



3rd Annual AJKA International Shotokan Invitational Championship AJKA-I Sanctioned event

Date & Time	Sunday December 13, 2026 Referee Meeting 8:30am / Opening Ceremony @ 9:00am
Pre-registration	Online Registration ONLY @ www.tournamentinabox.com ← Link to Register <u>THIS EVENT IS BY INVITATION ONLY!!!</u> Registration closes Friday 12/11/26 @ 11:59 pm- No registration @ the door!
Location	Queensborough Community College ← Link to Google Map for Directions JFK Hall, 222-05 56th Ave, Bayside NY 11364
Entry Fee	Register by 10/31/26: Kata and/or Kumite Individual Events \$80.00; Team Kata \$30.00 Team Kumite \$30 Register by 12/11/26: Kata and/or Kumite Individual Events \$90.00: Team Kata \$45.00 Team Kumite \$45 Spectator fees: Adults- \$10.00/ Children- \$5.00/Toddlers-Free/ Coaches \$30.00 Once payment is processed—NO REFUNDS!
Awards	1st, 2nd & 3rd place will receive medals in all divisions.
Competitors Dress Code	Traditional white Gi, no jewelry in competition, trimmed nails are required COMPETITOR CAN COMPETE IN ONLY ONE AGE / LEVEL CATEGORY!
Referee Dress Code	White shirt, blue tie, navy blue jacket, gray slacks, black shoes
Kata	<u>*WE FOLLOW BEST KARATE BOOKS AS A KATA GUIDE*</u> Beginners (0-1 year of training; 7 th kyu or below). - Heian Shodan, Nidan, Sandan. May repeat Kata Novice (1-2 years of training; 6 th to 4 th kyu) – Beginners list Plus Heian Yondan, Godan, Tekki Shodan. May repeat Kata. Intermediate (3-4 years of training; 3 rd to 1 st kyu) – Beginners & Novice list PLUS— Bassaidai, Empi, Jion, Kankudai. May repeat Kata. Advanced (4 years or more of training; Shodan and above) can perform any Kata. Age 17 & under: MUST perform a different kata in Medal round, Semi Finals. Age 18—34: Three Rounds JKA style—See separate guide Age 35+: MUST perform a different kata in Semi Finals—Medal round FLAG SYSTEM WILL BE UTILIZED. JUDGES – please make sure both athletes are on the startup line before letting the kata begin.
Team Kata	Team Kata will be divided by Age/Level category. Point system will be utilized for this event.
Kumite Shobu Sanbon	Modified AJKA-I/Sanbon rules: Hand- light head contact is permitted (Intr & Adv only). Leg - Skin touch in all divisions. Uncontrolled techniques will result in penalty or disqualification All divisions will run 2:00 minute stop time. 18-34 Black Belts 3:00 minutes stop time. All matches Shobu Sanbon.
Rotational Team Kumite	*See attached for rules *
Equipment	Mandatory: Hand gloves, Mouth guard, protective cup (male). 13 & under Head guard Optional: 14 & over Head gear/Face Shield (recommended); chest protector (female), Shin & Instep. Safety glasses with restraining band will be allowed for sparring. Competitor MUST have their own equipment.
Coaching	COACHING WILL BE ALLOWED IN KUMITE – MUST WEAR CLUB TRACK SUIT— COACHES DAILY PASS - \$30.00— COMPETITOR CAN COMPETE IN ONLY ONE AGE / LEVEL CATEGORY!
Note	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/NYKEC events.

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

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

BEGINNER KATA (white, Yellow, Orange belts)

In the beginner division the 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)

In the novice kata divisions, the competitors will be allowed to perform from Beginner Kata list **PLUS**—

- * Heian Yondan, Heian Godan & Tekki Shodan.

INTERMEDIATE KATA (Brown belt)

Intermediate kata divisions, the competitors will be allowed to perform from Beginner & Novice list **PLUS**

- * Bassai-Dai, Empi, Jion & Kanku-Dai

ADVANCE KATA (Black belt)

Advance Kata divisions, the competitors will be allowed to perform any kata

[Age 17 & under: MUST perform a different kata in Semi Finals—Medal round](#)

[Age 35+ and older: MUST perform a different kata in Semi Finals—Medal round](#)

[Age 18-34 Three rounds Kata](#)

First round: Heian Shodan through Heian Godan & Tekki Shodan. Referee Choice. Two at a time—Flag system (top 16)

Second round: Bassai-Dai, Empi, Jion, Kanku-Dai. Referee choice—two at a time—Flag system (top 8)

Third Round: Any Shotokan kata that was NOT preformed. Competitor's choice— one at a time— 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.

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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 noncontact 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.