

**JOHN LEMIEUX MEMORIAL TOURNAMENT**

**THE WORLD SEIKIDO ORGANIZATION**  
**16<sup>th</sup> ANNUAL JOHN LEMIEUX MEMORIAL TOURNAMENT**

Hosted by the World Seikido Organization and Forest City Tae Kwon Do (Ontario Non-Profit Corporation  
number 0972924)

Clarke Road Secondary School, London, Ontario

Saturday Apr 28<sup>th</sup>, 2018

**TOURNAMENT RULES**  
**for Self Defence, Patterns and Sparring Competition**

# JOHN LEMIEUX MEMORIAL TOURNAMENT

## SELF DEFENCE COMPETITION

### PROCEDURE:

- There will be 5 judges if possible, and must be at least 3.
- Competitors perform one at a time, on mats provided.
- Each competitor approaches the judges with their attacker and states their name to make sure the timekeeper has the right entry slip.
- Competitors perform a maximum of any five techniques.
- After bow at end, competitor and attacker turn around for the judges' scores.

### SCORING:

Judges will grade performance on the following:

- Proper attitude, including neatness, answer, bow, and presentation.
- Timing of movements.
- Smoothness, grace and harmony of movements.
- Maintaining control, posture, and balance.
- Follow through of pin or control of attacker at end of each technique.
- Realism of performance.
- Effectiveness of techniques.
- Degree of difficulty, including accounting for type of weapon(s) employed.
- Age and belt level.
- One point deduction if competitor falters noticeably, drops a weapon, or fails to control the technique.
- How well they have learned what their instructor taught them, not just what is considered correct techniques by the judge.

Note: Competitors should be scored relative to the first competitor, and judges are not to be influenced by what other judges score.

- Scores are number of fingers shown, with wrists crossed for half a point.

### CENTRE JUDGES RESPONSIBILITIES:

- All competitors line up to bow to the judges at the beginning.
- At end of each performance competitor and attacker(s) turn around, at which time all judges cross forearms and all judges raise hands for scores at the same time upon centre judge's call of "score".
- The timekeeper shall call out the correct scores.
- A judge should bow out when their own student is up.
- After all competitors have performed; the totals should be verified on the timekeeper's sheet.
- In the event of a tie, competitors will do their routine again individually. If still tied, the judges will indicate left or right call to decide a winner.
- At end all competitors line up and the four winners are presented trophies.
- The timekeeper can be assigned to bring the score sheet to the head table for announcement of winners.
- In the event of a dispute the Tournament Director will have the final decision.

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## PATTERN & WEAPON (FORMS) COMPETITION

### PROCEDURE:

- There will be 5 judges if possible, and must be at least 3.
- Competitors perform one at a time.
- Each competitor approaches the judges and states their name and pattern to make sure the timekeeper has the right entry slip.
- Unless the pattern requires a different starting position, competitors should begin at the rear mark on the floor. (Note some patterns do not end at starting point).
- After bow at end, competitor turns around for the judges' scores.

### SCORING:

Performance is graded on the following:

- Proper attitude, including neatness, answer, bow, and presentation.
- Correct movements in sequence and directions.
- Proper stances at end of every movement.
- Timing and concentration of strikes at correct target directions.
- Focus, speed, and snap of punches, strikes, blocks, and kicks.
- Proper breathing with movements.
- Maintaining posture and balance.
- Rhythm, cadence and smoothness, harmony of movements.
- Degree of difficulty.
- One point deduction if competitor falters noticeably or repeats pattern. - Can try again only once, after second failed attempt no score is given. Note: all competitors should be scored relative to the first competitor, and a judge should not be influenced by what other judges score.
- Scores are number of fingers shown, with wrists crossed for half a point.

### CENTRE JUDGES RESPONSIBILITIES:

- Competitors all line up to bow to the judges at the beginning.
  - At end of each pattern call to return to ready stance Parole, turn around, then all judges raise hands at the same time upon centre judge's call of "score". - The timekeeper shall call out the correct scores.
  - A judge should bow out when their own student is up.
  - After all competitors have performed; the totals should be verified on the timekeeper's sheet.
  - In the event of a two way tie, both competitors do their pattern together and judges indicate left or right call to decide winner. For three way ties, they do their patterns again individually. For higher belts, the centre judge can request they do a different lower pattern to facilitate judging differences.
  - At end all competitors line up and the four winners are presented their trophies.
  - The timekeeper can be assigned to bring the score sheets to the head table for announcement of winners.
  - In the event of a dispute the Tournament Director will have the final decision.
- (Note: **Weapons Forms** can be substituted for Pattern).

**SPARRING COMPETITION RULES**

**COLOUR BELTS, SENIORS, and CHILDRENS DIVISIONS**

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**LENGTH OF MATCHES**

- One 2 minute point sparring match. (**match will be stopped** to confirm point but **time will continue to count down.**)
- 1 minute sudden death overtime in the event of a tie at the end of regular time.
- If still tied at the end of overtime, the Judges and Referee will decide the winner.

**POINT SCORING SYSTEM** (**Controlled light touch body techniques only are permitted**).

- 1 point for punch to body between collar bones and belt, including belt & flanks.
- **No point or warning for punch toward the head. (no contact please)**
- **No point for leading hand jab.**
- 1 point for kick to body between collar bones and belt, including belt and flanks.
- **2 points for kick to the head within 6 inches (no contact), including entire head and sides of neck.**
- 5 point Mercy Rule. Competitor wins if leading by 5 points (not just first 5 points)
- To score, controlled contact only with a recognizable legal kick or punch must be made, or a kick going over the head if the kicker is looking at the kick.

**WARNINGS**

A warning will be given by the centre ring referee and recorded by the timekeeper for:

- Any attack toward back of neck or spine.
- Any attack below the belt. (Note- no warning for kick to back of thigh or butt if it is followed immediately by a legal kick before the first foot touches the ground).
- Any contact to an illegal area - below belt, spine, back of neck, even by accident.
- Blind attack, even if no contact is made.
- Contact to the face with punch or kick (esp. in children's divisions).
- Any excessive contact showing lack of control.
- Feigning injury or falling down on purpose.
- Stalling, running around without fighting, or stepping out of the ring on purpose.
- Turning back to opponent.
- Grabbing or holding for more than one technique.
- Tripping or throwing the opponent down on purpose.
- Poor sportsmanship or verbally taunting an opponent.
- Arguing with an official.

**MINUS POINTS**

One point minus will be given by the centre referee and recorded by the timekeeper for:

- Any two warnings given during the match.
- Deliberately attacking the groin.
- Attacking a fallen opponent.
- Continued attack after the command to stop ("Kalyeo!").
- Any attack with knee, elbow, forehead, or attack with open hand to the eyes.
- Deliberate attempt to injure.
- Bad language, throwing equipment, leaving the ring during a break called by the referee, any loss of temper or lack of self-control. continued...

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## DISQUALIFICATION

A competitor can be disqualified by the referee for the following:

- Two minus points (four warnings) during the match.
- Showing disrespect to a judge or referee.
- Failure to comply with instructions.
- Blood appears after excessive and deliberate contact to face.
- Excessive contact where the opponent is injured and cannot continue in the competition because of a deliberate attack. This requires that both competitors will be out and cannot proceed to the next round.
- In the event of a possible disqualification, the referee may decide after consultation with the corner judges.
- A competitor cannot be disqualified after the match is over.

## SPARRING EQUIPMENT

- Head protectors, full hand covering (no MMA style gloves) and foot guards are mandatory in all Colour Belt, Children, and Seniors sparring divisions.
- Chest protectors, groin guards, forearm, shin guards and mouth guards are optional and highly recommended in all Colour Belt, Children, and Seniors sparring divisions.
- Chest protectors are mandatory for both competitors if one competitor insists. (These can be supplied by fellow competitors or host club at ring).

## REFEREE/CORNER JUDGES RESPONSIBILITIES

There will be 1 referee and 2, 3, or 4 corner judges.

- The Referee must ensure both competitors are wearing appropriate safety equipment, (and chest protectors if one competitor insists).
- The referee should relinquish the referee position to a qualified corner judge for any match in which one of the referee's own students is competing.
- Each corner judge calls "point!" when seen. The referee will halt the match, all judges will raise arm outward, the referee crosses arms and says "Judges call!" and all raise the scorers colour flag at the same time, the referee pointing one finger for one point or two fingers for two points at the competitor who scored.
- The referee will then announce the point(s) scored, and make sure it is recorded by the timekeeper.
- **Any two or more of the same colour flag raised must be awarded a point (or two points by high section kick), even if no point is seen by the referee.**
- In the event of one each or two each of different colour flags raised, the referee can decide the point or declare no point.
- The referee cannot award a point without a flag confirmation from at least one corner judge, but can award the point if only one flag is raised if he indicates the point when he clearly saw a legal technique score.
- In the event of a tie at the end of the sudden death overtime, the judges and referee will declare a winner by majority based upon best techniques, by turning back and all raising the winner's colour flag at the same time.
- In the event of a dispute the Tournament Director will have the final decision.

## SPARRING COMPETITION RULES - BLACK BELTS

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### LENGTH OF MATCHES

- Black Belt matches are two rounds of 2 minute each, continuous time, with a 1 minute break between rounds. Final will be two 2 minute rounds.
- In the event of a tie at the end of the match the referee will decide the winner.

### POINT SCORING SYSTEM

- Corner judges will record points scored on their judges score papers, which are tallied at the end of the match. The centre referee does not award points.
- 1 point for a punch to the body (contact to chest protector must be made) between collar bones and belt, including flanks (includes flurry of punches even if more than one strikes target).
- **No point for punch to the head or leading hand jab.**
- 1 point for kick to the body (chest protector) between collar bones and belt, and including flanks. with a recognizable legal kick or punch.
- **2 points for controlled light kick to head, including entire head (headgear), face, and sides of the neck (includes controlled kick going over head if the kicker is looking at the kick).**
- **A point must be marked on at least two judges score sheets to count.**
- A warning counts as half a point minus in the event of a tie in points scored.

### WARNINGS

A warning will be given by the referee and recorded by the judges for:

- Any attack below the belt. (No warning for a kick to back of thigh or butt if followed immediately by a legal kick before the first foot touches the ground).
- Any deliberate attack to back of neck or spine.
- Any contact to illegal areas - knees, groin, spine, back of neck, even by accident.
- Blind attack, even if no contact is made.
- Excessive and deliberate contact to the face.
- Falling down on purpose after an attack to avoid a counter-attack.
- Turning back to opponent.
- Stalling by running around the ring without fighting, or stepping out of the ring on purpose, or feigning injury.
- Grabbing and holding for more than one technique.
- Tripping or throwing the opponent down on purpose.
- Poor sportsmanship, taunting the opponent, or arguing with an official.

### MINUS POINTS

One point minus will be given by the referee and recorded by the judges for:

- Any two warnings given during the match.
- Any attack with knee, elbow, or forehead, or open hand fingers to the eyes, even if no contact is made.
- Attacking a fallen opponent or any deliberate attempt to injure.
- Continued attack after the command to stop (Kalyeo).
- Leaving the ring during a break called by the referee.
- Loss of temper, throwing equipment, bad language, or loss of self-control.

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## DISQUALIFICATION

A competitor can be disqualified by the referee for the following:

- Excessive contact where blood appears or the opponent is injured and cannot continue in the competition after a deliberate attack. (Requires that **both** competitors will be out and cannot proceed to the next round).
- Failure to comply with a decision of the referee. - Showing disrespect to any judge or the referee.
- Two minus points (four warnings) during the match.
- In the event of a possible disqualification, the referee may decide after consultation with the corner judges.
- A competitor cannot be disqualified after the match is over.

## SPARRING EQUIPMENT

- **\*\*\*Chest protectors\*\*\*, Head protectors, full hand covering (**no MMA style gloves**) and foot guards are mandatory.**
- **Groin guards, forearm, shin guards and mouth guards are optional and highly recommended.**  
**\*\*\*Note: Should both Black Belts not wish to wear chest protectors, can be permitted to spar as long as complete control is exercised. If one wants both wear. \*\*\***

## REFEREE/CORNER JUDGES RESPONSIBILITIES (Black Belt Competition only)

There will be 1 referee and 4 corner judges.

- **The referee will check that competitors are wearing the mandatory equipment as listed above.**
- The referee will place the appropriate red and blue ribbons on the competitors.
- The referee should bow out of a match if one of their own students is competing.
- Judges will record points they clearly see scored on their score papers.
- When the centre referee sees an infraction on the part of either competitor, he will stop the match temporarily and issue a warning or minus point, which must be recorded by the corner judges on their score papers.
- At the end of the match the referee will collect the judges score papers and tally the points and warnings with the timekeeper. To be counted, a point must be verified by appearing on at least two judges score papers.
- In the event of a tie the referee will decide the winner.
- In the event of a dispute, the Tournament Director has the final decision.

## COACHES RESPONSIBILITIES

- Coaches must ensure that their competitor is ready and wearing the proper protective equipment on time for the match.
- Coaches may not interfere with the matches, and must remain in their seats at the side of the ring and remain quiet during the actual rounds. Instructions can be given to their competitors only during the break between rounds.
- The referee can issue a warning to the coach's competitor for an infraction by the coach, including shouting instructions during the round, using bad language, stepping into the ring, arguing with an official, or showing poor sportsmanship.