


# BATTLE IN BUCKS

	<b>12th Annual Battle In Bucks Bucks County Karate School Hosted by Sensei Stacy Pursell, Jr. and Sensei Rob DeAngelis</b>
<b>Date &amp; Time</b>	<b>Sunday, February 1, 2026 Referee Meeting 8:30am / Opening Ceremony @ 9:00am</b>
<b>THIS EVENT IS BY INVITATION ONLY!!!</b>	<b>Online Registration ONLY @<a href="http://www.tournamentinabox.com">www.tournamentinabox.com</a></b>
<b>Early Registration</b>	<b>Before November, 30 2025 Individual Events: \$70 Kata and/or Kumite Team Events: Kata \$30/ Team Kumite \$30/Team</b>
<b>Regular Registration</b>	<b>November 31,2025-January 18,2026 Individual Events: \$85 Kata and/or Kumite Team Events: Kata \$30/ Team Kumite \$30/Team</b>
<b>Late Registration</b>	<b>January 19 ,2026-January 28 2026 Individual Events: \$110 Kata and/or Kumite Team Events Kata \$30/ Team Kumite \$30/Team</b>
<b>Spectator fees: \$10/ Family</b>	<b>Coaches \$30.00</b>
	<b>Once payment is processed—NO REFUNDS!</b>
	<b>Registration closes Wednesday, 28, 2026 @11:59-No Registration at the Door.</b>
<b>Location</b>	<b>River Crossing YMCA, 401 Fairview, Ave, Quakertown, PA 18951</b>
<b>Awards</b>	1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> place will receive medals in all divisions.
<b>Competitors Dress Code</b>	Traditional white Gi, no jewelry in competition, trimmed nails are required  <b>COMPETITOR CAN COMPETE IN ONLY ONE AGE / LEVEL CATEGORY!</b>
<b>Referee Dress Code</b>	White shirt, blue tie, navy blue jacket, gray slacks, black shoes

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<b>Kata</b>	<p><b>*WE FOLLOW BEST KARATE BOOKS AS A KATA GUIDE*</b></p> <p><b>Beginners</b> (0-1 year of training; 7 kyu or below) - <b>Heian Shodan, Nidan, Sandan.</b> <b>May repeat Kata</b></p> <p><b>Novice</b> (1-2 years of training; 6 to 4 kyu) – Beginners list Plus Heian Yondan, Godan, Tekki Shodan. <b>May repeat Kata.</b></p> <p><b>Intermediate</b> (3-4 years of training; 3 to 1 kyu) – Beginners &amp; Novice list PLUS—Bassaidai, Empi, Jion, Kankudai. <b>May repeat Kata.</b></p> <p><b>Advanced</b> (4 years or more of training; Shodan and above) can perform any Kata.</p> <p><b>Age 17 &amp; under: MUST perform a different kata in Medal round, Semi Finals.</b></p> <p><b>Age 18—34: Three Rounds JKA style—See separate guide</b></p> <p><b>Age 35+: MUST perform a different kata in Semi Finals—Medal round</b></p> <p><b>FLAG SYSTEM WILL BE UTILIZED.</b></p>
<b>Team Kata</b>	<p>Team Kata will be divided by Age/Level category.</p> <p><b>Point system will be utilized for this event.</b></p>
<b>Kumite Shobu Sanbon</b>	<p>Modified AJKA-I/Sanbon rules: Hand- light head contact is permitted (black belts only). Leg - Skin touch in all divisions. Uncontrolled techniques will result in penalty or disqualification All divisions will run 1:30 minute stop time. 18-34 Black Belts 2:00 minutes stop time.</p> <p><b>All matches Shobu Sanbon.</b></p>
<b>Rotational Team Kumite</b>	<p><b>*See attached for rules *</b></p>
<b>Equipment</b>	<p><b>Mandatory:</b> Hand gloves, Mouth guard, protective cup (male). 13 &amp; under Head guard</p> <p><b>Optional:</b> 14 &amp; over Head gear/Face Shield (recommended); chest protector (female), Shin &amp; Instep. Safety glasses with restraining band will be allowed for sparring.</p> <p><b>Competitor MUST have their own equipment.</b></p>
<b>Coaching</b>	<p><b>COACHING WILL BE ALLOWED IN KUMITE – MUST WEAR CLUB TRACK SUIT—</b></p> <p><b>COACHES DAILY PASS - \$30.00—</b></p> <p><b>COMPETITOR CAN COMPETE IN ONLY ONE AGE / LEVEL CATEGORY!</b></p>
<b>Note</b>	<p>In the spirit of karate-do, proper conduct is required from competitors and instructors alike, or else suspension will result from all future AJKA-I events.</p>

**The director of the event has the right to break or combine any division due to quantity of competitors.**

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**JUDGES – please make sure both athletes are on the startup line before letting the kata begin.**

**BEGINNER KATA (white, Yellow, Orange belts)**

Competitors will be restricted to performing a kata from the following:

*Takiyoku Shodan, Heian Shodan, Heian Nidan, Heian Sandan.*

**NOVICE KATA (Green, Blue, Purple belts)**

Competitors will be allowed to perform from the following:

*Beginner Kata list PLUS Heian Yondan, Heian Godan & Tekki Shodan.*

**INTERMEDIATE KATA (Brown belt)**

Competitors will be allowed to perform from the following:

Beginner & Novice list PLUS \* Bassai-Dai, Empi, Jion & Kanku-Dai

**ADVANCE KATA (Black belt)**

**Competitors will be allowed to perform any kata**

- **All Advanced Competitors:** May perform any kata of their choice.
- **Ages 17 & Under:** Must perform a *different* kata in the Semi-Final (Medal) Round.
- **Ages 35 & Over:** Must perform a *different* kata in the Semi-Final (Medal) Round.
- **Ages 18–34:** Will compete in *three rounds* of kata.

**First Round:**

- **Kata Options:** Heian Shodan through Heian Godan, and Tekki Shodan
- **Selection:** Referee's choice
- **Format:** Two competitors at a time
- **Judging:** Flag system
- **Advancement:** Top 16 move on

**Second Round:**

- **Kata Options:** Bassai Dai, Empi, Jion, Kanku Dai



- **Selection:** Referee's choice
- **Format:** Two competitors at a time
- **Judging:** Flag system
- **Advancement:** Top 8 move on

### Third Round (Finals):

- **Kata:** Any Shotokan kata *not previously performed*
- **Selection:** Competitor's choice
- **Format:** One competitor at a time
- **Judging:** Score system

### Rotational Team Kumite

In principle, the rules are similar to individual Sanbon kumite, and the mirror system will be used to adjudicate each match

All team members must be within the same age group, no mixed sex teams are allowed.

#### Duration

A. In Kumite Team Rotation the duration of each match will be 6 minutes running time. B. The clock will stop only when the Referee requests "Time".

#### Rotational Team Match

A. The Sanbon Rotation team will be composed of 3 competitors and a coach in each round.

B. A team that does not have 3 competitors at the start of each round of the competition will not be allowed to compete and will be declared Kiken.

C. Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.

D. Each competitor must fight at least once and for at least 15 seconds during the prescribed time (6 minutes).

E. If, at the end of the match, one of the competitors has not fought, the team involved will be disqualified (Hansoku).

F. In the final seconds of the allotted time, a competitor can fight for less than 15 seconds if the change was requested by the Coach and validated by the Change Judge.

G. **EXCEPTION:** If one team reaches an advantage of "6 points" (3 Ippon,



or 6 waza-ari, or a combination of Ippon and Waza-ari), ahead of the other team and before the time-up bell is sounded, their team will be declared the winner even if the other members of his team did not fight.

### **Criteria For Deciding The Winning Team**

A. There will be no limit to the number of points that may be scored. Each team may score as many points as its competitors are capable of, during the prescribed time.

B. At Time-Up, the winner will be the team who scored more points (total score) than the opponent team, during the prescribed time. However, if one of the teams reaches an advantage of "6 points" (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), within the prescribed time, it will be declared the winner.

### **Tie In Rotational Team**

A. If at the end of the match there is a tie, the team who has the most Ippon(s) will be declared the winner.

B. If the tie persists, HANTEI will be called. The decision could be AKA/SHIRO NO-KACHI or HIKIWAKE. In the situation of HIKIWAKE there will be a 2 minute extension of time (Encho-Sen) and the team who scores the first point will be declared the winner. Each coach will choose 1 competitor from their team to initiate the extension. This competitor may be changed after the extension has begun.

### **Substitutions In Rotational Team**

A. One Change-Judge will be used for the Rotation Team and be positioned outside of the tatami on the opposite side of the Jury table having 2 flags (AKA and SHIRO) described in Appendix K.

B. The sole function of the Change-Judge is to indicate to the referee when and which competitor should be changed.

C. The Change-Judge will have no opinion on scores, warnings or penalties, and will not

D. During the match, the coach or, in exceptional circumstances and with Referee Council permission, the team captain, may make as many substitutions between the 3 team members as they desire. A competitor who has already been replaced may come back to fight again in the same round and whenever requested during the match.

E. Requests to change must be made by the Coach and validated by the Change Judge BEFORE Atoshi Baraku.

F. The competitor who is to be substituted must be ready and have all the required equipment and protectors when the referee calls him onto the Tatami.

### **Substitution Procedure**

A. Coaches must sit down in identified chairs placed on either side of the Change-Judge described in Appendix K.



B. Whilst one member of the team is on the Tatami, the other 2 members of the team will always have to be equipped and ready to be called onto the Tatami.

C. When the Coach intends to make a substitution, the Coach must request "CHANGE" to the Change-Judge.

D. The Change-Judge must validate the request and ensure (checking the official scoring screen) that there is at least 15 seconds between changes.

E. The Change-Judge, using the whistle, the flag, and the command "Change", will indicate to the Referee to stop the match to allow a substitution.

F. Only the Referee can decide when to stop the match and allow the substitution, by calling "Change". The substitution will have to be made in a maximum of 3 seconds. If the change exceeds these 3 seconds the Referee will penalize the team involved for time wasting and not permit the substitution. Penalties and prohibited behavior is described in ARTICLE 8.

G. If a competitor is substituted without the referee's command, the team will be penalized. Penalties and prohibited behavior is described in ARTICLE 8. This is considered a non contact violation.

H. When a substitution occurs, at least another 15 seconds must elapse before another change request is made.

I.

When a substitution occurs, the opponent will have to fight for at least another 15 seconds before she/he may also be substituted.

J. Both teams cannot substitute or change competitors at the same time. The Change-Judge must be very attentive as to which team was first to request a change.

### **Penalties in Rotational Team**

A. All the warnings incurred by the competitors in a team will be carried forward and added to any incurred by the substitute in the same round. Penalties and prohibited behavior is described in ARTICLE 2.8

**Example:** If a competitor has been warned with excessive contact, the competitor who comes onto the Tatami as the substitute will automatically have this same warning applied to them.

B. In a team match, if a competitor is penalized with HANSOKU, the whole team will be disqualified.

C. In a team match, if a competitor is penalized with SHIKKAKU, the whole team will be eliminated for the entire tournament. D. Before applying the SHIKKAKU penalty the Referee will have to consult the Referee Council.