

BATTLE OF THE CENTRAL COAST

OFFICIAL TOURNAMENT RULE BOOK

Saturday, August 29, 2026

Oceano Community Center • Oceano, California

Open Karate & Kickboxing Divisions
Filipino Martial Arts (Padded Stick & Knife) Divisions

Presented by DragonBout Tournament Consulting

Hosted by Valentino Villalobos

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Chapter I. Registration

All competitors, teams, schools, and referees register online through Kihapp at kihapp.com/tournaments/25058-battle-of-the-central-coast. If your school is not yet listed in the system, contact your instructor, or email Antonio Lucero with your school's name, instructor's name, and a website or Facebook page so it can be added.

Section 1.01 Tournament Day Schedule

- 7:00 AM — Doors Open
- 8:30 AM — Judges Meeting
- 9:30 AM — Tournament Starts

Section 1.02 Registration Deadlines & Entry Fees

We encourage competitors to register before June 1, 2026 at 11:59 PM PDT to avoid higher late fees. The registration deadline for all entries is Sunday, August 23, 2026 at 11:59 PM PDT.

Pricing Tier	First Category	Additional Category	Team Entry
Early Bird (Apr 5 – Jun 14, 2026)	$50	$25 each	$35 / team
Regular (Jun 15 – Aug 6, 2026)	$65	$25 each	$50 / team
Late (Aug 7 – Aug 23, 2026)	$80	$25 each	$65 / team

Section 1.03 Rank / Experience Level

Belt structures vary by art and by school — this is an open tournament, so a belt or title at one school won't necessarily match the same color or title at another. Divisions are grouped by the levels below, not by exact belt color; if you're unsure which category fits, contact the Tournament Director before registering.

Karate & Kickboxing Events

- Beginner — first 3–4 belts in the respective art
- Intermediate — second 3–4 belts in the respective art
- Advanced — third 3–4 belts in the respective art
- Black Belt

Filipino Martial Arts (FMA) Events

- Novice — less than 2 years of experience and no participation at a National or World tournament
- Advanced — more than 2 years of experience, or any participation at a National or World tournament

Section 1.04 Referee Registration

All referees register via Kihapp and must provide an email address and a photo. Referees should bring a cell phone for use in the Kata divisions. Rules Meeting at 8:30 AM the day of the tournament.

Official Classifications

- Arbitrator — a person well versed in the rules and regulations for the tournament, who resolves protests and unforeseen matters.
- Referee — a person who can serve as the center referee and knows all rules and regulations.
- Judge — a person who judges a match or performance and awards the correct score.

Chapter II. Divisions Offered

The Battle of the Central Coast is an open tournament combining traditional Karate/kickboxing-style events with Filipino Martial Arts (FMA) padded-weapon events. Current official events, as listed on Kihapp, are:

Section 2.01 Karate & Kickboxing Divisions

- First Timer — Kata
- Kata (Traditional Hardstyle, Soft Style, Creative Forms, Traditional Weapons)
- Jenny & Dani Synchronized Kata Challenge
- First Timer — Point Sparring
- Point Sparring
- Rafa Gonzalez Open Weight Point Sparring Challenge (18+)
- Semi-Contact Continuous Sparring
- Rafa Gonzalez Under 15–17 Continuous Sparring Challenge

Section 2.02 Filipino Martial Arts (FMA) Divisions

- FMA Knife Point
- FMA Padded Stick Point

Section 2.03 Kata / Forms Category Definitions

- Traditional Hardstyle: Karate, Tae Kwon Do, Japanese Kenpo, Keichu-Do, Okinawan, Tang Soo Do
- Soft Style: Kung Fu, American Kenpo, Kajukenbo, Chinese Kenpo
- Creative Forms: Open — music optional, empty hand, or XMA weapon (up to 25% tricks/acrobatics)
- Traditional Weapons: Japanese, Korean, or Okinawan weapons — less than 20% tricks/acrobatics

Use the form that matches your rank. If you perform a form above your rank level, you will be moved into Creative Forms (Open). Competitors should choose divisions honestly to keep competition fair.

Section 2.05 Promoter's Note on Combining Divisions

The promoter reserves the right to combine categories if fewer than four (4) competitors are present, in order to ensure fair and safe competition. Safety considerations based on age, weight, and rank will always be taken into account before combining divisions.

For competitors 17 years old and under, the Advanced and Black Belt rank divisions may be combined when turnout is low, to ensure fair and safe competition.

Chapter III. Bracketing & Format

Section 3.01 General Bracketing Strategy

Kihapp's tournament software generates online brackets based on the format chosen for each division (single elimination or restricted round robin). Once the tournament begins, all brackets are visible on the Kihapp website in real time.

Section 3.02 Draws

Kata / Forms Draws

The software randomly creates a performance order for each division.

Sparring Draws

The software randomly pairs competitors. Where possible, it places competitors from the same school on opposite sides of the bracket so they do not meet in the first round — this only works when a division has 3 or more competitors. If only two competitors from the same school are entered in an event, they will meet only in the Finals, provided the division has 4 or more total participants.

Section 3.03 Byes

All byes occur in the first round. The software randomly selects the bye, though manual adjustments may be made by the Tournament Director when necessary.

Section 3.04 Event Merging

Events may be merged if there are fewer than 4 competitors, in order to ensure real competition. Safety — based on age, weight, and rank — is always considered first. Exhibition matches may be offered at the Tournament Director's discretion.

Section 3.05 Tournament Format

Kata / Anyo Events

- All competitors are scored individually, one at a time, right after their own performance — regardless of division size. There is no grouping of the first three competitors to set a baseline score.

Sparring Events — Single Elimination (4 or more competitors)

The loser of each match-up is eliminated immediately. Each winner advances to face another winner in the next round, until the final match-up decides the champion.

Sparring Events — Restricted Round Robin (3 competitors)

- Two competitors are chosen at random for Round 1.
- The winner of Round 1 sits out; the loser of Round 1 competes against the remaining (third) competitor in Round 2.
- If the Round 1 loser wins Round 2: 1st place = Round 1 winner, 2nd place = Round 2 winner (Round 1 loser), 3rd place = Round 2 loser.

- If the third competitor wins Round 2: the Round 1 winner and the third competitor compete in Round 3 for 1st and 2nd place, while the double-loser of Rounds 1 and 2 takes 3rd place.

This two-scenario flow confuses a lot of first-time competitors and coaches, so here is what it looks like in practice:

Figure 1 — Loser of Round 1 wins Round 2

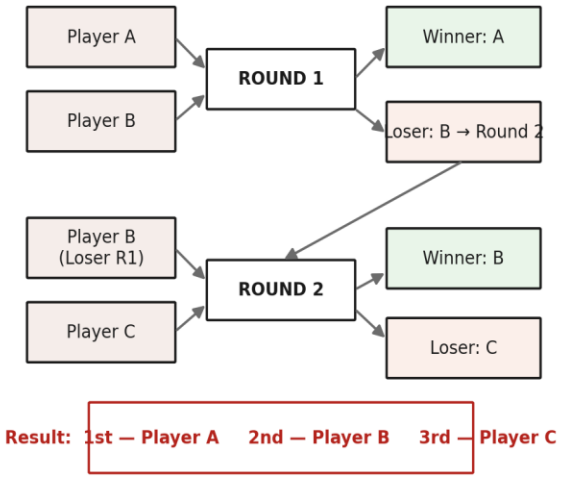
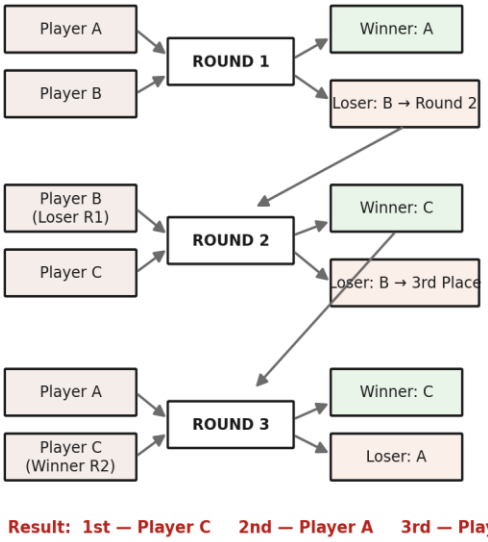


Figure 2 — 3rd competitor wins Round 2



Chapter IV. General Competition Procedures

The tournament is conducted according to the rules in this handbook unless otherwise specified. All matters not covered here are decided by the Tournament Technical Committee (TTC), composed of the Arbitrator, Tournament Director, and Host. The TTC also reserves the right to formulate Ground Rules necessary to ensure a fair and efficient event.

Section 4.01 Attire and Uniform

- Forms Divisions: team uniform or traditional garment governed by the respective art may be used. Costumes appropriate to the form may be used with TTC approval.
- Point Sparring: traditional school uniform or silk gi.
- Semi-Contact & Sparring Divisions generally: competitors wear their official team uniform; t-shirts and shorts should carry a school logo or branding.
- Coaches: school/delegation uniform (school t-shirt or uniform) during competition.
- Officials: official's uniform as deemed appropriate by the TTC.

Section 4.02 Coaching

Coaching is allowed during competition. Each competitor may have one coach per corner, who must remain seated throughout an active match. A coach may stand at the start and end of a match, during timeouts, between rounds, or when making an official protest. A coach who leaves their seat outside of these moments receives a warning; a second infraction leads to removal and revocation of the coach's pass.

Section 4.03 Timeouts

- Injury Timeout: an official or medical staff member may call an injury timeout. The competitor has 5 minutes to recover or will be medically disqualified. If the injury resulted from a foul, the competitor may instead recover until the next round.
- General Timeout: one 15-second timeout is allowed per match/round, called by a competitor or coach (see individual division rules for exact allotment).

Section 4.04 Protests

Protests must be raised immediately after a match and before the next match begins, or handled by the TTC within 15 minutes of the end of the match. A coach may raise a protest on a referee's or judge's call by standing and raising a hand.

- Forms: protest after the score is posted and before the next performance begins.
- Point Divisions: protest after a point/foul/disarm call and before play resumes. An athlete may call a timeout to consult their coach.
- Continuous Divisions: protests on penalties must be made right after the round in which the penalty occurred; protests on results must be made right after the winner is declared.

The center referee calls a special timeout, not to exceed 5 minutes, and may consult the Arbitrator or TTC, whose decision is final — no appeals are accepted. Protests made in an unprofessional or aggressive manner (cussing, yelling, insults) will be ignored, and the protesting party may be disqualified, point-deducted, or removed from the premises.

Section 4.05 Disqualification — Automatic Grounds

- Incomplete registration requirements or documents.
- Submission of fraudulent or falsified documents.
- A dangerous, intentional foul that injures an opponent (slapping, kneeing, elbowing, bone breaking, joint locking, wrestling, grappling, throwing, or takedowns not permitted in that division).
- Deliberate striking of illegal target areas (neck, throat, back/spine).
- Refusal to abide by a referee's decision, or accumulation of three rule infractions.
- Disruptive action or behavior by a competitor, teammate, trainer, coach, instructor, or team follower that risks violence or breaks the spirit of sportsmanship.
- Interrupting the orderly conduct of the event.
- Attempting to influence officiating officials, or displaying aggressive behavior toward officials during or after a contest.

Section 4.06 Video Pass Policy

Participants may videotape events from their seats or from the back of the room. Standing near the rings to film is not allowed.

Chapter V. Kata / Forms — Rules & Regulations

Covers Traditional Hardstyle, Soft Style, Traditional Weapons, and Creative Forms divisions, for all ages and ranks (including First Timer — Kata), plus the Jenny & Dani Synchronized Kata Challenge at the end of this chapter.

Section 5.01 Scoring Scale & Timing

- The scoring scale ranges from 8.00 to 10.00 regardless of division size.
- The middle of the scale is 9.00.
- Competitors must wear their respective school uniforms.
- Competitors have a 2-minute time limit to present their kata, per the official Kihapp timing settings. Judges are urged to count a failure to finish within the time limit against the initial score.
- First Timer — Kata runs a shorter 1-minute time limit, per the official Kihapp timing settings, using the same scoring and rules below.

Section 5.02 Traditional & Soft Style Kata (Hardstyle / Soft Style / Traditional Weapons)

- A competitor wishing to step outside the ring to demonstrate part of their form must inform the head judge before presenting their kata. Failing to do so results in an immediate point deduction from the initial score.
- A competitor who fails to complete their kata, hesitates, and wishes to restart receives an immediate point deduction from the initial score.
- Ties for podium placement are broken by having the tied competitors re-perform their kata; judges are instructed to score more critically on the tiebreaker.
- If a judge is not well-versed in a competitor's specific martial arts style, that unfamiliarity should not influence scoring — every art form is unique and deserves an open-minded, sound evaluation.
- Any use of foul language, aggressive behavior, or physical outbursts disqualifies the competitor not just from the kata division, but from any other division they are competing in that day.

Weapon Kata — Additional Rule

- If a competitor drops their weapon or loses control of it, an immediate 3-point deduction is taken from the initial score.

Section 5.03 Creative Division (All Ages & Ranks)

- Scoring scale: 8.00 to 10.00 regardless of division size; middle of the scale is 9.00.
- Competitors must wear their respective school uniforms.
- Music is allowed but not mandatory.
- Weapons are allowed but not mandatory.
- A 2-minute time limit applies, per the official Kihapp timing settings; failure to finish in time is counted against the initial score.
- Stepping outside the ring to demonstrate the form requires informing the head judge beforehand, or an immediate point deduction applies.

- Failing to complete the kata, hesitating, and restarting results in an immediate point deduction.
- Dropping a weapon or losing control of it results in an immediate 3-point deduction.
- Ties for podium placement are broken by a re-performance, scored more critically.
- Judges unfamiliar with a competitor's style should not let that affect scoring — remember that Creative Kata will most likely not be traditional in nature.
- Foul language, aggressive behavior, or physical outbursts disqualify the competitor from the Creative division and any other division they are competing in.

Section 5.04 Jenny & Dani Synchronized Kata Challenge

A featured team-forms challenge, open to ages 0–17 with no rank restrictions (18 divisions offered).

- Minimum of 2 people per team.
- An additional entry fee applies per team (see registration for current pricing).
- Scored using the same 8.00–10.00 scale (middle 9.00) and general kata rules described above, applied to the team's synchronized performance.
- Time limit: 2 minutes, per the official Kihapp timing settings.
- Awards: 1st place receives Championship Belts. 2nd and 3rd place receive medals.

Chapter VI. Point Sparring — Rules & Regulations

Applies to all ranks and ages, including the Rafa Gonzalez Open Weight Point Sparring Challenge (18+) noted at the end of this chapter.

Section 6.01 Match Structure

- Matches are 1 round, 1:30 minutes, per the official Kihapp timing settings.
- One 15-second timeout is allowed per match.
- Bracket style; round robin is used if a division has exactly 3 competitors.
- Attire: traditional school uniform or silk gi.
- Light contact is the only contact level permitted to all target areas.
- In the event of a tie score, the head judge may allow one overtime round to determine a winner.

First Timer — Point Sparring runs a shorter match: 1 round, 1 minute, per the official Kihapp timing settings, using the same rules, gear, and scoring below.

Section 6.02 Protective Gear (Mandatory)

- Headgear
- Gloves (foam-dipped or boxing glove)
- Boots (foam-dipped)
- Shinguards (optional)
- Shin-instep guards allowed (heel may be exposed)
- Mouth guard
- Groin protection (for boys)

Section 6.03 Podium & Scoring Format

- Podium placement: 1st, 2nd, and 3rd.
- Front boot-to-boot sweeps are allowed. Any other form of takedown is illegal.
- On a trip or sweep, both competitors have 3 seconds to score — the competitor on the floor earns 1 point if they score within that window, and the same applies to the standing competitor.

Point Values

- Hand techniques: 1 point
- Kicks to the groin: 1 point
- Kicks above the waist to the chest: 1 point
- Kicks to the head: 2 points

Ring-Out ("Roof Top") Rules

- If one foot of either competitor is out of the ring, points can still be scored.
- If two feet are out of the ring, no points can be scored.

Section 6.04 Legal & Illegal Techniques

Legal Hand Techniques

- Back-Knuckle
- Front Jab
- Reverse Punch
- Ridge Hands
- Uppercuts
- Hook Punches

Illegal Hand Techniques

- Hammerfists
- Elbows
- Chops
- Pokes / Spear Hands

Legal Foot Techniques

- Front Kicks
- Side Kicks
- Roundhouse Kicks
- Rear Heel Kicks
- Crescent Kicks
- Spinning Kicks

Illegal Foot Techniques

- Any jumping kick variation
- Leg kicks
- Axe kicks

Legal Targets

- Side of Head, Forehead, Chest, Stomach, Side of Body, Kidneys, Groin

Illegal Targets

- Face, Back of the Head, Legs, Spine, Arms, Throat and Neck Area

Section 6.05 Disqualification Procedure

- Verbal Warning: no points deducted.
- Official Warning: results in a point deduction. Two of the three judges must agree before a point is taken away.
- Disqualification: depending on severity, the tournament arbitrator decides whether the competitor may still compete in other divisions.

Section 6.06 Other Disciplinary Circumstances

- Stalling — refusing to engage in the fight (running away, avoiding contact, deliberately draining the clock).
- Ground grappling of any kind.
- Refusing to follow the head judge's command.
- Excessive contact or unnecessary roughness.
- Foul, aggressive, or insulting language.

Section 6.07 Rafa Gonzalez Open Weight Point Sparring Challenge (18+)

A featured open-division challenge for competitors 18 and older.

- An additional entry fee applies for this division (see registration for current pricing).
- Cash prize to be awarded to the division winner, only if 4 or more competitors are entered in this division.
- 1st place also receives a Championship Belt, regardless of division size.
- Scoring: kicks to the head are worth 2 points; all other legal scoring techniques are worth 1 point, per the point values above.
- No mercy rule applies in this division (compare Section 6.08 below, which does apply to standard point sparring divisions).
- Match timer: 1 round, 2 minutes, per the official Kihapp timing settings.
- 1 timeout allowed (15 seconds).

Section 6.08 Mercy Rule (Standard Divisions)

In standard Point Sparring divisions (grouped by rank and age per Chapter II), a 6-point mercy rule is in effect — a match ends immediately once one competitor builds a 6-point lead. This differs from the Rafa Gonzalez Open Weight Challenge above, where no mercy rule applies.

Chapter VII. Semi-Contact Continuous Sparring — Rules & Regulations

Arbitrator: Derrick Williams.

Section 7.01 Match Structure

- Best of three: up to 3 rounds of 1 minute (60 seconds) each, for all ages, per the official Kihapp timing settings.
- 60 seconds rest between rounds.
- Whoever wins 2 rounds wins the match — if a competitor wins the first two rounds, the 3rd round is not fought.

Bracketing

- Single elimination brackets, sized to the division (round robin used for divisions of 3, per Chapter III).
- If in doubt about a competitor's weight, a scale will be available on-site.

Section 7.02 Contact Level

- Light contact only. Excessive contact results in a warning before disqualification.
- No knockouts are permitted — any knockout results in an instant disqualification for the striking competitor.
- Punches and kicks to the body, and light punches to the head, are allowed.
- Front leg sweeps to the opponent's non-supporting (non-weight-bearing) foot are permitted.
- Mild contact is the only contact level allowed to the body and legs; light contact only to the head.

Section 7.03 Coaching

One coach is allowed per corner.

Section 7.04 Protective Gear (Mandatory)

- Boxing gloves
- Headgear (kickboxing style)
- Gloves: 12 oz minimum for ages 10–12; 16 oz minimum for ages 13 and up (gloves will be checked)
- Shinguards
- Shin-instep protection
- Mouth guard
- Groin protection (for boys)
- Foam booties and foam hand gear are not permitted — boxing gloves and shin-instep guards are required.

Section 7.05 Legal & Illegal Hand Techniques

Legal Hand Techniques

- Front Jab

- Reverse Punch (Cross)
- Uppercuts
- Hooking Punches

Illegal Hand Techniques

- Elbows

Section 7.06 Legal & Illegal Targets

Legal Targets

- Head (light contact only)
- Stomach
- Side of the Body
- Kidneys
- Legs (thighs only)

Illegal Targets

- Legs (knee and below)
- Spine
- Arms
- Throat and Neck Area
- Back
- Groin

Section 7.07 Scoring, Ties & Podium

- Each round is awarded to a winner by the judges; there is no tie within a round.
- Podium placement: 1st, 2nd, and 3rd.
- Front boot-to-boot sweeps are allowed; clinching is allowed but excessive clinching is not; all other takedowns are illegal.
- If a competitor trips or falls, the head judge must stand the fight back up immediately — no ground fighting is allowed.

Section 7.08 Disqualification Procedure

- Verbal Warning: 1st warning.
- Official Warning: 2nd warning — the next warning after this leads to disqualification.
- Disqualification: severity determines, at the tournament arbitrator's discretion, whether the competitor may still compete in other divisions.

Section 7.09 Other Disciplinary Circumstances

- Stalling — refusing to engage (running away, avoiding contact, deliberately draining a tired competitor's clock).
- Grappling of any kind.

- Refusing to follow the head judge's command.
- Excessive contact or unnecessary roughness.
- Foul, aggressive, or insulting language.

Section 7.10 Rafa Gonzalez Under 15–17 Continuous Sparring Challenge

A featured challenge division within Semi-Contact Continuous Sparring for competitors ages 15–17, run under the Semi-Contact Continuous rules above, including the best-of-three match structure in Section 7.01.

Chapter VIII. FMA Padded Stick & Knife Point — Rules & Regulations

Section 8.01 Overview

The contest consists of one round with an allotted time of two (2) minutes. The philosophy of padded point stick/knife sparring is “One Hit, One Score” — the first clean strike gets the point. Competitors are color-coded Red and Blue. Points are awarded for strikes on the opponent's target areas. Unless specified otherwise in this chapter, international WEKAF rules apply.

Section 8.02 Event Types

- Single Stick: two competitors fighting with a padded stick.
- Knife: two competitors fighting with a training knife.

Section 8.03 Scoring

- 2 points for a hit or strike to the weapon arm or head.
- 1 point for a hit or strike to the shoulders, torso, non-weapon arm, legs, or foot.
- No points are awarded for strikes between the belt line and the knees.

Section 8.04 Target Areas

Target

- Top of the head to the belt line.
- Below the knees.
- (Knife only) Thrusts allowed below the shoulder line to the belt line, for ages 18+.

Non-Target

- Back of the body.
- Between the belt line and the knees.
- (Stick only) No thrusts or butt (punyo) strikes allowed, all ages.
- (Knife only) No thrusts above the shoulders for any age; no thrusts at all for competitors under 14.

Section 8.05 Disarm Rule

A disarm is a loss of control of a weapon, whether intentional or accidental; however, an opponent may not grab the stick to force a disarm. The competitor who did not lose their weapon has no more than 3 seconds to score a point before the match is stopped. If no scoring strike is achieved in that window, no points are awarded and the disarmed competitor's weapon is returned.

Section 8.06 Fouls

Fouls escalate as: Caution → Warning (with a point awarded to the opponent) → Disqualification.

Types of Fouls

- Any strike to a non-target area

- Illegal thrusts (per event type above)
- Joint locks
- Intentionally avoiding action, such as running away or stepping out of bounds
- Striking after the referee has signaled a break in the action
- Use of empty-hand strikes or kicking
- Unsportsmanlike conduct

Section 8.07 Declaring the Winner

Win by Points

The center referee calls a break when a scoring strike or foul occurs and requests a judgment call, awarding points accordingly. The table records all points. The competitor with the most points at the end of the round wins; equal totals result in a declared draw.

Win by Mercy Rule

A 7-point mercy rule is in effect — a match ends immediately once one competitor reaches a 7-point lead.

Win by Technical Knockout (TKO)

If, in the referee's opinion, a competitor is unfit to continue due to injury or another physical reason, the bout is stopped and the opponent is declared the winner. The referee may consult available qualified medical personnel and must follow their advice; only medical personnel and the referee may enter the ring/playing area for this purpose.

Win by Disqualification

A disqualified competitor's opponent is declared the winner. If both competitors are disqualified, the result is announced accordingly. A disqualified competitor forfeits any prize, medal, or honor from that stage of the competition, and may face additional sanctions including suspension from future events.

Section 8.08 Draw / Tie Break

If the two-minute time limit expires with tied scores, a sudden-death extension follows — the first competitor to score is declared the winner. A competitor who stalls or steps out of the ring to avoid action receives a warning; a second instance awards the match to their opponent.

Section 8.09 Mandatory Protective Equipment

- Head Guard — must include a face shield stopping the weapon from touching the front of the face (a WEKAF-style head guard and/or fencing mask is acceptable).
- Sparring Gloves — must adequately protect against strikes from approved sparring weapons, with reinforced finger/thumb flaps and an adjustable wrist strap. Gloves may not be modified with stickum, grip tape, pitch, or other sticky material.
- Foot Covering — closed-toe shoes required.
- Mouth Guard — recommended.
- Groin Protection — mandatory.
- Body Vest (padded knife/stick) — optional; should offer full frontal-length protection.

Section 8.10 Weapons Specification

- Padded Sticks: thin, light fibrous wood covered with thick foam padding, finished with durable fabric — 26 to 30 inches long, about 1.5 inches in diameter.
- Knife: made from a light, durable material at least ½" thick, with a blunted tip to prevent penetration.

All weapons used in FMA sparring divisions are provided by the tournament. Personal weapons may be allowed at the TTC's discretion.

Chapter IX. Awards

Section 9.01 Most Competitive Team

- Criteria: awarded to the team that accumulates the highest total number of medals across all categories, including gold, silver, and bronze.
- Prize: a large trophy for being the number-one team overall.

Section 9.02 Most Valuable Team (MVT)

- Criteria: awarded to the team with the most competitors placing in the top 10 (across all divisions).
- Prize: a large trophy acknowledging their support and participation.

Section 9.03 Overall / Grand Champions

There are four overall champions recognized, referred to on Kihapp as the Grand Championship (Overall Juniors and Overall Adults):

- Under 18: Male Champion & Female Champion
- 18+: Male Champion & Female Champion
- Prize: championship belts are awarded to each of the four champions.

Section 9.04 Coaches' Certificates of Appreciation

Each coach receives a certificate of appreciation, recognizing the vital role coaches play in fostering team spirit and encouraging participation throughout the Battle of the Central Coast.

Section 9.05 Synchronized Kata Award

1st place receives Championship Belts; 2nd and 3rd place receive medals (see Chapter V, Section 5.04).

Chapter X. Code of Conduct

The Battle of the Central Coast Tournament aims to provide a fair, competitive, and enjoyable experience for all participants, spectators, and staff. To ensure a respectful atmosphere, all attendees are expected to adhere to the following code of conduct.

Section 10.01 Respectful Communication

- Vulgar Language: the use of vulgar or offensive language is strictly prohibited. Participants and spectators should communicate respectfully to everyone present.
- Constructive Feedback: feedback on decisions must be constructive and respectful. Personal attacks or derogatory remarks will not be tolerated.

Section 10.02 Peaceful Environment

- Disturbing the Peace: any behavior that disrupts the peace or enjoyment of others — including shouting, harassment, or aggressive actions — is unacceptable.
- Respect for Others: treat all participants, spectators, and officials with courtesy and respect. Discrimination or harassment of any kind will not be tolerated.

Section 10.03 Tournament Integrity

- Fair Play: all participants are expected to compete fairly and uphold the integrity of the tournament. Cheating or dishonesty results in immediate disqualification.
- Compliance with Rules: participants must comply with all tournament rules and regulations outlined in this handbook.

Section 10.04 Security and Enforcement

- Security Presence: tournament security personnel are present to ensure the safety and enjoyment of all attendees.
- Consequences for Violations: any individual who violates this code of conduct will be warned by security personnel. Continued violations or severe breaches result in immediate removal from the tournament premises.

Section 10.05 Reporting Issues

Anyone who witnesses a violation of this code of conduct is encouraged to report it to a tournament official or security personnel immediately.

By participating in the Battle of the Central Coast Tournament, you agree to abide by this Code of Conduct. Together, we can create a positive and memorable experience for everyone involved. Thank you for your cooperation.