

## DAY BY DAY SCHEDULE



**April 6-9, 2023**

**Thursday - April 6, 2023**

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

**Seminar A: Luke Sartino**

Kumite for Competition | 4:00 pm - 5:30 pm

**Seminar B: James Tawatao**

Kata: Kanku Dai | 6:00 pm - 7:00 pm

**Friday - April 7, 2023**

Tournament Registration  
& Vendors Open For Business  
11:00 am - 8:00 pm

**Seminar C: James Tawatao**

Kata: Gojushiho Sho | 3:30 pm - 4:30 pm

**Seminar D: Luke Sartino**

Kumite for competition | 5:00 pm - 6:30 pm

**SATURDAY - APRIL 8, 2023**

**DAY OF COMPETITION**

**OPENING CEREMONY: 8:30 AM**

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

**Sunday - April 9, 2023**

**AAU KARATE**

**USA TEAM TRIALS**

8:00 am - 4:00 pm El Dorado Room

## 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 violation: **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 3-points with ippon or waza-ari.
2. Be ahead in points at the end of the match.
3. If there is a tie: Enchosen, 1-minute, first point wins.

### 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 without a follow-up technique or that land high on the leg and could cause knee injury. 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 • 3<sup>rd</sup> warning: Kinshi Chui
- 2<sup>nd</sup> warning: Kinshi Ni • 4<sup>th</sup> warning: Kinshi Hansoku

### TEAM ROTATION KUMITE

1. 6 min running time. Clock stop only upon Referee's request.
2. Team must have 3 competitors in each round or be disqualified. Each team may have one reserve competitor.
3. Each competitor must fight at least once and for at least 15 seconds in each round. If at the end of the round, one of the competitors has not fought, the team will be disqualified.

**EXCEPTION:** If a competitor is 6 points ahead of the other team before the end of the round, his/her team will be declared winner even if the other 2 members did not fight.

### CRITERIA FOR DECIDING THE WINNING TEAM

No point limit. Each team may score as many points as possible during the 6 minutes round. The team with most points at the end of the 6 minute round wins. If there is a tie the team with most **Ippon** wins. If there's still a tie, **HANTEI** will be called. If the judges' decision is **HIKIWAKE**, 2 minutes extension (Encho-Sen), first point wins. 1 competitor from each team will initiate the extension. This competitor may be changed after the extension has begun.