



YŌKOSO

VIRTUAL CHAMPIONSHIP



Yokoso Grand Champion 2021

2nd July – 4th July 2021

RULES & REGULATIONS

(Version: 2021-01-04, 4.0)



Table of Contents

1.	Introduction	4
1.1.	Awards	4
1.2.	Entry Fee	4
1.3.	Tournament categories	4
a)	Divisions	5
b)	Age categories	5
1.4.	Tournament system	5
2.	Registration	6
2.1.	Referees	7
3.	Tournament schedule	9
4.	Video upload	9
5.	Judging and Results	10
6.	Contact	11
7.	Appendix A	12
8.	Appendix B	13





1. Introduction

Sportdata has introduced a new way of online sport competitions called "eTournament". eTournaments completely transform the way of competing in Martial Arts Tournaments. Unlike traditional tournaments, eTournaments makes competing simpler, easier, and cost effective. 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.

1.1. Awards

- All participants will get ranking points in Yokoso Forms Ranking.
- All participants will get a certificate for participation or category rank sent to them by email.

1.2. Entry Fee

Entry fee is 10 euro for the first category, for every next category the entry fee is 5 euro per category

1.3. Tournament categories

- The tournaments will be carried out in different categories/division, separated by age and sex
- The number of entries per categories does not exceed 32
- Categories may be split or merged if needed
- In Forms it is allowed to repeat the Forms for every round. You can upload all your videos at the registration
- For all categories, please check Appendix A
- For all rules, please check Appendix B



a) Divisions

We will have all Grand Champion divisions, so all will compete against each other!

- E-Creative Forms (No music allowed)
- E-Creative Forms Weapons (No music allowed)
- E-Musical Forms (Music is mandatory)
- E-Musical Forms Weapons (Music is mandatory)
- E-Traditional Forms (No music allowed)
- E-Traditional Forms Weapons (No music allowed)
- E-Tricking Battle (Music is optional)
- E-Weapons Battle (Music is optional)
- Para Forms (Intellectually Impaired, Visually impaired/Blind, Wheelchair, Physical disabled, Mentally Hindered), Grand Champion and Weapons

b) Age categories

- U10 (4 – 9 years)
- U13 (4 – 12 years)
- U16 (10 – 15 years)
- U 19 (13 – 18 years)
- Seniors (19 years and up)
- Masters (35 years and up)
- Para forms (10 years and up)

1.4. Tournament system

- The Tournament will be carried out in single elimination (KO system) mode



- The winner of each match will proceed to the next round



- 1. Place will be awarded the winner of the final match
- 2. Place will be awarded to the other finalist
- 3. Places will be awarded to the competitors who lose in the Semi Final
- 5. Places will be awarded to the competitors who lose in the 1/4 Final
- 9. Places will be awarded to the competitors who lose in the 1/8 Final
- 17. Places will be awarded to the competitors who lose in the 1/16 Final

2. Registration

For registration you need a team / club account on our Forms and Kickboxing system which can also be used as an individual account.

Users which already have registered a team / club account, please re-use your account. In this case you can also re-use all your competitors profiles.

For teams that have no account yet, please register online and create a new team / club account here:

https://www.sportdata.org/kickboxing/set-online/registrate_registrator_main.php?active_menu=registration

For registration of competitors please follow these steps:

- Log in with your account
- Check your team data. Please check if the data is correct and up to date



- Enter or update the data of your competitors if necessary.
- In the event calendar search for the eTournament event you want to register for and click on the “Registration” button of the event
- On the registration site you will see the functions to make new entries
- Register your competitors

If you have any questions please check the online help and video tutorials:

https://www.sportdata.org/kickboxing/set-online/faq_en.php?active_menu=faq

2.1. Referees

For registration you need an eReferee account on our Forms and Kickboxing system.

Users which already have registered an eReferee account please re-use your account. For referees



that have no account yet, please register online and create a new eReferee account here:

A dark blue login and registration form. It features a "Username" field, a "Password" field, and a "LOGIN" button. Below the login section are links for "PASSWORD FORGOTTEN?", "CREATE A NEW ACCOUNT", and "REGISTER AS E-REFEREE". The "REGISTER AS E-REFEREE" link is circled in red. At the bottom, there are social media login options for Google, Facebook, and Twitter, and an "EVENT-MANAGER LOGIN" link.

https://www.sportdata.org/kickboxing/set-online/registrate_registrator_main.php?active_menu=registration&ereferee=true

For registration of referees please follow these steps:

- Log in with your account
- Check your referee profile data. Please check if the data is correct and up to date.
- Make sure a photo is uploaded and update your data if necessary.
- In the event calendar search for the eTournament event you want to register for and click on the "Registration" button of the event
- On the registration site you will see the function to make your registration
- Register yourself as an eReferee



3. Tournament schedule

Important dates:

21.06.2020: Start of registration period and video upload period

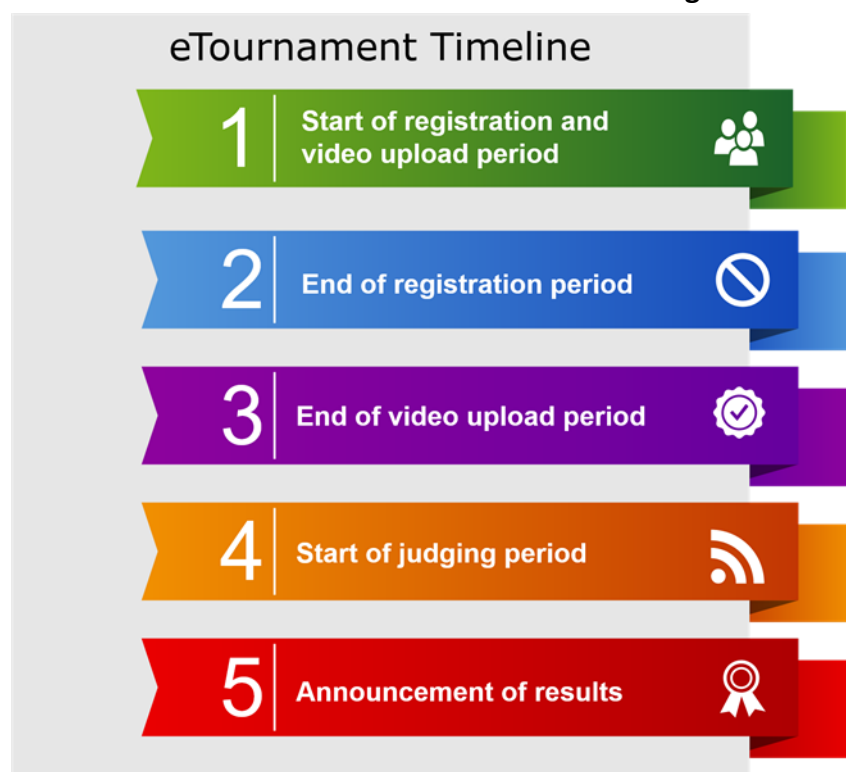
02.07.2021: End of registration period

03.07.2021: Publishing of Draws

03.07.2021: End of video upload period

03.07.2021: Start of judging

04.07.2021: Announcement of Winners and sending of Certificates



4. Video upload

Video upload Each competitor has to record, upload the video on a supported video platform and submit the video URL during the registration and video upload period.

You can find a video tutorial about how to submit your video here:

https://www.sportdata.org/etournament_tutorials.html#nine



1. Log in with your account
2. Select the event on your dashboard
3. Click on "Registration"
4. Click on "Video Upload"
5. Click on the upload icon of the registration and upload a video
6. Repeat the video upload for all requested video rounds

Judging and Results Matches of completed rounds can be accessed by clicking on a competitor name on the draw!

Video recording requirements

Your video recording must follow certain requirements which are explained in detail here:

https://www.sportdata.org/etournament_howto.html

A sample video can be found here:

https://www.youtube.com/watch?v=GpbGSSlv_4Y&feature=emb_logo

ATTENTION!

If your video recording does not meet the above-mentioned requirements, you may not be able to compete.

Easy upload on the Sportdata Vimeo platform:

https://www.sportdata.org/etournament_tutorials.html#eight

You can find a video tutorial about how to submit your video url here:

https://www.sportdata.org/etournament_tutorials.html#five

5. Judging and Results

Information on how to score and about the criteria for evaluation are available here:

https://www.sportdata.org/etournament_howto.html

Matches of completed rounds can be accessed by clicking on a competitor name on the draw!



6. Contact

Email: info@sportdata.org



7. Appendix A

- 001. Grand Champion U10 Male
- 002. Grand Champion U13 Male
- 003. Grand Champion U16 Male
- 004. Grand Champion U19 Male
- 005. Grand Champion Senior Male
- 006. Grand Champion Master Male
- 007. Grand Champion U10 Female
- 008. Grand Champion U13 Female
- 009. Grand Champion U16 Female
- 010. Grand Champion U19 Female
- 011. Grand Champion Senior Female
- 012. Grand Champion Master Female
- 013. Grand Champion Kickboxing Challenge
Male/Female
- 014. Grand Champion Para Forms -All Classes-
Male /Female



8. Appendix B

FORMS RULES

UNIFORM:

Traditional / Japanese / Korean / Chinese: All competitors must wear a complete (top and bottom) traditional or professional sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate colour belt or sash must be worn in competition. Shoes may be worn in Soft Style categories

T-shirts, tank tops and sweatshirts are not allowed in forms even if they are part of the competitor's official school uniform.

Uniforms in the Creative, Musical and Tricking Divisions: more liberties are allowed because forms are not one-on-one competition where the uniform could cause a decisive disadvantage or advantage to a competitor. T-Shirt are also allowed as long as they DO NOT have obscene, offensive or profanities in the form of text or imagery and are part of the uniform.

Traditional Open Hand and Weapons Forms

These forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. Forms may be unmodified or modified from what a system or school considers to be the original version of the form. Performance of the following movements will result in a downgrade of the form, as a form inappropriate for the division movements that involve more than a 360 degree spin, require the body to be inverted more than parallel to the floor, more than two kicks with the same leg without putting the foot down in between; front or back flips; cartwheels; front or side leg splits; releases of the weapon other than simple hand switches; or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here.

Commentary: Because this is a tournament open to all styles and schools (across the nation and around the world) and from which judges are utilised, each competitor must make his or her own decision regarding whether to include movements, which might be objectionable for the Traditional Division. If there is something performed in a traditional form or weapon division that is not covered by the above rules, the Rules Official/s will make the decisions if a technique is a legal or illegal move.



Creative Open Hand and Weapons Forms

No inversions or gymnastic type moves are permitted. Music may not be used. Releases in weapons forms are permitted. The Creative Division allows forms to include contemporary martial arts techniques that have evolved. These may be added to a traditional form, or the form may be devised in its entirety by the competitor. A form in the Creative Division must ONLY include techniques which originate from martial arts and like the Traditional Division, emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus. Spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other creative martial arts techniques are permitted. Movements that involve more than a 360 degree spin, require the body to be inverted more than parallel to the floor, or are similar to movements found in gymnastics and/or non martial arts disciplines, or forms that meet the above definition of strictly traditional forms, WILL RESULT IN THE COMPETITOR BEING DISQUALIFIED FROM THE DIVISION. Although one creative move qualifies a competitor for the creative divisions, it should be expected that a creative form or weapon routine with multiple creative moves of good quality would prevail as the winner, assuming all other criteria is met.

Commentary: The Creative Division is intended for those competitors who do not wish to compete with a strictly traditional form, and/or do not wish to compete against other participants who execute gymnastic-type movements.

Regarding the Creative Weapons, a Creative Weapons competitor is permitted to perform any weapons move (i.e., twirls, releases, spins, etc.), but is not permitted to perform "Extreme" body movements (i.e., flips, 540 and above spins or any inverted body moves, etc.).



Musical Forms and Weapons

Inversion, gymnastic moves, tricking are allowed. Music **MUST** be used. No props are allowed. The Musical Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, at least half of the form must originate from martial arts techniques. Emphasis is placed on the quality of execution of techniques and movements, martial arts skills, balance, speed, power, degree of difficulty, and showmanship. In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed. Lyrics in the music are permitted but should the lyrics contain any profanities or strong racial comments the competitor will be disqualified.

Commentary: As martial arts evolves from the Traditional to Creative to Musical this category allows for the integration of techniques and movements from all martial art styles, gymnastics, acrobatics, dance, and athletic disciplines. If a competitor wishes to participate in a division with moves not permitted in the Traditional and Creative Divisions but meeting the guidelines described here, the competitor should compete in the Musical Division.

Tricking and Weapons Battle

Competitors show in maximum 30 seconds their best tricks and weapons combos. There are no limitations on the movements that can be performed. Those divisions will be judged on techniques, creativity, showmanship, style, variation & difficulty. Background music is optional.

Rules Kickboxing Challenge

- We have 6 different age classes: U10 (under 10 years), U13 (under 13 years), U16 (under 16 years), U19 (under 19 years), Seniors (19 to 40 years) and Masters (41 and older).
- We make a division into Female (girls / women) and Male (boys / men).
- Make a video from 30 seconds to 1 minute.
- Show your best combinations.
- You may use pads (according to your government rules), a punching bag or the like.
- You may also shadow boxing.
- The referees will designate a winner in each side to advance to the next round. Referees judge on technique, footwork, strength, flexibility, effectiveness, combinations and focus.