

Team Eliminations Columbia, SC
July 19-22, 2012

GET PAID TO COMPETE



The National Martial Arts League

- 32 Team Contracts to be awarded
- Division Prizes:

1st: \$25,000
2nd: \$10,000
3rd: \$5,000

For details and registration goto:
<http://www.thenationalmartialartsleague.com>

Phone: 1-866-KUMITE1



THE NATIONAL MARTIAL ARTS LEAGUE FRANCHISE, LLC

Address 208 Majestic Drive, Suite 101
Columbia, SC 29223

Phone 1-866-586-4831

Email thenationalmartialartsleague@gmail.com

EIN 27-1179312



<http://www.thenationalmartialartsleague.com>

Dear Friends in the Martial Arts,

For decades in America, various genres of the martial arts have languished within the limitations of their respective communities. Now, the National Martial Arts League Franchise, LLC is making a powerful move toward professionalizing the amateur martial arts tournament-level competition into a major league sport where competitors of all martial arts styles will be given an opportunity to represent their city/state team in a national championship like the Super bowl, which will be called The Kumite. Through this event we seek the BEST OF THE BEST teams to secure 32 league opportunities in the capitol city of Columbia, South Carolina.

If you are a martial artist sick and tired of competing in tournament after tournament, winning trophy after trophy with yet no rewards beyond that, then it is with great pleasure and honor that I invite you, your students, friends and fellow classmates to participate in the 1st ever National Martial Arts League Team Eliminations. In my opinion this is the most needed venue for sport martial arts superstars.

Football, amateur and professional, is perhaps the most popular spectator sport in the United States, attracting over 40 million in attendance and many more millions in television viewership each year. Imagine what would happen if every man 18+ only had to pay a registration fee to try out for an NFL team. That's the reality in the National Martial Arts League. Come join us, let's make history.

The NMAL provides maximum opportunity for martial artists, male and female, ages 18-50, looking to showcase their skills as well as stay in prime physical and mental condition prior to the NMAL team tryouts. Over time NMAL franchise teams can certainly emulate the success of other professional league team franchises.

We invite martial artists of all styles and disciplines to compete in this new arena and venue, the National Martial Arts League Team Eliminations.

Teachers, coaches and studio owners, here's your chance to see how you school heroes fare against others.

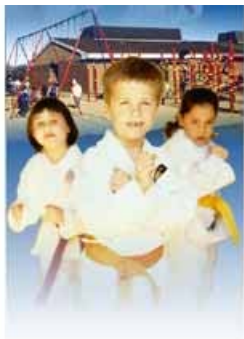
Look forward to seeing you.

Sincerely,

Dexter Kennedy
President,
The National Martial Arts League
<http://www.thenationalmartialartsleague.com>
Phone: (866) 586-4831



Hotel Accommodations



The venue is the **Columbia Marriott**. King/Double size rooms are limited and obtainable by calling **1-800-593-6465 for reservations**. We've negotiated an extremely good room rate at \$109 per night. You might want to book a tentative reservation ASAP as the hotel will sell out quickly. Then adjust your dates as needed after you book your flight arrangements. The Columbia Marriott is located in the center of downtown Columbia less than five minutes from the historic Congaree Vista, a 1,200-acre (5 km²) district running from the central business district toward the Congaree river.

Marriott
COLUMBIA

1-800-593-6465 for reservations.



SCHEDULE & MEDIA OPPORTUNITIES

WHAT: the National Martial Arts League's Team Eliminations

32 Teams – 32 Contracts

Get Paid to Compete in the National Martial Arts League

Team Division Prize Money., \$160, 000.

Four Divisions,

- four first place teams, four second and four third place prize recipients and 32 Contracts will be given for teams to Get Paid to Compete in the National Martial Arts League.

WHEN: July 19-22, 2012

WHERE: Columbia Marriott, 1200 Hampton Street, Columbia, South Carolina 29201 USA



TICKETS:

General Admission Tickets Monday - Thursday: \$20, Day of event \$25.

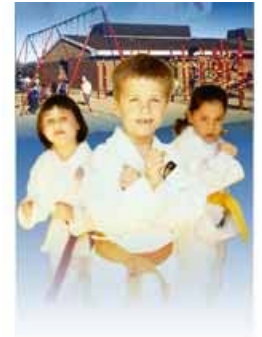
Team Registration Deadlines:

Before February 28th - \$650

Before April 15th - \$845

Day of the Event - \$975

Event Registration is on line at www.thenationalmartialartsleague.com, for up to date event information call 866.586.4831 Kumite1), or at the you can register the day of the event (July 19-22nd) at the Columbia Marriott.



THURSDAY JULY 19th SCHEDULE: Columbia Marriott

6:00 - 8:00 pm Officials Meeting for Rules and Ring Assignments - Grand Ballroom

FRIDAY JULY 20th SCHEDULE: Columbia Marriott

8:00 - 10:00 am Registration/Weigh-in

10:00 - 11:00 am Officials Meeting for Rules and Ring Assignments - Grand Ballroom

11:00 am NMAL Team competitions—Eliminations Begin: Grand Ballroom

Region 1 ([Northeast](#))

Division 1 [Maine](#), [New Hampshire](#), [Vermont](#), [Massachusetts](#), [Rhode Island](#), [Connecticut](#)

Division 2 [New York](#), [Pennsylvania](#), [New Jersey](#)

Region 2 ([Midwest](#))

Division 3 [Wisconsin](#), [Michigan](#), [Illinois](#), [Indiana](#), [Ohio](#)

Division 4 [Missouri](#), [North Dakota](#), [South Dakota](#), [Nebraska](#), [Kansas](#), [Minnesota](#), [Iowa](#)

SATURDAY JULY 21st SCHEDULE: Columbia Marriott

8:00 - 10:00 am Registration/Weigh-in

10:00—11:00 am Officials Meeting for Rules and Ring Assignments - Grand Ballroom

11:00 am NMAL Team competitions —Eliminations Begin: Grand Ballroom

Region 3 ([South](#))

Division 5 [Delaware](#), [Maryland](#), [District of Columbia](#), [Virginia](#), [West Virginia](#), [North Carolina](#), [South Carolina](#), [Georgia](#), [Florida](#)

Division 6) [Kentucky](#), [Tennessee](#), [Mississippi](#), [Alabama](#)

Division 7 [Oklahoma](#), [Texas](#), [Arkansas](#), [Louisiana](#)

Region 4 ([West](#))

Division 8 [Idaho](#), [Montana](#), [Wyoming](#), [Nevada](#), [Utah](#), [Colorado](#), [Arizona](#), [New Mexico](#)

Division 9 [Alaska](#), [Washington](#), [Oregon](#), [California](#), [Hawaii](#)

SUNDAY JULY 22nd SCHEDULE: Columbia Marriott

10:00 – 12:00 pm Onsite Religious Services

2:00 pm Team Contract Awards Presentation Banquet: Grand Ballroom

CONTACT INFORMATION: 866.586.4831 info@thenationalmartialartsleague.com

Web Site: www.thenationalmartialartsleague.com



National Martial Arts League Team Fighting Rules

A flip of a coin will determine who sends out the first fighter. The winner of the coin flip can decide on whether the team will start with the top or bottom of the team roster for competition.

All matches are 2 minutes.

The team with the most accumulative points wins. If at the end of the final match the accumulative score is a tie, the final match continues using the sudden victory rule (first fighter to score wins). Team captains will flip a coin; the winner of the coin toss will determine which fighter will fight in overtime.

If a player goes out of bounds for any reason (both feet out) the other fighters receives a point. It is not allowed to push or shove a fighter out of bounds. Warnings and/or penalties can be called for pushing and/or shoving an opponent (Bad sportsmanship rule).

Any disqualified fighter of a match loses all points earned in that match.

COMPETITOR: Each competitor must be suitably attired with proper team uniform and equipment and physically prepared to compete.

RANK RULE: This is a black belt only event.

REQUIRED AND RECOMMENDED SAFETY EQUIPMENT: hand and footpads, mouthpieces, groin cups (for male competitors only) The competitor's equipment will be checked and if it is deemed unsafe, he/she will be asked to change the equipment before he/she can compete. **Hand Pads:** A soft padded surface must cover the fingers, wrist and any striking surface of the hand. **Foot Pads:** A soft padded surface must cover the instep, sides, toes, ankle and back of the heel of the foot. The bottom of the foot does not have to be padded **Head Gear:** The front, sides and back of the head must be covered by a soft padded surface. Equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury. The tournament's official rules arbitrator ultimately determines the approval or denial of the equipment. A properly fitted mouthpiece is required.

PROOF OF AGE RULE: All competitors must be 18 or older and have a proof of age document. If there is a legitimate reason to question a competitor's age, he/she must present a proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age.

REFEREES: The referee is the most experienced official in the ring and is thoroughly versed on the rules and order of competition. He/she promotes the safety of the competitors, enforces the rules and ensures fair play. To this end, he/she starts and stops the match, awards points, makes penalty decisions, administrates the voting of the other judges, communicates clearly with the scorekeeper and timekeeper, and announces the winner of each match. **Added Powers of the**

Referee:

- Match starts and ends only with his/her command (not the command of the timekeeper);
- Has final decision on any disputes on score;
- Has the power to issue warnings and award penalty points without a majority decision:
- Can overrule a majority call only to issue a warning or a penalty point:
- Automatically has power to disqualify a competitor who receives (3) penalty points;
- Has power to issue time-outs. A competitor can ask for a time-out, but it is the determination of the referee to issue one.

Rules—Continued



The disqualification of a competitor, where disqualification is not automatic, is determined only by a majority vote of the judges.

OFFICIALS: Each ring should have a **REFEREE**, two to four **JUDGES**, and a **TIMEKEEPER/SCOREKEEPER**. The judges call points and rule infractions as they see them. They also vote on disqualifications. The referee also calls points and rules infractions but is also in complete control of the ring and ring personnel. Referees make all final decisions on penalty points and warnings (except for disqualifications) but can consult judges before making their decisions. The majority vote of the judges and referee determines a scoring point and/or a competitor's disqualification.

CALLS AN OFFICIAL MAY MAKE: When the referee believes there has been a significant exchange of techniques, or when signaled to do so by a corner a judge/s, he/she shall call out the word, **"STOP!"** in a loud voice. The referee shall then return the competitors to their starting marks and address the judges by saying **"JUDGES CALL!"** All judges and the center referee cast their votes simultaneously and assertively in the following manner.

1. Judge Sees a Point - He/she signals to the center referee by yelling the word **"CALL!"** in a loud, clear voice to let the referee know he/she has a call.
2. Point Calling - When signaled by the referee (referee says "Judges Call" in a loud clear voice) a judge points to the competitor who scores the point. If a competitor scores a two point kick, the officials should hold up or point with two fingers (index and middle fingers). If only one point is being called, the judge should point with only one finger (Index finger) and three for a three point technique.
3. No Point Scored - An official crosses his/her wrist at waist level or holds both colors down to indicate that he/she believes that a point was not scored.
4. Did Not See If A Point Was Scored - The officials holds his/her hand over his/her eyes indicating that he/she could not see whether a point was scored or not. Indicates the official was not in position to see if a point scored. (When using this signal, it has the same effect as saying "no point", but it indicates to the referee, competitors and fans the reason why you are not calling the point).
5. Clash - Officials make a motion as though they are hitting both fists together, indicating that both competitors scored at the same time.
6. Penalty - The judge waves the hand and arm in a circular motion while pointing at the offending competitor.
7. Disqualification - A disqualification vote is taken separately from any other vote. When a disqualification vote is asked for, the referee will say, **"JUDGES CALL"**. The judges will then point to the competitor who is to be disqualified. If the judge does not feel the competitor should be disqualified, he/she crosses his/her wrist.

LATE CALLS: All officials should make their calls at the same time. If, in the opinion of the referee, the corner judges are making a late call intentionally, the referee can disqualify the call and/or judge (noise not allowing the judges to hear the referee and the honest mistake of pointing at the wrong competitor should be taken into consideration not to disqualify the call or judge).

REMOVAL OF OFFICIALS: If a coach feels that an official should be removed from a sparring division, he/she may file a protest at any time. It is totally up to the center referee and the rules arbitrator to determine if an official should be removed.

PROTEST: The team coach has the right to protest an infraction of the rules or if a possible mistake was made (not a judgment call). If a team coach wishes to protest, he/she should first let the referee know he/she believes there has been an infraction of the rules or a mistake has been made. The referee will summon the arbitrator to the ring (if the referee cannot properly settle the protest to the players satisfaction) to render a deci-

sion. **All protests must be made in an orderly, proper and sportsmanlike manner. All protests must be made immediately. Protests are not allowed once competition has resumed (after the fact protest). A competitor may be penalized or even disqualified if he/she protests; it is up to the team coach to make all competitor protests.**

THE RING: The size of the fighting rings shall be approximately 20' x 20'. Starting lines should be marked approximately six feet apart in the middle of the ring. Additionally, each ring should be posted with a ring number visible to competitors, officials, and medical personnel from across the floor.

WEIGH-IN: It is mandatory for all fighters to weigh in before competition. Any competitor caught falsifying their weight, will be disqualified.

Team Fighting Rules:

LENGTH OF MATCH: Two minutes. If there is a tie after all team competitors have fought the event goes to sudden death, sudden victory (first person to score a point) overtime period will determine the match.

POINT VALUES AND WINNER DETERMINATION: All legal hand techniques that score will be awarded one (1) point. All legal kicking techniques to the head will be awarded two (2) points. All penalty points awarded will be awarded one (1) point. All spinning kick techniques will be awarded three (3) points.

MARJORITY VOTE: Points are awarded by a majority vote of all judges. The majority of judges do not have to agree on the same technique being scored, only that a point was scored. A **majority of the judges calling the point** must call a two (2)-point or three (3)-point kick before points can be awarded. Otherwise only one point is awarded.

WHAT IS A POINT: A point is a sport karate technique that is scored by a competitor in-bounds and up-right (not considered down) without time being called that strikes a competitor with the allowable amount of **focused touch contact** and **focused control** to a legal target area. **Focused Touch Contact:** the legal amount of contact allowed to certain scoring areas. **Focused Control:** an amount of controlled force that would have incapacitated the opponent, at least momentarily, if the technique had not been controlled.

LEGAL TARGET AREAS: Entire head and face, ribs, chest, abdomen, collarbone and kidneys. **ILLEGAL TARGET AREAS:** Spine, back of neck, throat, sides of the neck, groin, legs, knees and back. **NON-TARGET AREAS:** Hips, shoulders, buttocks, arms, and feet. **LEGAL TECHNIQUES:** Legal techniques are all controlled sport karate techniques, except those listed as illegal. **ILLEGAL TECHNIQUES:** Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, take downs on a hard surface floor, ground fighting on a hard surface, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled throws, takedowns or sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in sport karate.

GRABBING: A competitor may grab the uniform top of his/her opponent in an attempt to score with a sport karate technique for only one second (**immediately**), after which time he/she must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent in an attempt to score.

MODERATE TOUCH CONTACT: Means slight penetration or slight target movement. Moderate touch contact may be made to all legal target areas except the headgear, face shield and face.

WARNINGS AND PENALTIES: One and only one warning is allowed for breaking the rules before a penalty point is awarded. After the first warning is given, a penalty point is awarded for each and every rules violation. If a competitor receives four warnings (three penalty points) in any one match, he/she will be disqualified.

2012 TEAM REGISTRATION



YES! PLEASE INCLUDE US AMONG THE TEAMS TO COMPETE IN THE NATIONAL MARTIAL ARTS TEAM ELIMINATIONS. This is a black belt only event, Teams must consist of thirteen competitive and two management positions.

<input type="checkbox"/> Enclosed is our check	<input type="checkbox"/> Master Card/Visa Payment	<input type="checkbox"/> Please bill my company
Name:		
Signature:		Title:
Company Name:		
Address:		
City/State/Zip:		
Phone:	Fax:	E-mail:
Credit Card Account Number:		Exp. Date:

Mail, e-mail or you can complete this registration online (thenationalmartialartsleague.com) completed forms can be sent to:

THE NATIONAL MARTIAL ARTS LEAGUE, 208 Majestic Drive, Columbia, SC 29223 · 866-586-4831 ·

Thenationalmartialartsleague@gmail.com

Name (required)	Division (Each competitor will be weighed and age validated with some form of picture identification and be at least 18 the day of the event (required) .)	Address (required)	State (All team competitors must live within the state of which the team registers) (required)	Phone (required)	Email
	18+ Lightweight - up to 151				
	18+ Middleweight – up to 162				
	18+ Light Heavyweight – up to 175				
	18+ Heavyweight – up to 200				
	18+ Super-Heavyweight 200+				
	18+ Lightweight - up to 140 (Female)				
	18+ Lightweight 140+ (Female)				
	35+ Lightweight - up to 162.81				
	35+ Middleweight - up to 173				
	35+ Heavyweight 173+				
	35+ Open (FEMALE)				
	45+ Open				
	45+ Open (FEMALE)				
	Team Coach/Team Trainer				
	Team Manager				

