



March 29 - April 1, 2018

DAY BY DAY SCHEDULE

Thursday - March 29, 2018

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

Seminar A: James Tawatao
Kata: Kanku Sho
5:00 pm - 6:30 pm

Friday - March 30, 2018

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

Seminar B: James Tawatao
Kata: Unsu
5:00 pm - 6:30 pm

Saturday - March 31, 2018

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

Opening Ceremony - Sunset Ballroom
Marching in of all competitors

Vendors open for business
8:30 am

Sunday - April 1, 2018

9:30 am - 11:00 am

Seminar C - FREE Seminar: James Tawatao
Shotokan Karate Training - Kihon, Kata, & Kumite

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

- 1st contact or non-contact: **keikoku**
 - 2nd contact: **hansoku chui - ½ point penalty**
 - 2nd non-contact: **hansoku chui, no point penalty**
 - 3rd 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

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

Ozawa Cup Modified WKF Kumite Rules

1. Red, blue, or white WKF type fist guards only.
2. Mouthpiece and groin protector for males is mandatory.
3. Head & shin guard: 14 years & below is optional.
4. Chest guard for all female competitors is optional.
5. **3-minutes: adult men's divisions.**
6. **2-minutes: adult women and all 17 years old & under.**
7. **Time STOPS at referee's command of YAME.**
8. Non-injurious, light, controlled "touch" contact to the face, head and neck is allowed in adult black belt only.

Point Criteria

- **Yuko:** Chudan or jodan punch or strike.
- **Waza-ari:** Chudan kicks, unbalancing the opponent with a leg sweep and scoring with a punch, kick or strike.
- **Ippon:** Jodan kicks and any scoring technique delivered to a thrown or fallen opponent or who is otherwise off their feet with trunk of body on floor then scored upon.

Flag Criteria: **Two flags MUST indicate the same type of score: Yuko, Waza-ari or Ippon** for Referee to award the point otherwise there is no point awarded.

Penalty Categories

Category 1: Excessive contact, contact to the throat, deliberate attack to the arms, legs, groin, joints and instep, open hand attack to the face, dangerous throwing techniques causing injury to the opponent.

Point Penalties for Category 1 only

- **Chukoku: No point**
- **Keikoku: Yuko (1 point)**
- **Hansoku Chui: Waza Ari (2 points)**
- **Hansoku: Disqualification**

Category 2: Faking or exaggerating an injury, jogai, mubobi, avoiding combat preventing the opponent an opportunity to score, not attempting to engage in combat, clinching, wrestling, pushing, seizing or standing chest to chest without attempting a throw or other technique, uncontrolled techniques, attack with the head, knee, or elbow, talking to or goading the opponent, failing to follow the referee's order and discourteous behavior.

Criteria For Decision: Competitor with an 8-point lead or with most points at end of the match wins. If at end of the match there's no score or the scores are tied: winner will be determined by Senshu (first unopposed score advantage)

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