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# E-MARTIAL ART GAMES

2021

## Karate & Kobudo





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## OUR GOAL

The eMA GAMES combine the best of the two worlds – a global combat sport event in a safe and trouble-free online environment.

Join from any place on this planet, without travel and accommodation costs. Compete against professional and amateur athletes from all around the world and improve your skills.





## YOUR BENEFITS



### Compete from anywhere

Your living room, garden  
or holiday destination



### Stay safe

no health risks through traveling  
during times of pandemic



### Compete without pressure

No venue, no spectators,  
better focus



### Safe money

No flight tickets, no hotels,  
smaller entry fees



## YOUR PRIZES



### Certificates

Get your individual electronic Certificate and Top Sponsor Vouchers and Discounts



### Ranking Points

Earn the most ranking points for any tournament in the Sportdata World eTournament ranking



### Discount Vouchers

For online shops of our partners and sponsors or your next competition



## REGISTRATION PHASE

- ◇ **Registration start**  
28 August
- ◇ **Registration end**  
03 December
- ◇ **Upload of Draws**  
04 December
- ◇ **Video upload end**  
05 December



# TOURNAMENT PHASE

- ◇ **Start of the  
e-Martial Arts Games**

07 December

- ◇ **End Judging &  
Announcement of results**

14 December



# KARATE CATEGORIES

**Individual Kata**



**Kata Team**



**Individual Kumite**



**Para-Karate**







# KARATE AGE DIVISIONS

Your age	No. Kata	Ind. Kata	Kata Team	Kumite	Para-Forms
U6	1	◆	—	◆	—
U8	1	◆	—	◆	—
U10	2	◆	◆	◆	—
U12	2	◆	◆	◆	—
U14	4	◆	◆	◆	—
U16	4	◆	◆	◆	—
U18	4	◆	◆	◆	—
U21	4	◆	—	◆	—
Seniors	4	◆	◆	◆	—
Masters A	4	◆	◆	◆	—
Masters B	4	◆	◆	◆	—
	4	◆	◆	◆	—

16+ for all  
Para-categories:

- Wheelchair Kata
- Intellectually Impaired
- Visually Impaired/Blind



# KARATE

## ◆ Rules

The tournament will be carried out in different categories/division, separated by age and sex.  
The Tournament will be carried out in single elimination (KO system) mode without repechages.  
The winner of each match will proceed to the next round.

Only Katas from the official Kata list (next slide) are allowed.

In Category eKata U6 and U8 – 1 Kata can be repeated each round.

In Category eKata U10 and U12 – min. 2 Kata, different Kata in 2 subsequent rounds.

In category eKata U14 and higher – min. 4 Kata, different Kata each round

## ◆ Criteria for Evaluation

Proper sequence of movement.

Level of strength.

Contraction and expansion of the body.

Control of Speed and change in the speed of the techniques.

Power and accuracy in performance of basic techniques (posture, balance, stance and accuracy in reaching the point of target).

Overall performance and illustration of essential characteristics of the performance.

Displaying courtesy in attitude, fighting spirit and effort, and correct eye contact.

Proper use of stance and posture



# KATA LIST

001 Anan	029 Heian Godan	057 Naifanchin Nidan	085 Seishan
002 Anan Dai	030 Heiku	058 Naifanchin Sandan	086 Seisan
003 Ananko	031 Ishimine Bassai	059 Naihanchi	087 Shiho Kousoukun
004 Aoyagi	032 Itosu Rohai Shodan	060 Nijushiho	088 Shinpa
005 Bassai	033 Itosu Rohai Nidan	061 Nipaipo	089 Shinsei
006 Bassai Dai	034 Itosu Rohai Sandan	062 Niseishi	090 Shisochin
007 Bassai Sho	035 Jiin	063 Ohan	091 Sochin
008 Chatanyara Kushanku	036 Jion	064 Ohan Dai	092 Suparinpei
009 Chibana No Kushanku	037 Jitte	065 Oyadomari No Passai	093 Tekki Shodan
010 Chinte	038 Joruku	066 Pachu	094 Tekki Nidan
011 Chinto	039 Kanchin	067 Paiku	095 Tekki Sandan
012 Enpi	040 Kanku Dai	068 Papuren	096 Tensho
013 Fukygata Ichi	041 Kanku Sho	069 Passai	097 Tomari Bassai
014 Fukygata Ni	042 Kanshu	070 Pinan Shodan	098 Unshu
015 Gankaku	043 Kishimoto No Kushanku	071 Pinan Nidan	099 Unsu
016 Garyu	044 Kousoukun	072 Pinan Sandan	100 Useishi
017 Gekisai Ichi	045 Kousoukun Dai	073 Pinan Yondan	101 Wankan
018 Gekisai Ni	046 Kousoukun Sho	074 Pinan Godan	102 Wanshu
019 Gojushiho	047 Kururunfa	075 Rohai	
020 Gojushiho Dai	048 Kusanku	076 Saifa	
021 Gojushiho Sho	049 Kyan No Chinto	077 Sanchin	
022 Hakucho	050 Kyan No Wanshu	078 Sansai	
023 Hangetsu	051 Matsukaze	079 Sanseiru	
024 Haufa	052 Matsumura Bassai	080 Sanseru	
025 Heian Shodan	053 Matsumura Rohai	081 Seichin	
026 Heian Nidan	054 Meikyo	082 Seienchin	
027 Heian Sandan	055 Myojo	083 Seipai	
028 Heian Yondan	056 Naifanchin Shodan	084 Seiryu	



# E-KUMITE BASIC RULES & REGULATIONS

## ◆ **All participants show a series of their best Kumite techniques to a ball or similar object:**

Min. size of the object 0,2 m

Object type: ball (or similar) on a pole, rope, a column of the room, parent holding the object,

The target object should have about the same height as the athlete.

## ◆ **Match time: 30 seconds**

The match starts (and ends) with a bow. After 30 seconds the referees will stop their judging, even if the athlete continues the performance.

## ◆ **Allowed techniques:**

all Kumite techniques on JODAN LEVEL only

## ◆ **Judging criteria:**

Technical quality, precision

ability to combine techniques

speed/ strength

NO TOUCH of the target object is allowed. Every touch will result in a reduction of the points by the judge.

Kiai is voluntary and not part of the scoring criteria.

## ◆ **Dress code:**

Karate Gi and belt, protection equipment not mandatory

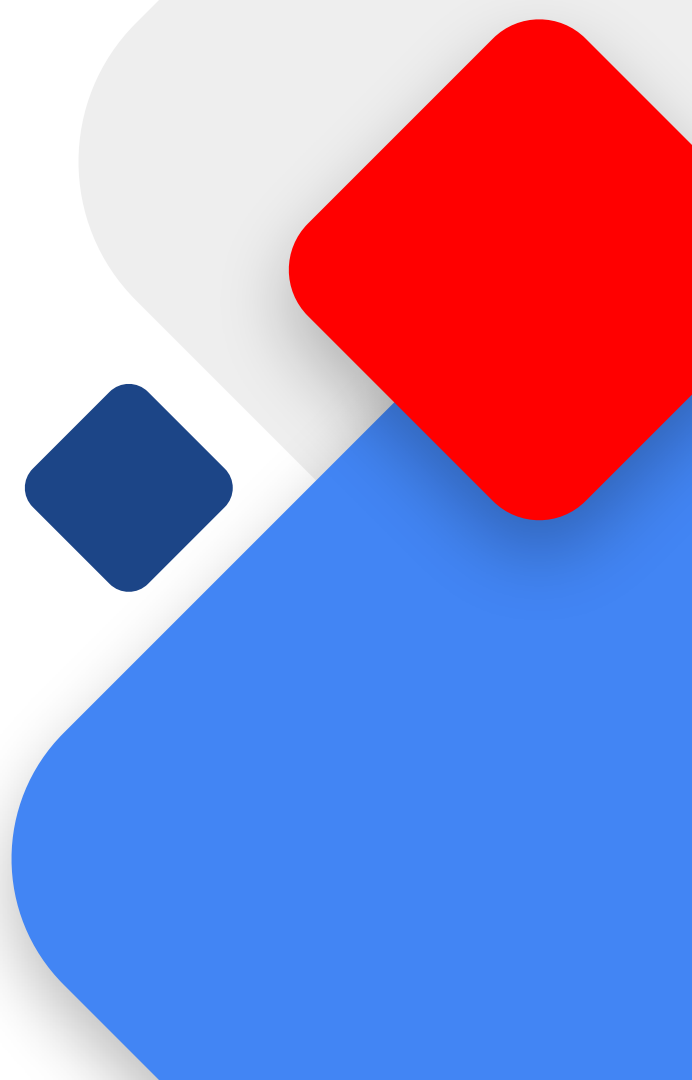
# KOBUDO CATEGORIES





# KOBUDO AGE DIVISIONS

Your age	Individual	Team
U8	◆	◆
U10	◆	◆
U12	◆	◆
U14	◆	◆
U16	◆	◆
U18	◆	◆
U21	◆	◆
Seniors	◆	◆
Masters A	◆	◆
Masters B	◆	◆
Masters C	◆	◆





# KOBUDO

## ◆ Rules

The tournament will be carried out in different categories/division, separated by age and sex. The Tournament will be carried out in single elimination (KO system) mode without repechages. The winner of each match will proceed to the next round.

Each contestant must provide one video to be used for all rounds of judging.

## ◆ Criteria for Evaluation

Proper sequence of movement  
Level of strength.  
Contraction and expansion of the body.  
Control of Speed and change in the speed of the techniques.  
Power and accuracy in performance of basic techniques (posture, balance, stance and accuracy in reaching the point of target).  
Overall performance and illustration of essential characteristics of the performance.  
Displaying courtesy in attitude, fighting spirit and effort, and correct eye contact.  
Proper use of stance and posture



# VIDEO REQUIREMENTS

Recording a video for the EMA Games is quite easy. There are only a few points you should keep in mind. Also check out our example video on the right.



## Match code

Always show the match at the beginning of the video

[MATCH CODE](#)

[EXAMPLE VIDEO](#)



## Angle

Make sure the whole body and every technique are fully visible throughout the whole video



## Sound & light

Try to make sure that lighting is suitable and that there is no loud noise around





# ENTRY FEES

◆ € 5

## Early bird

28 August – 17 September

Be among the first to register and save 5 Euros with every entry!

◆ € 10

## Standard

18 September – 01 October

The golden mean

◆ € 15

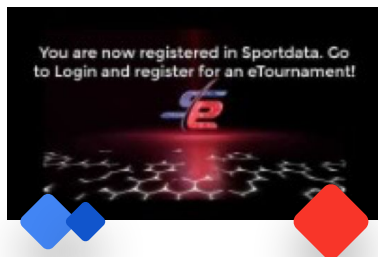
## Late fee

02 October – 16 October

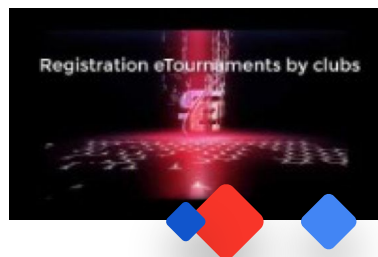
Just heard about this great event but its right before the deadline? Pay a late fee and still be onboard!



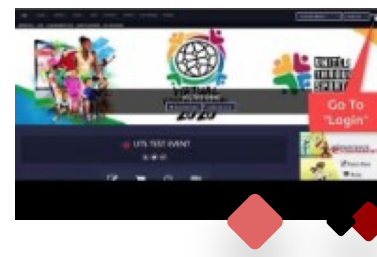
## OUR TUTORIALS



**Create an account**



**Register for the event**



**Upload your video(s)**



[WWW.MAGAMES.ORG](http://WWW.MAGAMES.ORG)

## **CONTACT US**

support@sportdata.org