

# Kyokushin-kan International

## Kumite by Weight Categories and Open Category Tournament Rules

### Table of Contents

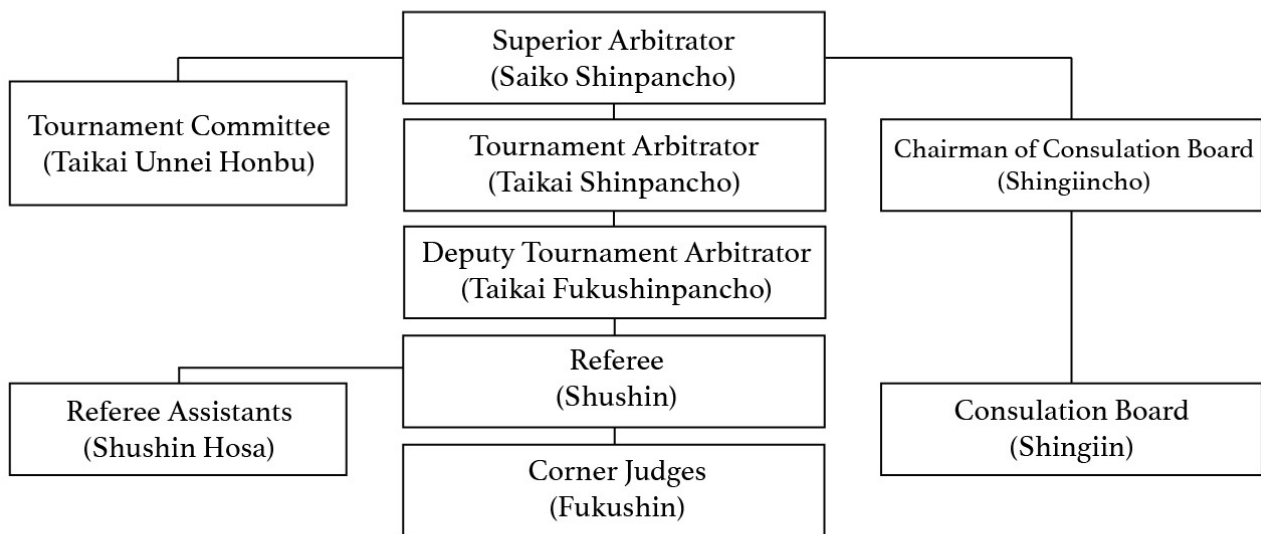
|  |    |
|--|----|
| Judging Criteria (Shinpan Kijun) .....                     | 2  |
| Duration of Matches (Shiai Jikan) .....                    | 5  |
| Weight Categories (Kaikyu) .....                           | 7  |
| Determining Kumite Winner Criteria (Kumite & Shouhai)..... | 8  |
| Awarding a Clear Victory (Ippon Gachi) .....               | 10 |
| Awarding Half a Point (Waza-ari) .....                     | 10 |
| Rule Violations (Hansoku) .....                            | 11 |
| Verbal Warning (Keikoku) .....                             | 13 |
| Penalty Point (Genten) .....                               | 13 |
| Disqualification (Shikkaku) .....                          | 14 |
| Constant Vigilance (Zanshin) .....                         | 15 |
| Refusal To Take Part In a Match (Shiai Hoki) .....         | 15 |
| Lack of Fighting Spirit (Mukiryoku Shiai) .....            | 16 |

## JUDGING CRITERIA (SHINPAN KIJUN)

1. When judges determine the winner by decision (hantei) the referee (shushin shinpan) and the corner judges (fukushin shinpan) have equal rights; during a match the referee shall be obliged to pay attention and react responsibly to the corner judges' signals.
2. Usually matches are run by a judging panel consisting of 1 referee (shushin), 4 corner judges (fukushin) and 2 referee assistants (shushin hosa). However, tournament organizers have the right to not assign referee assistants (shushin hosa) for the tournament.
3. If two corner judges show signals for a clear victory (ippon gachi), half a point (waza-ari) or any rule violation (hansoku), the referee can add their vote and, by majority of votes, award a clear victory (ippon gachi), half a point (waza-ari) or penalize a competitor for violating the rules (hansoku).
4. Even if more than three judges see a rule violation (hansoku) by a competitor, the referee, unless the situation of the match evolves in favor of the offender, has the right to not stop the match and call «Mitomezu!» («No count!»). At the same time, if the referee does not stop the match, they have to gesture to the corner judges, and call for the competitors to continue by the command «Zokko!» («Continue!»).
5. If three judges, including the referee, determine a rule violation (hansoku), and if the referee stops the match, they, depending on the seriousness of the violation, may give a verbal warning (keikoku), a formal warning (chui) or a penalty point (genten).
6. If the referee determines a rule violation (hansoku) and stops the match, but does not receive support from the corner judges and is not able to penalize the offender with a formal warning (chui), the referee may give the offender a verbal warning (keikoku).
7. If three or four corner judges show the signal for a clear victory (ippon gachi) or half a point (waza-ari), but the referee has a doubt in the judging of the situation, they may stop the match, gather the corner judges for debate, consult with the Superior Arbitrator (saiko shinpancho), the Tournament Arbitrator (taikai shinpancho) or the Deputy Tournament Arbitrator (taikai fukushinpancho), and upon consultation, can either declare a clear victory (ippon gachi), give half a point (waza-ari), give the command «Mitomezu!» («No count!»), or give a formal warning (chui). In the case of the referee announcing «Mitomezu!» («No count!») or giving a formal warning (chui), they have to precisely explain to the competitors the reasons for such a decision.

8. A corner judge is to clearly express their judging of the situation in response to signals of other corner judges and the referee, and to show whether they support their judging of the situation, or if not, by showing «Mitomezu!» («No count!») or «Miezu!» («Could not see!»).
9. If a corner judge believes that the referee has made a clear mistake in judging of a situation, they must immediately clarify with the referee, not just letting the episode through.
10. A decision of judges (hantei) comes into effect if it is supported by at least three judges. The time of main matches (honsen) shall be 3 minutes (2 minutes for qualifying matches); the tameshiwari test shall be 2 minutes. However, if necessary, the Superior Arbitrator (saiko shinpancho) shall have the right to change the time duration of matches and tameshiwari test.
11. The Consultation Board (shingi-iin) shall make decisions on presentations of special awards («For the best technique», «For the will to win», etc.), and consult with judges in case of a protest against a decision or, in the case of a situation which the resolution is not expressly stipulated in the Rules occurs in the course of tournaments; in such cases the right of final decision belongs to the Head of Consultation Board (shingi-iincho) and the Superior Arbitrator (saiko shinpancho).
12. Wrapping pieces of cloth or wearing protective equipment, besides karate dogi, groin guard, mouth guard and breast protector (for women), is prohibited. The sleeves of the karate dogi should be of a length, that the edge of the karate dogi's sleeves cover the elbows with arms bent.
13. If a competitor is injured and needs bandaging, the bandaging shall be done by the tournament's physician, and the bandage has to be supported by the seal of the tournament's physician. Bandaging to enhance fighting efficiency is prohibited.
14. The referee assistants (shushin hosa) shall inspect the competitors specified in points 12 and 13 of the Rules before they walk onto the tournament area. If the competitors belong to the same dojo or country as the corner judges belong, the referee assistants may also substitute the corner judges (temporarily for the given match). However, depending on the tournament organizers, they may not appoint referee assistants (shushin hosa) for the tournament. In this case, the referee themselves shall inspect the competitors directly at the tournament area before the match starts.

15. Tournaments shall be governed according to the scheme provided below.



16. The Superior Arbitrator (saiko shinpancho) has the final evaluation and say in deciding matches. In the absence of the Superior Arbitrator, the Tournament Arbitrator (taikai shinpancho), followed by the Deputy Tournament Arbitrator (taikai fukushinpancho) of the tournament, can exercise the final decision on behalf of the Superior Arbitrator.

17. The standard tournament area is a square with each side to be 9 meters long but may change depending on the conditions of the tournament place.

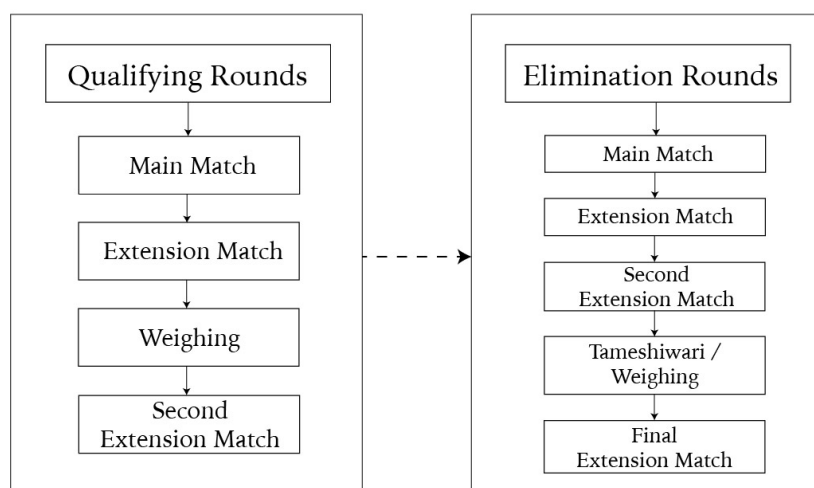
18. The standard length around the tournament area (jougai) have the width of 1.8 meter, but may be changed, depending on the conditions of the tournament place. For the competitors' safety, if the tournament area is raised 5cm or more above the floor, the width around the tournament area (jougai) needs to have a width of no less than 1 meter.

19. The starting lines for the competitors (shiai kaishi sen) are placed in the middle of the tournament area with a distance of 3 meters between them. Viewing from the Headquarters's table, the line on the right is of white color and the one on the left is of red color. The length of each line is 1 meter.

## DURATION OF MATCHES (SHIAI JIKAN)

1. Generally, if there is a big turnout for a tournament, qualifying rounds will be held. However, the tournament organizers may choose to have or not to have qualifying rounds, depending on the number of tournament entrants.
2. For qualifying rounds (yosen), the main match (honsen) will last for 2 minutes. In case of a tie, an extension match (enchousen) of 2 minutes shall be assigned. If a tie repeats, decision by weight shall be announced, and the lighter competitor, by 3 kg or more, shall be declared the winner. If a winner is not determined by the weight results as well, a second extension match (saienchousen) equal to 2 minutes shall be assigned.

Tournament Flow



3. For elimination rounds (ikkaisen), the main match (honsen) will last for 3 minutes. In case of a tie, an extension match (enchousen) of 2 minutes shall be assigned. If a tie repeats, a second extension match (saienchousen) equal to 2 minutes shall be assigned. If a winner is not determined after the second extension match, if there is tameshiwari (depending on tournament), decision by tameshiwari shall be announced. If a winner is still not determined by tameshiwari, decision by weight shall be announced, and the lighter competitor, by 3 kg or more, shall be declared the winner. If a winner cannot be decided by tameshiwari and weight results, a final extension match (saigo no enchousen) of 2 minutes shall be assigned.
4. Generally, the matches preceding the opening ceremony shall be considered as qualifying rounds (yosen), and the matches after the opening ceremony shall be considered as elimination rounds (ikkaisen). Taking into account the number of competitors and tournament conditions, tournament organizers may shorten the main match (honsen) time and change it to 2 minutes.

5. Timing of a match shall begin from the moment of the referee's command «Hajime!» («Begin!»). The duration of a match is measured by the timekeeper (tokeigakari), who is a tournament committee member. Even if a competitor loses consciousness during the match, or the match stops for any other reason, the timekeeper may not stop measuring the match time by their own decision without a signal from the referee.
6. Other than the referee, the match time may be stopped by the tournament coordinator, responsible for holding matches, for reasons listed below:
- a) if the referee forgot to signal to stop the time in a situation when the match is paused due to an injury of a competitor; to adjustment of karate dogi; or for any other reason that requires a bit of time. In this case the responsible representative shall announce «Stop the time!» («Jikan o tomete kudasai!») in order to inform this decision to all competitors and guests;
  - b) if the Deputy Arbitrator (taikai fukushinpancho) or above — requests to stop the match. In this case, the responsible representative shall announce «Stop the match!» («Shiai o tomete kudasai!»).
7. All half points (waza-ari), penalty points (genten), recorded rule violations (hansoku) shall be cancelled upon time expiration of the match and announcement of decision of judges (hantei), and shall not be valid in the next match (extension match, etc.). Only verbal warnings (keikoku) are excluded, which transfer to the 1st extension match (enchousen) and the 2nd extension match (saienchousen).

## **WEIGHT CATEGORIES (KAIKYU)**

1. For tournaments by weight categories, the following weight categories shall be provided for:

- a) lightweight (70 kg and below);
- b) middleweight (80 kg and below);
- c) light heavyweight (90 kg and below);
- d) heavyweight (over 90 kg).

2. Competitors will weigh on the day of the tournament. If the weight of a competitor exceeds the upper limit for their weight category, the competitor shall be disqualified. If the weight of a competitor is less than the lower limit for their weight category, the weight of the competitor is considered being equal to the lower limit for that weight category. The registered weight will be used for weight decisions when there is a tie after extension matches.

3. Tournament organizers shall have the right to change the weight categories system by their decision, taking into account the number of competitors and the conditions of holding the tournaments.

## DETERMINING KUMITE WINNER CRITERIA (KUMITE & SHOUHAI)

1. The actions of a competitor in the matches shall conform to the budo spirit and principals of a real fight. The competitor must keep in mind to defend themselves from any attacks, including attacks aimed at vulnerable body parts that are prohibited by the rules.
2. In karate-do tournaments, etiquette must be rigorously observed. Therefore, unethical and disrespectful behavior to opponents shall not be allowed at the tournament area. It is strictly forbidden to express triumph due to victory, such as doing a guts pose (throwing hands/fists up into the air), or cause a commotion because of decisions made by the judges in any manner.
3. The match winner shall be determined by awarding a clear victory (ippon gachi); getting two half points (waza-ari) which in total give a clear victory (awasete ippon gachi); by decision of judges (hantei gachi); due to competitor disqualification (shikkaku); or due to a competitor's absence from the match (kiken).
4. If a match winner is not determined by awarding a clear victory (ippon gachi); disqualification (shikkaku); or a competitor's absence from the match (kiken), then the match winner shall be determined by decision of the judges (hantei).
5. A decision (hantei) comes into effect in case of it is supported by three or more judges (1 referee and 4 corner judges).
6. If both competitors did not receive half a point (waza-ari) or a penalty point (genten), the following factors, listed in order of their significance, shall be taken into account when determining the winner by decision (hantei):
  - a) Damage to opponent (dameji)

“Damage to opponent (dameji)” shall be considered an effective strike that though is not equal in quality to a strike for half a point (waza-ari), but is close to it.
  - b) Technique efficiency (yuukouwaza)

“Efficient techniques delivered (yuukouwaza)” shall be considered a strike that even though did not knock the opponent down but was delivered cleanly, hit the target and was delivered with correct hip and body movement; or a counterattack that hits upon evading the opponent's strike that failed to hit; qualitative techniques shown during the match.
  - c) Aggression (kosei)

“Aggression (kosei)” refers to a state which a competitor throws more punches or kicks than the opponent. Moving forward without delivering strikes is not considered as an act of aggression.



7. One formal warning (chui ichi) shall not be taken into account when the judges make their decision (hantei) upon the end of the main match (honsen). But one formal warning(chui ichi) during extension matches (enchousen) shall be taken into account when the judges deliver their decision after the extension match (enchousen). However, independent of the one formal warning (chui ichi), priority shall be given to the competitor who had an advantage during the match.

8. If the winner is not determined at the end of the match, then the winner shall be determined in the order prescribed below:

- the competitor who broke more boards during the tameshiwari test shall be declared the winner;

- in case of equality in numbers of boards broken during the tameshiwari test, the lighter competitor, by 3 kg or more, shall be declared the winner.

\* For **OPEN WEIGHT** tournaments, the order is reversed. The competitor who is lighter than the opponent in weight, by 10kg or more, shall be declared the winner. In the case of the competitor not being lighter in weight by 10kg or more, the competitor who breaks more boards during the tameshiwari test shall be declared the winner.

9. For qualifying rounds, should the winner not be determined by the difference in weight, a second extension match (saienchousen) equal to 2 minutes shall be assigned, and upon the end of match, the judges are obliged to determine a winner by raising a flag.

10. For elimination rounds, should the winner not be determined neither by comparing of numbers of boards broken during the tameshiwari test, nor by the difference in weight, the final extension match (saigo no enchousen) equal to 2 minutes shall be assigned, and upon the end of match, the judges are obliged to determine a winner by raising a flag.

11. The number of competitor's seconds, who may accompany them to the tournament area, is restricted to 10 people. Tournament organizers shall have the right to reduce the number of seconds for security reasons, but in this case the organizers must obtain consent from the Superior Arbitrator (saiko shinpancho) in advance. The seconds must observe etiquette and behave themselves with respect.

## **AWARDING A CLEAR VICTORY (IPPON GACHI)**

1. A clear victory (ippon gachi) shall be declared for an effective fist, elbow strike or a kick delivered to any body parts allowed by the rules, which knocks down the opponent who does not get up, or which causes their opponent to lose their will to continue fighting, for more than 3 seconds.

## **AWARDING HALF A POINT (WAZA-ARI)**

1. For a fist, elbow strike, or a kick delivered to any body parts allowed by the rules, which knocks down the opponent, and if the opponent stands up in less than 3 seconds after the strike, or for a strike which causes their opponent to lose balance due to temporary loss of consciousness without falling down.

2. Including a leg sweep (ashikake), throwing a downward punch towards a downed opponent at the correct timing will count as half a point (waza-ari). To clearly show indication of a downwards punch (gedanzuki) at the downed opponent, the competitor must stop momentarily, without making contact, in order for the judges to confirm before pulling back their punch. Pulling back the punch before confirmation will not award half a point (waza-ari).

\* The distance between the punch and the downed opponent must be within 30cm.

\* Depending on the punch timing, and also if the opponent blocks at the correct timing, it might not count as half a point (waza-ari)

3. Throwing a downward punch (gedanzuki) at the correct timing towards the opponent who does not move after delivering a kick with a deliberate fall (sutemiwaza). In this case, the requirements for the gedanzuki are the same, as in point 2;

4. Attacks like a front kick (mae-geri), back kick (ushiro-geri), making the opponent fall on their back results in half a point (waza-ari), even without a downwards punch (gedanzuki).

5. An accumulation of two half points (waza-ari) will result in a clear victory (awasete ippon gachi).

## RULE VIOLATIONS (HANSOKU)

1. The following shall be considered as rule violations:

- A) Hand and elbow strikes to the face. In some cases even if a finger touches the face, it may be considered as a violation. However, feigning strikes to the face are allowed;
- B) Hand and elbow strikes to the throat, sides or back of the neck;
- C) Strikes to the groin;
- D) Headbutt (zutsuki);
- E) Attacking a fallen opponent;
- F) Strikes to the spine;
- G) Attacking with head on opponent;
- H) Hooking the opponent's neck, head and/or shoulder; hooking parts above the elbow and using knee strikes (hiza-geri), every part above the elbow is considered a shoulder;
- I) Grabbing the opponent's karate dogi, hands or legs;
- J) Pushes (oshi) to the body and shoulders with palms, forearms or fists;

From sub-points K to M, listed below, in a broad sense can be interpreted as a violation of pushing (oshi) the opponent. It is necessary to deliver strikes when advancing. Moving towards the opponent without striking shall not be considered as aggression (kosei). The competitor is not allowed to advance to the point that they are touching the opponent, but advancing towards a retreating opponent shall not be considered as a rule violation.

- K) Delivering a series of lower punch (shitazuki) strikes with feet parallel to each other, as if falling on the opponent and pushing them;
- L) Approaching the opponent without strikes; pressing themselves against the opponent or keeping hands on the opponent's hands and/or body without striking; any attack or defense techniques while pressing themselves against the opponent or keeping hands on the opponent's hands and/or body;
- M) Approaching the opponent with strikes, but moving into the same situation as stipulated in sub-point L. Pressuring by pressing their body against the opponent and/or pushing the opponent after advancing with strikes. However, touching momentarily when trying to create distance is not considered a rule violation;
- N) Attacks toward the knee joints with direct leg kicks: mae-geri (front kick), sokuto-geri (edge of foot kick) or kakato-geri (heel kick);
- O) If seconds accompanying a competitor at the tournament area use abusive language and/or show abusive gestures to the competitor's opponents or judges, the referee or the Executive Committee of the Championship (tournament management committee) shall give the competitor a verbal warning (keikoku). If their seconds do not change and continue performing abusive acts, a formal warning (chui) will be given to the

competitor, and in case of especially malicious abusive acts, they will be given a penalty point (genten). At international tournaments, if a formal warning (chui) or the penalty point (genten) is given to a competitor for disgraceful behavior of their seconds, when the next representatives of the same country which the punished competitor belongs to (in local tournaments – of the same branch or club) enter the tournament area for participation in a match, their seconds shall be limited to 1 person only;

**P) Abusing of the rules is prohibited.**

Example: Fighting in a way that guards only the middle attacks, ignoring guarding the face.

**Q) Other than what was listed above, the judges may also deem the avoidance of fight (kakenige) to be a rule violation (hansoku):**

i) After a competitor who received half a point (waza-ari) or gained an advantage due to their opponent being penalized with a penalty point (genten), intentionally makes multiple attempts to stall time by delivering kicks with deliberate falls (sutemiwaza) that yield no result, going out of bounds (jogai), stopping to adjust clothes etc., can be deemed as avoiding the fight (kakenige). If a competitor commits similar acts 3 times, the referee shall penalize the competitor with a verbal warning (keikoku).

ii) If the competitor, having received a verbal warning (keikoku), continues to commit similar acts, that can be considered as avoiding the fight (kakenige), they can be penalized with a formal warning (chui).

**2. Rule violations shall be punished with formal warnings (chui) in the following order:**

- i) the first violation shall be punished with the first formal warning (chui ichi),
- ii) the second violation shall be punished with the second formal warning (chui ni)

With 2 formal warnings (chui), the competitor will be penalized with the first penalty point (Genten ichi).

- iv) the third violation shall be punished with the third formal warning (chui san)
- v) the fourth violation shall be punished with the fourth formal warning (chui yon)

With 2 more formal warnings (chui), the competitor will be penalized with the second penalty point (genten ni). 2 penalty points result in the disqualification of the competitor. Especially dangerous and malicious violations can be punished with a penalty point (genten) immediately, without giving competitors first a verbal warning (keikoku) or a formal warning (chui).

**3. No points shall be considered or awarded when attacking after pushing the opponent.**

## VERBAL WARNING (KEIKOKU)

1. If the referee perceives a violation of the Rules (hansoku) in competitor's actions and stopped the match but does not receive support by the corner judges; or if three or four corner judges showed «Hansoku!» («Violation of rules!») and the referee stopped the match but the violation was deemed to be minor and does not deserve to be punished with a formal warning(chui), the referee may give the offender a verbal warning (keikoku).
2. If a competitor, having received a verbal warning (keikoku) for a violation, continues to repeatedly commit similar violations, they may be given a formal warning (chui), even if the violation was minor.
3. Verbal warnings (keikoku) shall not be taken into account when the judges make their decision on the result of matches (hantei).
4. If a competitor was given a verbal warning (keikoku) due to the abusive behavior of their seconds, and if their seconds do not continue to behave themselves, the competitor may be given a formal warning(chui).

## PENALTY POINT (GENTEN)

1. The first penalty point (genten ichi) shall be given in the following cases:
  - a) if a competitor receives the second formal warning (chui ni);
  - b) in cases of serious violation of the rules;
  - c) if the referee regards the behavior of a competitor during the match as disrespectful to the opponent or to the judges; the competitor shall also be liable for the acts of their seconds;
  - d) the penalty point (genten) correlates with half a point (waza-ari) where:  
penalty point (genten) + formal warning (chui) = half a point (waza-ari).

Case example: If a competitor receives half a point (waza-ari), but also receives a penalty point + a formal warning (chui), it will cancel out the half point (waza-ari) during the decision of judges (hantei).

2. If a competitor receives the second penalty point (genten ni), it will result in their disqualification (shikkaku).

## DISQUALIFICATION (SHIKKAKU)

1. A competitor's disqualification shall be announced in following cases:

- a) if a competitor receives the second penalty point (awasete genten ni);
- b) if a competitor fails to obey the orders of judges during a match;
- c) in cases of rude and disrespectful behavior or extremely serious violation of the rules;
- d) in cases of demonstration of triumph (including Guts pose) after the declaration of victory by the decision of judges (hantei gachi), by a clear victory (ippon gachi) or half a point (waza-ari), can be considered as a breach of etiquette and demonstration of disrespect to the opponent;
- e) if a competitor is more than 1 minute late to the tournament area or does not turn up;
- f) in cases that a competitor's weight exceeds the limit set for their weight category.

2. Doping is strictly prohibited. In cases of positive doping test, disqualification of the competitor shall be announced, and the results of the matches they participated shall be forfeited.

## **CONSTANT VIGILANCE (ZANSHIN)**

1. The competitors must listen to the whistle of the corner judges that signals a rule violation (hansoku) or out of bounds (jogai), under no circumstances to make their own decisions to stop, and lowering their guard or vigilance.
2. Competitors must always obey the referee's commands and signals.
3. Competitors have to maintain vigilance even after the referee's «Yame!» («Stop!») command. If a competitor loses vigilance (zanshin), allowing the opponent to deliver a strike and is knocked out by the strike, the judges may declare their clear defeat (ippon make).
4. If a competitor delivers a strike to their opponent after the referee's «Yame!» («Stop!») command, and the opponent is able to continue the match, depending on the damage caused to opponent, the competitor may be punished with disqualification (shikkaku), a penalty point (genten), a formal warning(chui) or a verbal warning (keikoku):
  - a) if a competitor was knocked down by a strike temporarily loses consciousness, or suffers a serious injury that could affect their ability in the match, but gets up to their feet, the offending competitor is disqualified (shikkaku);
  - b) if a competitor was knocked down by a strike but did not lose consciousness, suffers a light injury or temporarily unable to move, the offending competitor is given a penalty point (genten).
  - c) if a competitor receives a strike but not much damage was done, the offending competitor is given a formal warning (chui).
  - d) if the strike misses the opponent, the offending competitor is given a verbal warning (keikoku)

## **REFUSAL TO TAKE PART IN A MATCH (SHIAI HOKI)**

1. Generally in huge tournaments such as World Championships, if a competitor refuses to take part in a match without a valid reason, they have to pay compensation of up to 150 thousand Japanese yen (in tournaments outside Japan, organizers shall fix an appropriate penalty amount). Exceptions to this rule are listed below:
  - a) if upon medical examination, the tournament physician determines that the competitor is incapable to continue fighting;
  - b) if any unforeseen circumstance (e.g. misfortune in the competitor's family and the like) occur before the beginning of or during the tournament, the competitor may leave the tournaments upon the authorization granted by the Tournament Arbitrator (taikai shinpancho) or the Head of the Consultation Board (shingii-incho).

## **LACK OF FIGHTING SPIRIT (MUKIRYOKU SHIAI)**

1. If both the competitors, who won in previous matches, demonstrate sluggish, inactive fighting manner during their fight with each other, which contrasts sharply with the active fighting manner they showed before, then the referee (without consulting corner judges) has the right to punish both of them with formal warnings (chui). If this measure does not help to change the fighting situation during the match, the referee has the right to stop the match and, after consultation with the Superior Arbitrator (saiko shinpancho), disqualify both competitors (shikkaku).
2. When disqualification (shikkaku) happens in a match for the 1st and 2nd places, then the 1st and 2nd places remain vacant. When disqualification (shikkaku) happens in a fight for the 3rd and 4th places, then the 3rd and 4th places remain vacant.
3. When disqualification (shikkaku) happens during the tournament matches, then competitors who lost matches to the disqualified competitors will be reinstated to continue competing in the next rounds.