



**April 18-21, 2019**

## DAY BY DAY SCHEDULE

**Thursday - April 18, 2019**

Tournament Registration  
& Vendors Open For Business  
4:00 pm - 8:00 pm

**Seminar A**  
James Tawatao  
Kata: Jion and Bassai Dai  
4:00 pm - 6:00 pm

**Seminar B**  
Tomohiro Arashiro  
Kata: Anan Dai  
6:30 pm - 8:00 pm

**Friday - April 19, 2019**

Tournament Registration  
& Vendors Open For Business  
11:00 am - 9:00 pm

**Seminar C**  
James Tawatao  
Kata: Gojushiho Sho  
3:00 pm - 4:30 pm

**Seminar D**  
Tomohiro Arashiro  
Kata: Ohan  
5:00 pm - 6:30 pm

**Saturday - April 20, 2019**

**Day of Competition**

**Opening Ceremony**

**Marching in of all competitors**

8:30 am

Official's Meeting - Reno Room, 3<sup>rd</sup> floor  
7:00 am - 8:00 am

**Sunday - April 21, 2019**

**Seminar E - James Tawatao**

Shotokan Karate Training

10:00 - 11:30 am

## OZAWA CUP RULES

1. The Tournament director reserves the right to combine, divide, or add divisions where he sees fit.
2. All contestants must wear a clean, white karate gi.

### Kata Rules: Point System

1. Contestants must perform Japanese or Okinawan kata.
2. Beginner and Intermediate belts must perform basic kata such as: Heian, Pinan, Gekisai, and any other similarly categorized kata. Saifa is okay for Goju practitioners.
3. Brown and Black belts may perform any kata.
4. In case of ties, beginners may perform the same kata. All others must perform a different kata.

### Ippon Shobu & Nihon Shobu Kumite Rules

1. Mouth guard and groin protector is mandatory for all kumite matches.
2. Head and shin guard are optional for 14 years old & under.
3. Chest guard is optional for female competitors.
4. Only naugahyde type fist guards allowed.
5. Only safety glasses with restraining band or soft contact lenses are allowed during kumite.
6. **Ippon shobu: Beginner, Intermediate, & Brown belts** one point (ippon) or two waza ari (two ½-points).
7. **Ippon shobu** bouts are **2-minutes running time**.
8. **Nihon shobu: Black belt and Advance belt divisions** Two ippon, one ippon and two waza ari (two ½ points), or four waza ari (four ½ points)
9. **Nihon shobu** bouts are **3-minutes running time**.
10. In case of a tie, sudden death, 1-minute overtime.

### Contact & Non-Contact Violations

- 1<sup>st</sup> contact or non-contact: **keikoku**
  - 2<sup>nd</sup> contact: **hansoku chui - ½ point penalty**
  - 2<sup>nd</sup> non-contact: **hansoku chui, no point penalty**
  - 3<sup>rd</sup> contact or non-contact: **hansoku**
- Depending on severity of contact, a contestant may be penalized with a hansoku chui: ½-point penalty or may be disqualified with hansoku pending judges decision.
  - Excessive contact to any area of the body may result in immediate disqualification pending judges decision.
  - The following are examples of non-contact violations:
    - a) Dangerous and/or uncontrolled techniques such as: uncontrolled spinning hook-kick, open-hand technique to the eyes, or throwing the opponent without control.
    - b) A technique thrown to the head area that misses but passes through the target by at least one-fist. Light non-injurious contact to the body is permitted. Face skin touch in adult black belt divisions only.

**Jogai**

- 1<sup>st</sup> jogai: **keikoku**, 2<sup>nd</sup> jogai: **hansoku chui**,
- 3<sup>rd</sup> jogai: **hansoku** or disqualification.

## WUKF KUMITE - SANBON SHOBU

*(Ozawa Cup Modified Rules)*

1. Naugahyde fist guards only.
2. Mouthpiece and groin protector for male is mandatory.
3. Head & shin guard: 14 years & below is optional.
4. Chest guard for all female competitors is optional.
5. **3-minutes: 18-34 years old, 2-minutes: 17 years & under.**
6. Non-injurious, light, controlled "touch" contact to the face and head area is allowed in adult black belt only.

### WIN CRITERIA

**To win a Sanbon Shobu match, a competitor must:**

1. Score a combination of ippon and waza-ari totaling 3 points before his or her opponent.
2. Be ahead in points at the end of the match.
3. If there is a tie: Enchosen, 1-minute, first point wins.

### IPPON CRITERIA (One Full Point)

An **Ippon** is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions

- Good speed and form (technique, position and balance)
- Strong Kime (strong vigor) coupled with Zanshin
- Proper timing and correct distancing
- Good sporting, non-malicious attitude

A **Waza-ari** is awarded for a technique almost comparable to that needed to score an Ippon. The refereeing panel must look to see if a technique warrants an Ippon in the first instance and will award a Waza-ari if the technique does not warrant an Ippon.

### PENALTY: ATENAI and KINSHI

**ATENAI: Excessive contact to the target**

- a) Attacks to the upper and lower limbs, hip joint, knee joints, insteps, shins, groin or throat.
- b) Open hand techniques to the face, throat, and neck.
- c) Jumping techniques and dangerous leg sweeps or ashi barai without a follow-up technique or that land high on the leg and could cause knee injury.
- d) Dangerous throws.
  - 1<sup>st</sup> warning: **Atenai**
  - 2<sup>nd</sup> warning: **Atenai Chui**
  - 3<sup>rd</sup> warning: **Atenai Hansoku (Disqualification)**

**KINSHI: Prohibited behavior (all non-contact violations)**

Jogai, mubobi, wasting time, feigning or faking injury, unsportsmanlike conduct, disrespectful behavior, no zanshin.

- 1<sup>st</sup> warning: **Kinshi**
- 2<sup>nd</sup> warning: **Kinshi Ni**
- 3<sup>rd</sup> warning: **Kinshi Chui**
- 4<sup>th</sup> warning: **Kinshi Hansoku**

**Kobudo Rules:**

Loss of control of weapon shall result in disqualification. All weapons are subject to inspection.