

Isshinryu Hall of Fame 2026 Tournament Rules Summary

1. GENERAL RULES

1. A competitor may compete in 1 Kata, 1 Kumite, and 1 Weapons division (3 total).
2. Divisions may be split or combined at the discretion of Tournament Officials.
3. All competitors must wear a traditional karate gi (including obi), clean and in good repair. (Red, blue, black or white)
 - Stitched accents allowed; jacket and pants may differ in color
 - Patches allowed: Mizu-gami, dojo, association, rank/title, Isshin-ryu symbols
 - Back printing allowed for dojo/association
 - Team-style kumite gis allowed if unmodified
4. Any dispute not covered will be decided by the designated Hall of Fame official.
5. All judges will be seated in corners with the head judge up front.

2. KATA RULES

Scoring is 7.00–9.00 using one decimal place.

Judging Criteria:

- Realistic performance with correct attitude
- Timing, rhythm, speed, power (kime)
- Breathing control
- Focus and concentration
- Correct stances, stability, and balance
- Proper hip and abdominal control
- Correct sequence (embusen)
- Strong kihon representing Isshinryu

Theatrics should NEVER influence scoring.

Five judges: highest and lowest scores removed.

Three judges: all scores used.

Tie Procedure:

- Add lowest of REMAINING scores (if using 5 judges)
- If still tied, add highest of remaining scores (if using 5 judges)
- If still tied, competitors perform a kata of choice

** High and low scores are NEVER brought back in for a tie breaker. Only 3 remaining scores are considered**

Second tie: Judges point to winner on command.

Permitted kata;

Seisan

Seiuchin

Sanchin

Naihanchi

Wansu

Chinto

Kusanku

Sunsu

3. KOBUDO RULES

Only Isshin-Ryu weapon katas allowed: Bo, Sai, Tonfa/Tuifa.

Weapons must be traditional, controlled, and in good repair.

Bo must be made of wood.

Judges may inspect weapons and note discrepancies in weight, length, etc.

Non-traditional weapons may result in lower scores.

Judges may not discuss weapon evaluations with each other.

Permitted kobudo kata;

Kusanku Sai

Chatan Yara no Sai

Kyan no Sai

Hamahiga no Tuifa

Tokuminie no Kun

Urashi Bo

ShiShi no Kun

4. GRAND CHAMPIONSHIPS – KATA & KOBUDO

Black Belt 13–17: 1st place winners compete. Male and female, respectively. .

Adult Black Belts: All division 1st place winners. Male and female, respectively.

**Kata and kobudo will be separate grand champion divisions in all groups.

All competitors will perform one kata of their choice for the grand championship round.

Scoring range will be 8.0-10.0

Adult Divisions;

18-29 yr. Male 1st and 2nd degree

18-29 yr. Female 1st and 2nd degree

18-29 yr. Male 3rd - 5th degree

18-29 yr. Female 3rd-5th degree

30-49 yr. Male 1st and 2nd degree

30-49 yr. Female 1st and 2nd degree

30-49 yr. Male 3rd- 5th degree

30-49 yr. Female 3rd- 5th degree

30-49 yr. Male 6th degree and up

30-49 yr. Female 6th degree and up

50 and up Male 1st and 2nd degree

50 and up Female 1st and 2nd degree

50 and up Male 3rd-5th degree

50 and up Female 3rd- 5th degree

50 and up Male 6th degree and up

50 and up Female 6th degree and up

5. KUMITE RULES

Match Length:

- Kyu Ranks & Youth BB (17 & under): 3 confirmed points
- Adult Black Belts: 5 confirmed points

All kyu rank and children's matches will be 2 minutes run time. Adult male and female black belt matches will 3 minutes run time.

The first competitor to reach maximum points or the highest score at the end of time will be the winner.

Confirmed Point:

- 3 of 5 judges required (or 2 of 3)
- The center judge will call for a stop to the action, and all judges will indicate their call.

Required Equipment: mouthpiece (single or double), groin cup (for males), foam hand (must cover fist)/foot gear (must cover toes), headgear (must cover entire head. Face shield is optional and will be considered an extent of the face).

No soft rubber kumite shoes permitted.

Scoring Criteria:

- A. Good form
- B. Correct attitude
- C. Vigorous application
- D. Zanshin
- E. Proper timing
- F. Correct distance

Target Areas:

- Head, face (light touch), side of neck (not throat), ribs, chest, abdomen, collarbone, kidneys, groin (front only)

Face Contact Rule:

- Light touch allowed but not required. Contact causing the head to move will be penalized if the head movement was caused directly by the strike.
- Technique stopping 2-3 inches short may score as long as there is still extension left in the technique.
- Contact that moves the head = excessive (penalty or disqualification)
- Only ONE penalty point allowed; second = disqualification

Contact: Not required to score, but excessive contact will be penalized.

Sweeps: Allowed to lower leg for unbalance + attempt to score as long as there is a scoring opportunity.

Violations: Running out of the ring (any part of the body being on the tape or outside it is considered out of bounds), fighting after STOP = penalty or disqualification.

ONLY ONE PENALTY POINT WILL BE GIVEN. SECOND INFRACTION WILL RESULT IN DISQUALIFICATION. ALL VIOLATIONS ARE IN THE SAME PENALTY CATEGORY.

Behavior: Disrespect or misconduct by a competitor OR supporters may cause disqualification.

6. KUMITE GRAND CHAMPIONSHIPS

Adult women's Black Belt: 1st place division winners compete for the Grand Championship.

Adult men's Black Belt: 1st place division winners compete for the Grand Championship.

The first competitor to reach 5 points will be the winner. There is no time limit.

Masters Division winners are eligible.