Sharp weapons are not allowed.

D. DIVISIONS / EVENTS

1. AMOUNT OF DIVISIONS A PLAYER MAY COMPETE IN – A player may compete in as many events as they are qualified to compete in. A player is responsible to know where their ring is for all of their divisions and to ensure they make the start of their divisions. Tournament promoters will make best efforts to ensure players can compete in as many divisions as possible.

E. DIVISIONS AND CRITERIA – The following divisions may be offered at the discretion of the tournament director and/or tournament promoter:

- 1. OPEN** - If the division is “open” then any of the below criteria applies.
- 2. Choreographed Fight** - The players being judged may use martial arts or non-martial arts techniques in both offensive and defensive situations. Every player will be judged (except person(s) used as props) on dynamics of techniques, acting ability, dialog ability and ability to convey a realistic or abstract story through the use of martial arts in a skit routine. Music is allowed.
- 3. TRADITIONAL** - The player(s) being judged may only use martial arts techniques in both offensive and defensive situations. Judging will be based on the player(s)' ability at offensive and defensive techniques only, not on the ability of the people used as props. The performance will consist of as many routines as the player wishes to perform in **three (3) minutes**. Dialogued skits are not allowed, but the player at his discretion may or may not explain each set and may or may not perform each set slowly before executing it. No other dialog is allowed. Music is not allowed.

***PENALTY** - *Any player using dialogued skits, music, props (other than specified) or non-martial arts techniques (by the player being scored) will be disqualified.*

IV. SEQUENCE OF PLAY:

A. ORDER OF PERFORMANCE

- 1. PLAYER AVAILABILITY** - The player must be available at the start of the division.
- 2. CHOOSING THE ORDER** - The player order is done at the ringside, at the beginning of the division. The Ring Coordinator or Centre Referee shall randomly pick the order.
- 3. ONLY ONE PLAYER** - If a division has only one player, he/she has the option to compete or not to compete to be awarded the first place. The player must be in attendance to be awarded the first place.
- 4. SPLITTING OF DIVISION** - The divisions can be split or combined at the discretion of the Tournament Director.

B. LATE PLAYERS

- 1. PLAYER MISSES DIVISION** - A player is responsible to know where their ring is for their division. There will be no excuses for not hearing correct calls that are announced or incorrect directions from unauthorized officials, for their division.

***PENALTY** - Any player missing their call to be “up” without the Center Referee being told to hold the division will be declared disqualified once another player is called “up”.

V. RULES OF PLAY

A. PERFORMANCE

1. READINESS - A player must be prepared for his competition when called "up" to compete.

**PENALTY - Any player not prepared for his competition will be given no more than two (2) minutes to prepare him/herself at which time he/she will be disqualified if not prepared. This two (2) minutes time cannot be used by the player or any people being used as his/her prop to do any kind of performance to influence the judgmental decision of the scoring*

2. PRESENTATION - When called "up", the player will enter the ring from the opposite side of the Center Judge and make his/her presentation followed by his/her performance.

**PENALTY - Any player not available when called "up" to compete will be automatically disqualified after two (2) minutes.*

3. TIME LIMIT - The player will have three (3) minutes to perform from the time he/she enters the ring. This performance time must be uninterrupted by the Judges. Time starts when the player, or any person used as a prop by the player, enters the ring, and time stops when the player stands at attention in front of the judges.

**PENALTY - Any performance beyond the time limit will demand that the scorekeeper deduct five one-hundredths (.05) of a point off the total score for every 10 seconds (or portion thereof) overtime.*

4. BOWING OUT - Bowing out for any reason is allowed, however the player will receive no score. The player must be in attendance to bow out. The player bowing out will be recorded as last place. If another player bows out then he/she will assume the very last place after the first person that bowed out, etc.

5. POOR SPORTSMANSHIP - A player, coach or spectator is subject to disqualification and/or fines and/or league suspension for exhibiting poor sportsmanship (i.e., yelling at Judges, swearing, cursing, profanity, refusing to continue after an unfavourable decision, etc.). A player cannot, however, be disqualified for the behaviour of his/her coach(es), friend(s), teammate(s), etc.

**PENALTY - A player who exhibits poor sportsmanship will be disqualified for that division and further play by the Center Referee. Any person exhibiting poor sportsmanship may be escorted out of the tournament and/or be fined and/or suspended from participating in future tournaments.*

6. AMOUNT OF PERFORMANCES - A player can compete only once in a division excepting ties and acceptable restarts.

7. PERFORMANCE ERROR / RESTARTS - A player forgetting his/her performance or making an obvious performance mistake may continue, bow out or ask the Center Referee to begin again.

***PENALTY** - A blackbelt player that neglects to finish his/her performance because of an error or because he/she forgets his/her performance and then requests to start over may do so, but will receive no score. Any underbelt player that neglects to finish his/her performance because of an error or because he/she forgets his/her performance and then requests to start over may do so, and must receive no penalty in scores by the judges. Only one restart is allowed.*

8. MUSIC PLAYING - If music is allowed, the player (contestant) must provide his/her own music, music player and person to run the music player.

****PENALTY** - The failure of the person running the music player, the playing machine or the recording will not immediately disqualify the player. In the case of any music or equipment failure, the player can re-start their performance without any penalty.*

If the player fails to request a restart, or fails to correct the problem in the two (2) minutes time, then the player will be disqualified.

9. PROFANITY IN MUSIC - A player must use discretion as to the language used in their music for their performance.

****PENALTY** - Any player exhibiting severe profanity in their music may, at the discretion of the Centre Referee, be disqualified from the division.*

B. SCORING

1. PROCEDURE - The first three (3) players of each division will be scored only after all three (3) have performed. For the remainder of the division, scores will be given immediately after the player performs and while he/she waits at attention in front of the Judges. Each of the Judges scores must be visible to the player and each score must be announced.

2. MULTIPLE PLAYER SCORING – If in the Choreographed Fight division people the used in the routine are part of the player's routine as a group effort and are registered as a team, the Judges must take all those players performances into consideration for their final score. This must be made known to the judges prior and/or during to his/her presentation but before his/her performance.

3. SCORING RANGE - The scoring range for divisions will be 8.00 to 10.00.

4. SCORING CRITERIA - Judges will scoring will be based on the following criteria;

- i. Technical Execution
- ii. Effectiveness
- iii. Presentation

**NOTE - No specific weight has been given to any of the criterion, therefore how these factors are used by each judge to determine their score is at the discretion of the judge.*

5. AVERAGE SCORE - The average score for players in a division will be 9.00.

6. DETERMINING THE FINAL SCORE - A player's score will be determined by eliminating the player's highest and lowest score and totalling the three (3) remaining scores. If only three (3) scores are used, then all three (3) will be tabulated for the final score.

7. THE WINNING SCORE - The player with the highest score will be declared the winner.

8. SCORING PLACEMENT / ERROR - If the scores or sequential placement of winners is protested before the performance of the first player of the next division and if any error is found to be correct, then the scores and/or placement shall be corrected.

9. LEAVING RING BEFORE SCORING - A player must be available and willing to receive his/her scores without leaving the ring before their scores are completely announced.

**PENALTY - A player leaving the ring or turning his/her back before receiving his/her score will be disqualified*

C. TIES

1. FIRST TIE BREAKER - Ties must be broken by adding in the high and low scores. If the scores are still tied, second tie breaker is used.

2. SECOND TIE BREAKER - Ties are broken by comparing individual judges scores or each tied competitor. If a player received a higher score from the majority of judges then the tie is broken

****EXAMPLE*** - If 3 of 5 judges had given Player 1 a higher score than Player 2 then Player 1 is the winner

3. TIE BREAKER ROUND – If the tie is not broken using the above methods then the competitors will run the performance again, Players can use the same or a different routine.

4. TIE BREAKER ROUND SCORING - Second time ties between two players will be broken by having each of the Judges point to his/her choice at the same time. The odd amount of Judges [either five (5) or three (3)] will result in a majority vote for one player. For ties between three (3) or more players, scores will be given and calculated in the same manner as the previous round.