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RULES & REGULATIONS

(Version: 2020-03-31 1.0)

Sportdata eTournament Series

Forms #1

22nd April 2020 – 2nd May 2020



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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. 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, but a new video must be uploaded every round
- For all categories, please check Appendix A
- For all rules, please check Appendix B
-

a) Divisions

- E-Creative Forms
- E-Creative Forms Weapons
- E-Musical Forms
- E-Musical Forms Weapons
- E-Traditional Forms
- E-Traditional Forms Weapons
- E-Tricking Battle
- E-Weapons Battle

b) Age categories

- U10 (4 – 9 years)
- U13 (4 – 12 years)

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- U16 (10 – 15 years)
- U 19 (13 – 18 years)
- Seniors (19 years and up)
- Masters (35 years and up)

1.2. 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



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2. Registration

2.1. Athletes

For registration you need a team / club account on our Karate 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

2.2. Referees

For registration you need an eReferee account on our Karate system.

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

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

A screenshot of the eTournament website's login and registration page. The page has a dark blue background. At the top, there are two input fields for 'Username' and 'Password'. Below these is a white 'LOGIN' button. Underneath the login button are three links: 'PASSWORD FORGOTTEN?', 'CREATE A NEW ACCOUNT', and 'REGISTER AS E-REFEREE'. The 'REGISTER AS E-REFEREE' link is circled in red. Below these links are three social media icons for Google+, Facebook, and Twitter, with the text 'SIGN IN WITH' to their left. At the bottom of the page is a link for 'EVENT-MANAGER LOGIN'.

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



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- On the registration site you will see the function to make your registration
- Register yourself as an eReferee

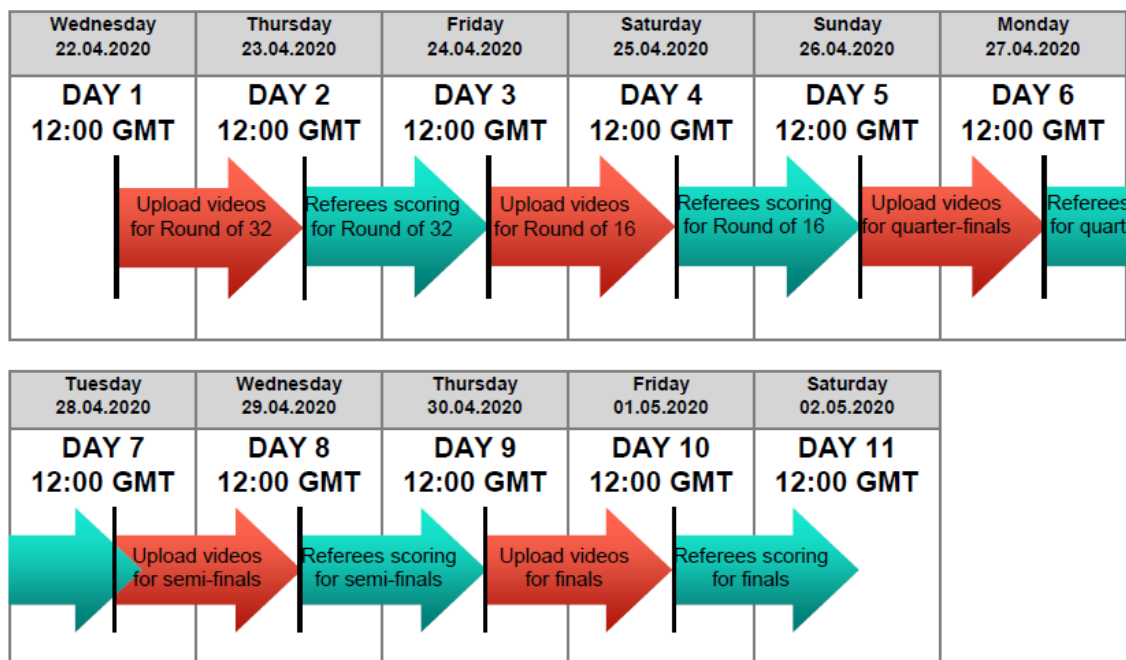
3. Tournament schedule

- One day before the start of the Tournament, the draws will be published and all participants informed
- A detailed timetable will be published before the start of the tournament on the event page
- Each competitor has to record, upload and submit the video URL within 24 hours for each round. This gives every competitor the same chance and respects different time zones
- After your submission, your video will be validated in order to make sure it meets all requirements
- Once the videos are validated and approved, the referees will also get 24 hours in order to judge their matches
- This process continues until all the finals are finished on the last day of the Tournament
- For each round you have to record, upload and submit a new video, following the requirements described in the next section.



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Go to

<https://www.sportdata.org/kickboxing/ausschreibungen/902/Time%20Schedule%20Sportdata%20eTour%20Series%201%20Forms.pdf> for the full schedule.

4. Video upload

Detailed instructions on how to submit your Forms video and the exact time frames will be sent to all participants by email on time.

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:



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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.

5. Judging and Results

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

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

Details on judging and results will be sent out to all referees and competitors by email on time.

6. Contact

Email: info@sportdata.org



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7. Appendix A

eCreative Forms categories

eCreative Forms U10 Male
eCreative Forms U13 Male
eCreative Forms U16 Male
eCreative Forms U19 Male
eCreative Forms Seniors Male
eCreative Forms Masters Male
eCreative Forms U10 Female
eCreative Forms U13 Female
eCreative Forms U16 Female
eCreative Forms U19 Female
eCreative Forms Seniors Female
eCreative Forms Masters Female

eCreative Forms Weapons categories

eCreative Forms Weapons U10 Male
eCreative Forms Weapons U13 Male
eCreative Forms Weapons U16 Male
eCreative Forms Weapons U19 Male
eCreative Forms Weapons Seniors Male
eCreative Forms Weapons Masters Male
eCreative Forms Weapons U10 Female
eCreative Forms Weapons U13 Female
eCreative Forms Weapons U16 Female
eCreative Forms Weapons U19 Female
eCreative Forms Weapons Seniors Female
eCreative Forms Weapons Masters Female

eTraditional Forms categories

eTraditional Forms U10 Male
eTraditional Forms U13 Male
eTraditional Forms U16 Male
eTraditional Forms U19 Male
eTraditional Forms Seniors Male
eTraditional Forms Masters Male
eTraditional Forms U10 Female
eTraditional Forms U13 Female
eTraditional Forms U16 Female
eTraditional Forms U19 Female
eTraditional Forms Seniors Female
eTraditional Forms Masters Female

eMusical Forms categories

eMusical Forms U10 Male
eMusical Forms U13 Male
eMusical Forms U16 Male
eMusical Forms U19 Male
eMusical Forms Seniors Male
eMusical Forms Masters Male
eMusical Forms U10 Female
eMusical Forms U13 Female
eMusical Forms U16 Female
eMusical Forms U19 Female
eMusical Forms Seniors Female
eMusical Forms Masters Female

eMusical Forms Weapons categories

eMusical Forms Weapons U10 Male
eMusical Forms Weapons U13 Male
eMusical Forms Weapons U16 Male
eMusical Forms Weapons U19 Male
eMusical Forms Weapons Seniors Male
eMusical Forms Weapons Masters Male
eMusical Forms Weapons U10 Female
eMusical Forms Weapons U13 Female
eMusical Forms Weapons U16 Female
eMusical Forms Weapons U19 Female
eMusical Forms Weapons Seniors Female
eMusical Forms Weapons Masters Female

eTricking Battle categories

eTricking Battle U10 Male
eTricking Battle U13 Male
eTricking Battle U16 Male
eTricking Battle U19 Male
eTricking Battle Seniors Male
eTricking Battle U10 Female
eTricking Battle U13 Female
eTricking Battle U16 Female
eTricking Battle U19 Female
eTricking Battle Seniors Female



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eTraditional Forms Weapon categories

eTraditional Forms Weapons U10 Male
eTraditional Forms Weapons U13 Male
eTraditional Forms Weapons U16 Male
eTraditional Forms Weapons U19 Male
eTraditional Forms Weapons Seniors Male
eTraditional Forms Weapons Masters Male
eTraditional Forms Weapons U10 Female
eTraditional Forms Weapons U13 Female
eTraditional Forms Weapons U16 Female
eTraditional Forms Weapons U19 Female
eTraditional Forms Weapons Seniors Female
eTraditional Forms Weapons Masters Female

eWeapons Battle categories

eWeapons Battle U10 Male
eWeapons Battle U13 Male
eWeapons Battle U16 Male
eWeapons Battle U19 Male
eWeapons Battle Seniors Male
eWeapons Battle U10 Female
eWeapons Battle U13 Female
eWeapons Battle U16 Female
eWeapons Battle U19 Female
eWeapons Battle Seniors Female



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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 of 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.



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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.).



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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.