



EDGE MARTIAL ARTS

2023 IN-DOJO TOURNAMENT

Date & Time	Saturday, March 18, 2023 — 12:30pm – 4:00pm <i>Division start times will be staggered. Approximate start times will be published one week prior to the event.</i>																
Registration	Register by 1/31/23: \$25 for Kata and/or Kumite Register by 2/28/23: \$30 for Kata and/or Kumite \$15 Late Fee begins March 1 st . No registrations accepted after March 11th.																
Awards	Gold, Silver, and double Bronze medals in all divisions.																
Dress Code & Equipment	Full (black) uniform and belt required for both kata and kumite. Green & Purple Belt Kumite: Head Gear, Hand Gear, Foot Gear, Shin Guards, Mouth Guard Brown Belt & above Kumite: Hand Gear, Foot-and-Shin Gear, Mouth Guard [<i>Head Gear optional but permitted</i>]																
Kata Rules	Single-Elimination bracket system will be used. Kata divisions may be run with repechage (secondary bracket to determine bronze medalists) depending on division size. <ul style="list-style-type: none"> ○ Yellow & Green Belts may perform the same kata in all rounds. ○ Purple, Brown, and Advanced Brown Belts must perform a different kata in the finals than in previous rounds. ○ Black Belts must perform a different kata in each round. Competitors must bow and announce their kata prior to starting. Competitors must bow upon the completion of their kata. Permitted kata: <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">○ Gekisai dai Ichi</td> <td style="width: 50%;">○ Sanseiru</td> </tr> <tr> <td>○ Gekisai dai Ni</td> <td>○ Seipai</td> </tr> <tr> <td>○ American Taikyoku</td> <td>○ Kururunfa</td> </tr> <tr> <td>○ Seiyunchin</td> <td>○ Seisan</td> </tr> <tr> <td>○ Shisochin</td> <td>○ Suparinpei</td> </tr> </table>	○ Gekisai dai Ichi	○ Sanseiru	○ Gekisai dai Ni	○ Seipai	○ American Taikyoku	○ Kururunfa	○ Seiyunchin	○ Seisan	○ Shisochin	○ Suparinpei						
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Kumite Rules	Rounds will be 60 seconds for the 8-10 year old division and 90 seconds for all other divisions. Scoring will be cumulative, with "yame" (stop) being called only to reset after an out-of-bounds, or a stalling position such as clinching for longer than 10 seconds. Scoring will be as follows: <table style="width: 100%; border: none;"> <tr> <td style="width: 60%;">Strikes</td> <td>1 point</td> </tr> <tr> <td>Body Kick</td> <td>1 point</td> </tr> <tr> <td>Head Kick</td> <td>2 points</td> </tr> <tr> <td>Takedown</td> <td>2 points</td> </tr> <tr> <td>Ground Sweep</td> <td>2 points</td> </tr> <tr> <td>Top Position</td> <td>2 points</td> </tr> <tr> <td>10 sec Control in Position</td> <td>1 additional point</td> </tr> <tr> <td>Submission</td> <td>Win</td> </tr> </table>	Strikes	1 point	Body Kick	1 point	Head Kick	2 points	Takedown	2 points	Ground Sweep	2 points	Top Position	2 points	10 sec Control in Position	1 additional point	Submission	Win
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