

Spartan Kumite Championship

April 25, 2026

Boys & Girls Salvation Army Peacock

615 Peacock

San Antonio, Texas 78201



Start Time 10 am Sharp

Registration Fees

Cash, Money Orders, Checks

Cash App: \$Bamm1971

Day of Event: Cash App & Cash Only

Pre-Registration: 1/23/2026 -2/23/2026

1st Event: \$45

2nd Event: \$10

Spectators: \$10

2/24/2026-03/23/2026

1st Event: \$55

2nd Event: \$15

Spectators: \$15

Day of Event

1st Event: \$65

2nd Event: \$20

Spectators: \$20

Make Checks Payable to: Larry M Lockhart Jr

1312 N Center, San Antonio, TX 78202

Website: www.spartancombatsports.org

E-mail: spartankumitechampionship@gmail.com

Spartan (Larry) Lockhart Jr: (726)241-8518

Divisions

(All Ranks Included)

Boys Kumite

BK-1
BK-2
BK-3 10-12 all ranks
BK-4 13-15 all ranks
BK-5 16-17 all ranks

Men's Kumite

MK-1 Light (18+)
MK-2 Middle (18+)
MK-3 Heavy (18+)
MK-4 (35+)
MK-5 (45+)

Girl's Kumite

GK-1 10-12 All Ranks
GK-2 13-15 All Ranks
GK-3 16-17 All Ranks

Women's Kumite

WK-1 Light (18+)
WK-2 Middle (18+)
WK-3 Heavy (18+)

Novice Rank: White – Green

Advance Rank: Blue-Black

*****No Face contact will be called in all advance divisions.*****

Point Sparring

PS-1 5 and under all rank
PS-2 6-7 Novice
PS-3 6-7 Advance
PS-4 8-9 Novice
PS-5 8-9 Advance
PS-6 10-12 Novice
PS-7 10-12 Advance
PS-8 13-15 Novice
PS-9 13-15 Advance
PS-10 16-17 Novice
PS-11 16-17 Advance

Girls Division

GD-1 10-12 Novice
GD-2 10-12 Advance
GD-3 13-15 Novice
GD-4 13-15 Advance
GD-5 16-17 Novice
GD-6 16-17 Advance

Women's Division

****Open Weight* ***
Novice
Advance

Men's Division

Open Weight
Novice
Advance

Team Kumite

Team Must have light, middle, heavy
Adult Ages 18 and up
Young Adults Ages 16 and 17
Teen Ages 13-15
Youth Ages 10-12

Fun Flag

All Rank Division
FF-1 5 and under
FF-2 6 and 7
FF-3 8 and 9
FF-4 10 and 12

Black Belt

Open Weight

Stick Fight

SF-1 Adult 16 and up
SF-2 Teen 13-15
SF-3 Youth 10-12
SF-4 Youth 7-9

WKA Point Sparring

Point Sparring Scoring is based on a 3-point scoring system. The rounds are 2 minutes 1 minute each round with 30 seconds breaks. Coach may call 1 time out per match.

ALL LEGAL PUNCHES	1 POINT
KICK TO THE BODY	1 POINT
KICK TO THE HEAD	2 POINT
JUMPING KICK TO THE BODY	3 POINT
JUMPING KICK TO THE HEAD	3 POINT
SWEEP WITH FOLLOW UP	2 POINT
TAKE DOWN w/ Control	2 POINT
FOLLOW UP	1 POINT

DEFINITION OF A SCORE: WHEN A LEGAL TECHNIQUE HITS A LEGAL TARGET AREA

EXCEPT IN THE CASE OF BACK FIST TO THE BODY THIS IS NOW A PROHIBITED ACTION

ALL MATCHES ARE (2) 1 MINUTES ROUNDS REGARDLESS OF THE SCORE IE. NO TEN POINT SPREAD IF A DRAW AFTER 2 MINUTES EXTRA TIME RULES APPLIES 30 SECONDS NO BREAK IF STILL A DRAW FIRST TO SCORE IS THE WINNER

THE CRITERIA MOST OFTEN MISSED WHEN SCORE IS ASSESSED. IT IS THE STATE OF CONTINUED COMMITMENT IN WHICH THE FIGHTER MAINTAINS TOTAL CONCENTRATION, OBSERVATION, AND AWARENESS OF THE OPPONENT'S POTENTIALITY TO COUNTER-ATTACK. THE FIGHTER DOESN'T TURN THEIR FACE AWAY DURING DELIVERY OF THE TECHNIQUE AND REMAINS FACING THE OPPONENT.

Flag Sparring Rules

Flags must be worn on the front and side of the hips and visibly seen

Match (2) 1 minute round

Competitor with the most flags at the end of the match is the winner

In cases of a tie, each competitor will be given one flag and match will go to sudden victory

No grabbing of opponent's hands

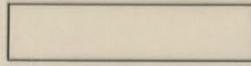
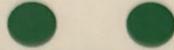
No holding flags with arms to prevent them from being taken

No turning one's back to opponent and running in circle or out of ring to protect flag

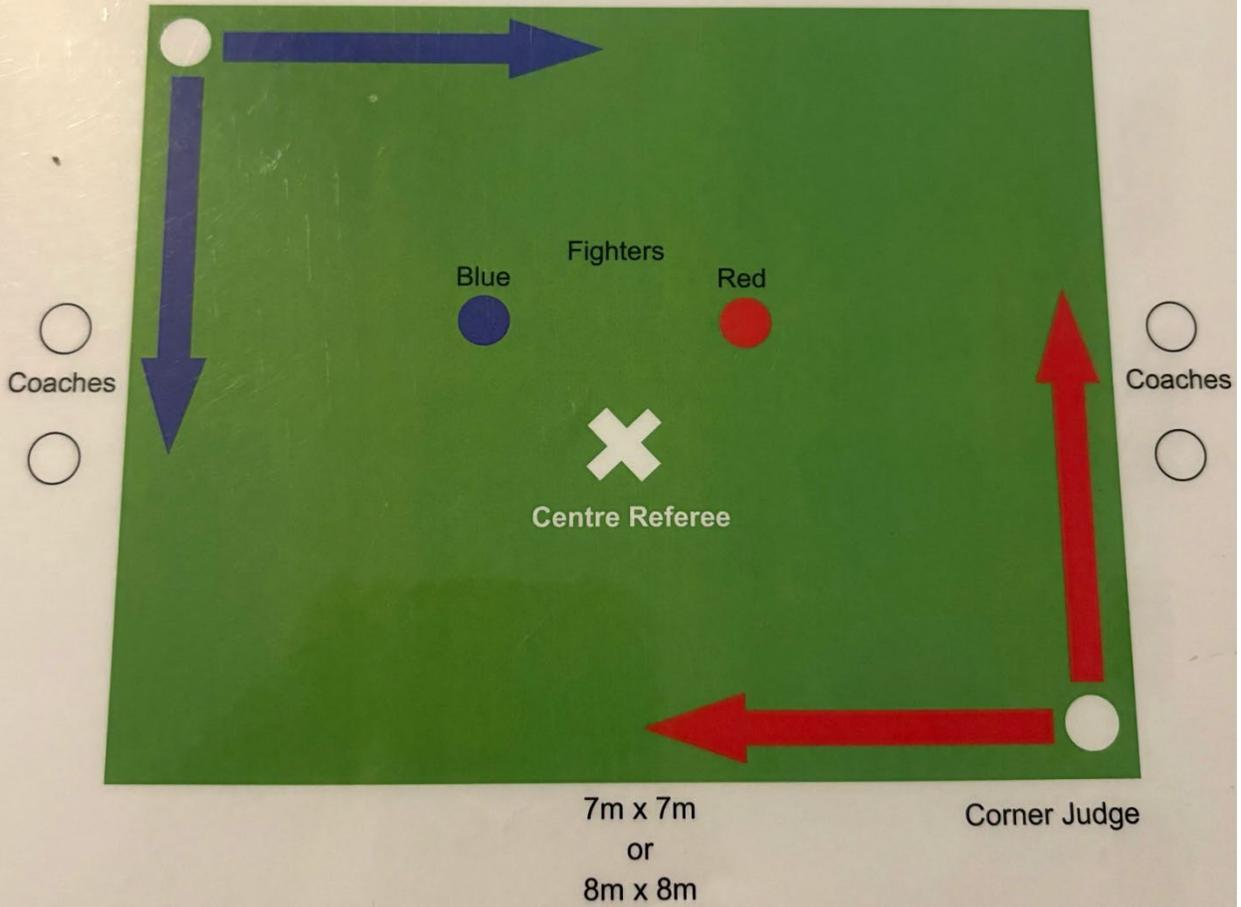
Two flags can be pulled at the same time



Score Keeper & Time Keeper



Corner Judge



Note: The Line Judge should continually move in the direction of the arrows shown to get the best possible view to see a scoring technique etc.

Note: The Red Corner is always on the right hand side of the centre Referee when facing the Time Keepers Table

Equipment:

Required: 7oz. MMA sparring/bag gloves (rounded-finger cover)

Required: 4oz Neoprene Shin guards (no Covered toe gear-Instep must padding)

Required: Headgear (sport karate head gear/boxing headgear)

Required: Groin protection

Required: Mouth guard

Required: Martial Arts uniform or attire that represent your discipline (no shoes of any kind)

Rules:

1. Competitors' scores based on point sparring target areas
2. Each competitor will be assigned 2 corner judges that will score between 8-9-10 for the round
3. 10- Dominance in the round 9- Very Dominance 8- Not Very Dominance
4. The center judge will be responsible for controlling the match as well as issuing fouls
5. Competitors shall not be allowed to throw more than three punches without using a kick or disengaging
6. Match will be 2-1-minute rounds with a 30 second break in between
7. In case of a tie there will be a 1-minute round. Tie breaker
8. Techniques allowed follow point sparring rules
9. Kicks to the inner and inner and outer thigh are
10. Throws and sweeps are allowed and demonstrate control of the ring
11. Ground combat is allowed for 3 seconds or when the referee calls for break
12. When both fighters are on the ground at the same time – Fighters must rely on other aspects of martial arts as striking is prohibited. (Wrestling jiu-jitsu-judo-etc.)
13. There is only a three (3) minute break from semi-finals match so a coin toss will determine which of the two paired semi-final matches will go first.

Fouls:

Two fouls can be given with stern warnings, however on third foul the competitor shall be issued a Yellow Card: A second yellow card will get competitor disqualified

Yellow Cards- A yellow card can be issued to a competitor for a variety of reasons- for example: accumulated fouls (on 3rd)- accumulative taking a knee (on 3rd) Excessive contact (Referee reserves the right to issue yellow card immediately following- Avoiding the fight-etc. from the tournament and all potential earnings are forfeit

Taking a knee or given an eight count – If a fighter is disoriented the referee may stop the match to give the disoriented fighter a chance to recover. A competitor may also take a knee during combat to recover; the referee will start an eight count – the fighter must rise by the count of ten (10) or the competitor will be considered counted out

Considered Fouls:

1. Kicks against the knee/ kicks below the knee-strikes to the back
2. Stepping out of bounds
3. Avoid the fight
4. Throwing more than three consecutive punches

Contact fouls committed by any competitor shall warrant a stern warning pr the referee may issues a yellow card immediately, on the third contact, the competitor will be disqualified, competitor may also be disqualified for receiving two Yellow Cards in a single match.

Considered Contact Fouls:

1. Excessive Face Contact-Reasonable face contact is allowed, however causing significant bruising or blood may get you Yellow Carded or disqualified. (All disqualified fights forfeit potential earnings.)
2. Excessive contact of any kind unsportsmanship attitude, fighting after breaks been called, striking with both fighters are on the ground- (Center Judge Call)

All fouls accumulate-Ring fouls and Excessive contact fouls are adding together- An aggressive action may warrant an immediate Yellow Card or DQ

Definition of excessive contact-lack of control, using too much power or loading of punches (ie-haymakers or pulling all the way back on chamber and cranking of hips to throw punch).

Immediate DQ can be given for excessive contact or causing blood/busing.

Fouls

When a competitor has committed any three (3) confirmed fouls the competitor shall receive Yellow Card and a foul thereafter, shall warrant a Second Yellow Card-Fouls are as followed:

1. Unauthorized strikes, head butt, figures jabs, ripping or gouging techniques to the face strikes with elbow or knee.

2. Attempted attacks to the joints or spinal area
3. Blind or uncontrolled techniques
4. Continuing to fight after "Break" has been called
5. Kicking techniques to the calves. Sweeps may be used only if done with straight legged unsnapped motion and must be done to upset the opponents balance only
6. Attacks on a downed opponent must be executed within three (3) seconds
7. Up Kicks and attacks from the ground are allowed as long as the other fighter is still on his feet, (Dropkicks and strikes may be throw from a standing fighter to grounded fighter, as long as its executed with three(3) seconds
8. **WARNING:** no strikes to the head allowed to a grounded fighter
9. Stepping out bounds during a match in progress. A competitor is out bounds when a foot either touches or crosses the boundary line while fighting, retreating or being knocked back by a legal technique that does not score (Pushing an opponent out is a foul.) A competitor may not score or be scored upon while committed while out of bounds shall be addressed,
10. Strikes to groin will considered a contact foul- Stern Warning shall be called
11. Avoiding the fight: A fighter is considered avoiding the fight once they turn their back and start to run around the ring. A fighter may receive a foul only if two out of three judges agree. If there are five judges three out of five judges must agree. The head judge must confirm with the other judges before ruling.

Face Contact

1. Light face contact will be allowed in all kumite teens/adults and will have light contact. And in all Black belt Sparring divisions
2. A competitor that commits Two (2) confirmed face contact violations (Yellow Card) in the same match should be disqualified. Fighters may also just receive a stern warning for 1st offense depending on the seriousness of the contact. A warning will be considered a regular foul. Disqualified competitors shall forfeit all potential Scholarship earnings.
3. If face contact causes any swelling, discoloration, or bleeding, in any division, the offender shall be disqualified if confirmed by at least one of the three judges (or two out five). If the contact is not confirmed and the fight continues and the bleeding resumes from same location, the fighter shall not be disqualified. If bleeding is in a new location, the head judge shall make a new call and if confirmed, the fighter shall be disqualified. The head judge must inform the other judges that when bleeding is not confirmed, it becomes difficult to determine what causes the bleeding and what the rule

states when a call isn't confirmed. At any point the head judge may stop the fight and attempt to stop the bleeding and determine if the fighter can continue.

4. If illegal Excessive face contact by both competitors is confirmed in the exchange, each competitor shall receive a Stern warning for face contact penalty. If said contact is the third committed foul by either or both competitor(s), then that competitor (s) shall be Yellow Carded. (If both are disqualified in the final round.) Both competitors forfeit all potential earnings.
5. A knockout or other injury requiring the opponent to bow out to seek immediate medical attention shall result in the offender being disqualified only if the Head referee determines that contact to be excessive. If the contact was not excessive the fighter will be allowed to tournament producer feel that further competition would aggravate the injury, the injured competitor will not be allowed to compete for the rest of the day.
6. If a competitor is disqualified from competition due to malicious contact or unsportsmanlike conduct, they shall not receive Prizes awarded that day.