

## GTMA Global Tournament Rules for the 2023-2024 Season

The tournament philosophy is each person comes to compete, testing their skills against one another. The purpose is to teach competitors how to win and lose with grace by encouraging the true spirit of competition.

These rules are the guidelines that will be followed during the 2023-2024 tournament season. The tournament season starts at the 2023 Global Celebration Tournament and ends with the 2024 Grand Championship Tournament.

### General Information

#### A. Competition Events listed in order of competition.

1. Traditional Forms
2. Traditional Weapons
3. Traditional Stick Sparring
4. Traditional Sparring
5. CXM Form Freestyle (Creative/Extreme (music optional) Form Freestyle)
6. CXM Weapons Freestyle (Creative/Extreme (music optional) Weapons Freestyle)

#### B. Competition Categories

1. **Junior/ Adult** - See Appendix 2 for division age and rank breakdowns in which competitors may earn HERO points.
2. **Moogi** - This category will provide an introduction to competition for those students involved in the Moogi program.
3. **Special Abilities** - This category will provide a competition opportunity for students with special needs who prefer not to compete in the other categories.

#### C. Competition Age - Age as of June 1st, 2023.

### Competition Events

#### A. Traditional Forms Competition

1. Form Composition
  - a. Max of time of 3 minutes for all ranks
  - b. Should not contain gymnastic techniques or "tricks" including but not limited to: splits, cartwheels, flips or jump kicks with more than a 360 degree rotation. Forward safety rolls are the exception and are allowed.
  - c. Any traditional form is acceptable. There are no incomplete forms.
2. Judging Traditional Forms
  - a. All judges will judge the overall presentation of the martial arts techniques following these guidelines in no particular order.
    - Powerful delivery of technique demonstrating control and balance.
    - Technique that demonstrates intent of purpose
    - Technique with clear range of motion, hip rotation, and hip (or) joint alignment to be effective.
    - Solid eye contact, focus, and concentration.
    - Precise timing of blocks/strikes with stance movements and/or shifts in body weight
    - Refined, accurate, and purposeful control of motor skills
    - Rhythm and flow of combinations
    - Stances, posture, and body alignment that supports effectiveness and safety.
    - Hands/wrists and feet/ankles are precisely aligned or manipulated to deliver effective technique.
  - b. Scores will range from 1-9 with 5 being the average of the ring.
  - c. The first 3 competitors will perform their forms individually, then be scored. The rest of the competitors will receive their score immediately following their demonstration.

- d. If there are 3 or less competitors, the process does NOT change.
- e. The sum of the scores will determine the places. The highest total score will receive 1st place, the second highest score will receive 2nd place and the third highest score will receive 3rd place.
- f. In the case of a tie refer to the tie break procedures in the Appendix 1.

### 3. Penalties

- a. Competitor performs an illegal technique - Each judge shall deduct 3 points from their determined score.
- b. Competitor goes over the time limit - Judges will not judge any part of the form occurring after the max time limit.

## B. Traditional Weapons Competition

### 1. Weapon Composition

- a. Competition weapon, weapon form and weapon size should be approved by the competitor's instructor. Weapon size is based on proper control, striking ability and proper reach.
- b. Maximum Time limit
  - Black Belts 3 minutes
  - Color Belts 45 seconds
- c. Should not contain gymnastic techniques or "tricks" including but not limited to: splits, cartwheels, flips or jump kicks with more than a 360 degree rotation. Forward safety rolls are the exception and are allowed.
- d. Weapons releases are considered illegal techniques. A release is when the weapon is no longer in contact with any part of the competitor's body. Dropping the weapon is considered a release.
- e. Any traditional weapons form is acceptable. There are no incomplete forms.

### 2. Judging Traditional Weapons

- a. All judges will judge the overall presentation of the weapons techniques following these guidelines in no particular order.
  - Clear command and control of the weapon
  - Weapons technique that demonstrates practical application
  - Weapon's purpose utilizes a logical, effective full range of motion
  - Solid eye contact, focus and concentration
  - Precise timing of weapon technique with stance movements and/or shifts in body weight
  - rhythm and flow of combinations
  - Stances, posture, and body alignment that supports effectiveness and safety
  - Bladed weapons edges should be properly aligned with striking angles
  - Confident, refined overall presentation
- b. Scores will range from 1-9 with 5 being the average of the ring.
- c. The first 3 competitors will perform their forms individually, then be scored. The rest of the competitors will receive their score immediately following their demonstration.
- d. If there are 3 or less competitors, the process does NOT change.
- e. The sum of the scores will determine the places. The highest total score will receive 1st place, the second highest score will receive 2nd place and the third highest score will receive 3rd place.
- f. In the case of a tie refer to the tie break procedures in the Appendix 1.
- g. Broken Weapon: Competitor has 30 seconds to replace the weapon and finish from where they stopped. If the weapon can not be replaced judges will judge only what was performed.

### 3. Penalties

- a. Competitor performs an illegal technique - Each judge shall deduct 3 points from their determined score.
- b. Judges will not judge any part of the form occurring after the max time limit.

### C. Traditional Stick Sparring Competition

#### 1. Gear - in good repair and worn as designed.

- Combat Stick can be a max of 26 inches (total size including handle)
- Head gear
- Face gear
- Lightly padded gloves
- Foot gear
- Chest guard
- Mouth piece
- Cup

#### 2. Point System

- a. Stick must make solid contact with the opponent.
- b. A competitor must be in the ring to score. A competitor is considered out of bounds if any part of the competitor is touching outside the ring.
- c. Points awarded for strikes to any legal part of the body except the blocking arm below the elbow.

#### 3. Point Values

- a. 1 Point: strikes to any allowable part of the body
- b. 2 Points: strikes to the head and weapon arm (below the elbow)
- c. Add 1 additional point with a jump strike

#### 4. Prohibited Actions

- a. Running from the fight
- b. Striking a prohibited location
  - Neck
  - Groin
  - Stab to the face

#### 5. Judges Responsibilities

- a. Bracket Execution
  - Call each pair up according to the bracket
  - Each match is 2 minutes continuous time (unless stopping time is warranted) or first to 10 points
- b. Executing a match
  - Any judge can call "break" for points, warning, dropped weapon or safety.
  - Lead Judge will call for points (unless a dropped weapon or warning is indicated)
  - Warning: Lower hand and step towards the offending competitor (indicate immediately when break is called)
  - Once break is called the Lead judge will call for points if no warning is indicated.
    - Point: Raise hand indicating the number of points and step toward the scoring competitor.
    - No Point: Crossing arms in front of body to disagree with points given
    - No See: Covering eyes with hands indicating the judge didn't see points or warning
  - The highest common score determines the number of points awarded.
  - If the score is tied at the end of regulation the match will continue until the next point is earned.

#### 6. Penalties - Lead Judge will call for time to stop.

- a. Dropped Weapon - before calling for points
  - Lead Judge awards 1 point to opponent
  - The competitor that dropped the weapon cannot earn points from that exchange .

- Lead judge calls for points.
- b. Warning Procedure - before the Lead Judge calls for points the warnings must be resolved.
  - Lead Judge calls for warnings
    - No warning: Crossing arms in front of body to disagree with indicated warning
    - No See: Covering eyes with hands indicating the judge didn't see a warning
    - Warning: Lower hand and step towards to offending competitor
  - Majority vote determines if a warning occurred.
  - Competitor issued a warning can not earn points for that exchange
  - Lead Judge calls for points
- c. Prohibited Actions and Behaviors and their consequences
  - Strike to a prohibited location:
    - First offense 1 point awarded to opponent
    - Second offense disqualification for that match
  - Running from the fight
    - First offense a warning issued to the competitor
    - Second offense 1 point awarded to opponent
    - Third offense disqualification of the competitor for that match
  - Coaching - during the match
    - First offense a warning issued to the competitor
    - Second offense 1 point awarded to opponent
    - Third offense disqualification of the competitor for that match

7. Awards: 1st, 2nd and 3rd place

#### **D. Traditional Sparring Competition**

##### 1. Gear

- Head gear
- Face guard (optional for adult black belts)
- Lightly padded gloves
- Foot gear
- Chest guard
- Mouth piece
- Cup

##### 2. Point System

- a. A competitor must be in the ring to score. A competitor is considered out of bounds if any part of the competitor is touching outside the ring.
- b. Points awarded for techniques as follows:
  - 1 point: strikes and kicks to the front of the body. (shoulders to hips)
  - 2 points: kick to the head, jump kick to the body
  - 3 points: jump kick to the head

##### 3. Prohibited Actions

- a. Prohibited contact
  - All strikes to the back and below the belt
  - Punches to the head and neck
- b. Running from the fight

##### 4. Judges Responsibilities

a. Bracket Execution -

- Call each pair up according to the bracket
- Each match is 2 minutes continuous time (unless a stop time is warranted) or first to 5 points

b. Executing a match

- Any judge can call “break” for points, warning, or safety.
- Lead Judge will call for points (unless a warning is indicated)
- Warning: Lower hand and step towards to offending competitor (indicate immediately when break is called)
- Once break is called the Lead Judge will call for points if no warning indicated.
  - Point: Raise hand indicating the number of points and step toward the scoring competitor.
  - No Point: Crossing arms in front of body to disagree with points given
  - No See: Covering eyes with hands indicating the judge didn’t see points or warning
- The majority vote will be the awarded number of points
- If the score is tied at the end of regulation the fight will continue until the next point is earned.

5. Penalties - Lead Judge will call for time to stop.

b. Warning Procedure - before the Lead Judge calls for points the warnings must be resolved.

- Lead Judge calls for warnings
  - No warning: Crossing arms in front of body to disagree with indicated warning
  - No See: Covering eyes with hands indicating the judge didn’t see a warning
  - Warning: Lower hand and step towards to offending competitor
- Majority vote determines if a warning occurred.
- Competitor issued a warning can not earn points for that exchange
- Lead Judge calls for points

c. Prohibited Actions and Behaviors and their consequences

- Strike to a prohibited location:
  - First offense 1 point awarded to opponent
  - Second offense disqualification for that match
- Running from the fight
  - First offense a warning issued to the competitor
  - Second offense 1 point awarded to opponent
  - Third offense disqualification of the competitor for that match
- Coaching - during the match
  - First offense a warning issued to the competitor
  - Second offense 1 point awarded to opponent
  - Third offense disqualification of the competitor for that match

6. Awards: 1st, 2nd and 3rd place

## E. CXM Form Freestyle

1. Form Composition

- a. Max of 2 minutes for all ranks
- b. May contain gymnastic techniques or “tricks” including but not limited to: summersaults, splits, cartwheels, flips, or jump kicks with more than a 360 degree rotation.
- c. Competitors may/or may not introduce themselves; it is considered part of their timed demonstration.
- d. During musical events lyrics must be school appropriate.

2. Judging CXM Form Freestyle

- a. All judges will judge the overall presentation of the martial arts techniques.
- b. Quality of martial arts techniques will be considered before gymnastics moves and “tricks”

c. Scores will range from 1-9 with 5 being the average of the ring. The first 3 competitors will perform their forms individually, then be scored. The rest of the competitors will receive their score immediately following their demonstration.

d. The sum of the scores will determine the places. The highest total score will receive 1st place, the second highest score will receive 2nd place and the third highest score will receive 3rd place.

e. In the case of a tie refer to the tie break procedures in the Appendix 1

### 3. Penalties

a. Judges will not judge any part of the form occurring after the max time limit.

b. Inappropriate Lyrics: The competitor will be disqualified from this event.

## F. CXM Weapons Freestyle

### 1. Weapons Composition

a. Max of 2 minutes for all ranks

b. May contain gymnastic techniques or "tricks" including but not limited to: summersaults, splits, cartwheels,

flips or jump kicks with more than a 360 degree rotation.

c. Quality of the weapons techniques will be considered before the gymnastics moves and "tricks".

d. Weapons releases are allowed

e. During Musical events lyrics must be school appropriate.

### 2. Judging CXM Weapons Freestyle

a. All judges will judge the overall presentation of the weapons techniques.

b. Quality of martial arts techniques will be considered before gymnastics moves and "tricks"

c. Scores will range from 1-9 with 5 being the average of the ring.

d. The first 3 competitors will perform their forms individually, then be scored. The rest of the competitors will

receive their score immediately following their demonstration.

e. The sum of the scores will determine the places. The highest total score will receive 1st place, the second

highest score will receive 2nd place and the third highest score will receive 3rd place.

f. In the case of a tie refer to the tie break procedures in the Appendix 1.

g. Weapon break: Competitor has 30 seconds to replace the weapon and finish from where they stopped.

If

the weapon cannot be replaced, judges will judge only what was performed.

### 3. Penalties

a. Judges will not judge any part of the form occurring after the max time limit.

b. Drop: 3-point deduction from each judge.

c. Inappropriate Lyrics: The competitor will be disqualified from this event.

## G. TEAM EVENTS - Coming Soon

## H. Shadow Moogi Competition Procedures - This is an introduction to competition with all events available.

### 1. Judges Responsibilities

a. Facilitate all events in the Moogi ring

b. Provide assistance as needed

c. These divisions will be limited to 8 competitors

d. Will have two 1 min rounds of both traditional stick sparring and traditional sparring.

e. Moogi will earn an award for every event in which they participate.

I. **Special Abilities Competition Opportunity** - Students who have a permanent cognitive or physical disability are provided an alternative opportunity for competition. There will be two divisions, physical and cognitive.

1. Eligibility - one must have a permanent cognitive or physical disability, the competitor's instructor will submit information to the national tournament staff requesting the competitor be permanently placed in the appropriate special abilities division. Use this [google form](#)

## 2. Judges Responsibilities

- a. Facilitate all events in the Special Abilities ring.
  - o Forms, traditional weapons, musical and non-musical forms, and musical and non-musical weapons judges will judge the intent of the technique.
  - o Sparring and stick sparring - all scoring techniques are valued at one point.
- b. Color belts and black belts will compete in different divisions as will juniors and adults. Other appropriate divisions will be made by tournament staff.

3. Students in the special abilities division are not eligible for the title of Grand Champion.

## 4. Special Abilities age and rank breakdowns:

Cognitive Female Color Belts 12 and under, 13 - 17, 18 - 35, and 36 and up  
Cognitive Male Color Belts 12 and under, 13 - 17, 18 - 35, and 36 and up  
Physical Female Color Belts 12 and under, 13 - 17, 18 - 35, and 36 and up  
Physical Male Color Belts 12 and under, 13 - 17, 18 - 35, and 36 and up  
Cognitive Female Black Belts 12 and under, 13 - 17, 18 - 35, and 36 and up  
Cognitive Male Black Belts 12 and under, 13 - 17, 18 - 35, and 36 and up  
Physical Female Black Belts 12 and under, 13 - 17, 18 - 35, and 36 and up  
Physical Male BlackBelts 12 and under, 13 - 17, 18 - 35, and 36 and up

**J. Hero program**-The Hero Program provides an opportunity for color belt and black belt competitors to earn recognition for their training efforts. Color Belt Hero athletes can earn recognition for placing in the top 10% of their division by earning points at various events throughout the tournament season. The Hero Program provides Black Belt athletes the opportunity to compete for the title of Global Champion in a specific event. This title qualifies the athlete to compete for the overall title of "2024 Grand Champion."

Competitors must be enrolled in the Hero competition program, dues will be paid through the Uventex system. Points may be earned upon completion of Hero program registration. You may enter this program at any time throughout the tournament season. Competitors must currently be in the Hero Program to receive credit for the points earned.

### How do I earn points?

#### Color Belts

Earn points through placing at tournaments. There is no cap on the amount of points earned during tournament season.

#### Black Belts

Earn event specific points for placing in those events at tournaments. Your highest 5 point values will determine your rank for that event in your division. For each division, the top ten ranked competitors in each event will be eligible to compete in the tournament of champions. Placing first during this tournament earns the competitor the title of Global Event Champion for that tournament season.

### Point Breakdown for competition placements.

#### Tournaments

Number of competitors	1	2 - 4	5 -10	11-16
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1st Place	1	3	5	8
2nd Place		2	4	7
3rd Place		1	3	6

### Founders Tournaments

Number of competitors	1	2 - 4	5 -10	11-16
1st Place	1	4	7	11
2nd Place		3	6	10
3rd Place		2	5	9

### Global Tournament

Number of competitors	1	2 - 4	5 - 10	11-16
1st Place	2	5	10	15
2nd Place		4	9	14
3rd Place		3	8	13

### Global Champion Event Finals (GEC)

The Global Champion Event Finals is a culminating event of the tournament season. The top ten ranked competitors of each event will compete for the title of Global Champion of that event. The current season tournament rules apply for this tournament with the exception of the first place matches in traditional stick sparring and traditional sparring. The first place matches will be decided by best 2 out of 3.

### Grand Champion Tournament

This tournament's focus is to award the title of "Grand Champion" for the best overall martial artist. The qualified competitors who choose to accept this challenge will compete in all four traditional events. The competitor will earn points for placing in each event. The competitor with the highest point total will be crowned "Grand Champion." Points are awarded for each event in the following way: 1st place- 4 points, 2nd place - 2.5 points and 3rd place- 1 point

### Grand Champion Divisions

Junior Black Belts	Adult Black Belts (1st - 4th)	Adult Black Belts (5th-8th)
9 and under	18-29	27 and up
10-13	30-49	
14-17	50 & up	



If there is a tie in points, the competitor who placed in the most events will be crowned Grand Champion. If there is a tie in the number of events placed, the places will be matched up and the competitor who is placed the highest in the unmatched placements will be crowned Grand Champion. If a winner is still not determined, the judges will point to the overall best competitor and the competitor with the most votes will be crowned Grand Champion.

**K. Guiding principles**-Concerning all event situations, staff, instructors and judges will base all decisions and conduct on the safety of all those in attendance. Good sportsmanship and positive supportive attitudes are to be displayed by all those in attendance during all competitive events. Conduct “unbecoming” will result in dismissal from the event and other possible sanctions.

**If the rules do not specifically state that a situation or action is allowable, then said situation or action is not permitted.**

Our goal is for each student to enjoy competition and to improve from every tournament in which they participate. We look forward to seeing you at our next GTMA tournament.

For questions please email: [tournaments@gtmaonline.com](mailto:tournaments@gtmaonline.com)

## APPENDIX

- I. **RESOLVING TIES** - In the case of a tie the majority rule will determine the winner. The competitor who received a higher score from two judges will be declared the winner of the tie.
- a. The highest place tie will be decided first.
  - b. If there is no majority to resolve the tie, the competitors will demonstrate their form again.
  - c. Judges will compare these forms and indicate their choice for the place in question by pointing to the competitor.
  - d. Resolving a tie among 3 or more competitors.
    1. If all three judges point to a different competitor:
    2. The three chosen step forward.
    3. The two on the judge's left take an additional step forward
    4. Judges will determine the best between those two
    5. Then the judges will determine the winner of the tie between that person and the third competitor.
    6. If more than one place needs to be determined the process repeats including all original tied competitors.
    7. Once a judge makes a choice for the best competitor in the tie the judge must remain loyal to that choice throughout the process.

II. **DIVISIONS-** Age and Rank Breakdowns:

Junior Color Belts	Junior Black Belts	Adult Color Belts	Adult Black Belts (1st - 4th)	Adult Black Belts (5th-8th)
7 and under	7 and under	18-19	18-19	27-39
8-9	8-9	20-29	20-29	40-55
10-11	10-11	30-39	30-39	56 and up
12-13	12-13	40-49	40-49	
14-15	14-15	50-59	50-59	
16-17	16-17	60 and up	60 and up	

\* All competitors should compete at your current rank. If you successfully pass your testing at Global Celebration, which puts you in a new division your tournament points will move with you.

### III. **GTMA Jiu-Jitsu Tournament Rules**

#### GENERAL RULES:

- Competitors will weigh in when they check in before competition. Gi (uniform) is not required to weigh in.
- No unsportsmanlike conduct will be allowed. Referees, at their own discretion, may disqualify and/or eject any competitor or coach for unsportsmanlike conduct.
- In juniors' divisions, the referee has the right to call the match if he or she believes the submission or position may cause serious injury.
- No visible body jewelry will be allowed.
- The competitor and his uniform must be clean.

- No infectious skin diseases or open wounds will be permitted.
- Fingernails and toenails must be clipped.
- To the best of our abilities, we will be dividing adults and junior divisions by weight, age and experience level, but we reserve the right to combine and expand divisions as we see fit.
- Your “competition age” is your age as of June 1, 2023.

#### WAYS TO WIN:

- You can win each match by submission or by scoring points by obtaining a dominant position during the last minute of the round.
- If there happens to be a tie at the end of a round, there will be a sudden victory overtime round of 1 minute. During this time, the winner is the first to submit or score points. If no submission or points are awarded in overtime, it will be the referee’s decision.

#### POINT SYSTEM:

- Positions require a three count to score.
- 4 pts.- Back Control (seat belt harness grip and “hooks” or “body triangle”).
- 4pts.- Mount
- 3 pts.- Guard Pass
- 2 pts.- Sweep
- 2 pts.- Knee On Belly
- 2 pts.- Takedown

#### MATCH TIME:

- Adults and Teens (16 & 17 yrs.) – 5-minute match. First 4 minutes are submission only, points will be awarded in the last minute.
- Juniors – 4-minute match. First 3 minutes are submission only, points will be awarded in the final minute.
- All matches will start standing. If a competitor is uncomfortable standing, he/she may sit to play the guard. If the match hasn’t gone to the ground in 2 minutes (1.5 min. for juniors), competitors will restart on their knees.

#### SUBMISSIONS:

- No small joint (fingers, wrist) attacks.
- No neck cranks or spine locks.
- No leg attacks for kids, teens and adult white/blue belts.
- Adult purple, brown and black belts are allowed straight ankle and straight knee locks. No twisting attacks (tie holds, heel hooks, etc.).
- The safety of the competitors is paramount, so please use good judgment when applying submissions.

#### iv. Team Sparring

##### Juniors

- Teams:
  - o Will be all male or female.
  - o Black Belts only
  - o 3 team members- one from each age group
    - Age 12-13
    - Age 14-15

- Age 16-17
- Matches:
  - Order: youngest to oldest.
  - Length: 1 min 30 seconds.
  - Mercy Rule: Once the point spread in the match is 10 or more, the match will be stopped
- Team Points:
  - Match 1: winning team awarded 1 point
  - Match 2: winning team awarded 1 point
  - Match 3: winning team awarded 1 or 2 points based on match point spread.
    - 1 point for 1-4 point spread
    - 2 points for 5+ point spread
- Tied Team score 2-2:
  - The team that has 2 match wins gets to pick which match goes back to spar for sudden victory. The next point scored in that match wins!

## Adults

- Teams:
  - Will be all male or female.
  - 3 team members- No age limit
- Matches:
  - Order: before the start of the 3 matches each team will submit the competition order in writing to the judge.
  - Length: 1 min 30 seconds.
  - Mercy Rule: Once the point spread in the match is 10 or more, the match will be stopped
- Team Points:
  - Match 1: winning team awarded 1 point
  - Match 2: winning team awarded 1 point
  - Match 3: winning team awarded 1 or 2 points based on match point spread.
    - 1 point for 1-4 point spread
    - 2 points for 5+ point spread
- Tied Team score 2-2:
  - The team that has 2 match wins gets to pick which match goes back to spar for sudden victory. The next point scored in that match wins!