

Maryland Tai Chuan Do Spring 2020 Tournament

DIVISIONS, POLICIES, TENTATIVE SCHEDULE, AND RULES

Divisions: 9 & Under - White to Orange, 9 & Under - Green to Black,
10-12 White to Orange, 10-12 Green to Brown,
13 –15 White to Orange, 13-15 Green to Brown,
Women - White to Orange, Women - Green to Brown, Women-Black
Men - White to Orange, Men - Green to Brown, Men-Black
Grappling competitors will be divided into divisions according to weight.

Policies: There must be at least 4 competitors to make a division. Otherwise they will be added to another division. We will attempt to supply at least 2 black belt judges per event. There will be at least three rings for sparring and kata competition and mats for one-step sparring competition. We are awarding trophies for 1st place and certificates for 1st through 3rd place in each event/division. For competitors that compete in at least four events, a Grand Champion will be announced. Tournament pre-registration entry fee is \$15 with a maximum of \$45 per family (due by March 27th). Tournament entry fee at the door is \$30 with no family discount. There is no spectator fee but donations are accepted to defray costs associated with expenses. ALL attendees must show respect, whether spectator or participant.

A MEDICAL RELEASE FORM IS REQUIRED FOR ALL PARTICIPANTS

Tentative Schedule: The tournament will start **promptly** at 9:00am. Arrive early for registration and warm-up. We will have two periods, one at 9:00am and the other following a lunch break. Make sure students bring a sack lunch and water/beverage.

Rules:

Point Sparring

- Protective mouth guard, head, foot & hand gear (dipped foam only) required. Foot gear must extend and cover toe area. Hand gear must cover knuckle area. Chest and groin protection suggested.
- At least 3 judges per ring with the majority of judges witnessing the same strike for point.
- The groin is not a legal target.
- Hand Strikes, Kicks and Gi may not be trapped or grabbed.
- Sweeps of the leg are not permitted.
- Matches will be two minutes or five points. 2 points per kick. 1 point per hand strike.
- The competition is single elimination with a consolation round to determine 3rd place.
- Contact is not required in order to score.
- Matches are NO contact to the face, light contact to the head and body.
- Competitor pairing is done at random within the division.
- White belts may compete with their sensei's approval.

Continuous Sparring

- Protective mouth guard, head, foot & hand gear (dipped foam only) required. Foot gear must extend and cover toe area. Hand gear must cover knuckle area. Chest and groin protection suggested.
- The groin is not a legal target.
- Traps are permitted
- Sweeps of the leg are permitted.
- Matches will be two minutes.
- The competition is single elimination with a consolation round to determine 3rd place.
- Contact is not required in order to win a match.
- Matches are NO contact to the face, light contact to the head and body.
- Competitor pairing is done at random within the division.
- White belts may compete with their sensei's approval.

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Kata/Weapons

- Music is not allowed.
- Order of performance is randomly selected.
- Ties will be broken by the two competitors performing again.

Original Kata

- Music is not allowed.
- Order of performance is randomly selected.
- Competitors must compete in the standard Tai Chuan Do Kata competition to be eligible.
- Ties will be broken by the two competitors performing again.
- No gymnastic moves are permitted except a karate roll/escape.
- 2nd Brown Belt or higher rank only can compete and all katas must be approved by their Sensei.
- The winner will be determined by the judges' ruling.

One-Step Sparring

- Competitors are to demonstrate defenses against an opponent delivering a single technique attack.
- Strikes, take-downs, throws, chokes, and locks are allowed.
- Weapons are allowed for attackers.
- Time limits: 2 minutes and maximum of 6 techniques.
- Order of performance is randomly selected.
- Only the defender will compete and be counted for a win. However, mistakes or hesitations by the attacker will affect the defender's score.
- Multiple attackers are permitted.
- Ranks green belt or higher MUST include at least one throw, one take-down, and one lock to be eligible in competition.

Creative Breaking

- Competitors must bring their own breaking materials and stands.
- Time limits: 2 minutes and a maximum of 6 breaks permitted (split focus breaks and rapid succession breaks with two to four holders are considered as one break).
- The winner will be determined by the judges' ruling based on the following elements: demonstration of power, variety of hand/foot breaks, use of both left and right strikes, creativity, and successful breaks.
- Order of performance is randomly selected.

Grappling

- Matches are 2 minutes in length and begin from a standing start.
- Winner is determined by Submission; Points: Referee decision; or Disqualification.

Takedown	1 or 2 Points	Submission Attempt	1 or 2 Points
Sweep	2 Points	Side Control	2 Points
Mount	2 Points	Back Grab	2 Points
- No eye gouging, hair pulling, scratching, biting, or striking is permitted.
- No attacking the windpipe with fingers.
- Stalling, avoiding your opponent, running out of bounds, and butt-scooting are not allowed. Competitors will be given one warning and then points will be added to the opponent for each offense.
- Pressure points are permitted.
- No finger locks permitted.
- Competitor pairing is done at random within the division.

REMAINING GRAPPLING RULES ARE FOUND ON THE **COMPLETE GRAPPLING RULES** FORM.