

# **KWU KUMITE REFEREEING RULES**

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## **KWU KUMITE REFEREEING RULES**

### **ARTICLE 1: KUMITE COMPETITION AREA**

1. The competition area must be flat and devoid of hazard.
2. The competition area shall be a square of 12 m x 12 m (when 2 m x 1 m TATAMI of European production are used) or of 12.6 m x 12.6 m (when 1.8 m x 0.9 m TATAMI of Japanese production are used), matted by TATAMI of a KWU approved type, fixed to a resilient floor or platform (See Appendix 4).
3. The competition area (See Appendix 3) shall be divided into two zones: the contest area and the safety area. The area within the outer borders of the danger zone shall be called the contest area and shall be a square of 8 m x 8 m (or 9 m x 9 m when TATAMI of Japanese production are used). The area outside the danger zone shall be called the safety area (JOGAI) and shall be 2 m (or 1.8 m when TATAMI of Japanese production are used) wide on each side.
4. The danger zone is the outer part of the contest area, signaling of the approach of the competitor(s) to the border of the contest area. It shall be 1 m (or 0.9 m when TATAMI of Japanese production are used) wide on each side and be matted by TATAMI of red color.
5. The inner part of the contest area within the borders of the danger zone and the safety area are to be matted by TATAMI of blue color.
6. A line 1 m long, approximately 10 cm wide, must be drawn 1.5 meters back from the centre of the contest area for positioning the Referee facing from the Head Table.
7. Two parallel lines, one white (SHIRO), and one red (AKA), each 1 m long, approximately 10 cm wide, and at right angles to the Referee's line, shall be drawn at a distance of 1.5 meters from the centre of the contest area, to indicate the starting positions at which the competitors must start and end the contest. The red line (AKA) shall be to the referee's right and the white line (SHIRO) to his left.
8. A free zone, a minimum of 50 cm must be maintained around the competition area. There must be no advertisement hoardings, walls, pillars etc. within 1 m of the safety area's outer perimeter.
9. Where two or more adjoining competition areas are used, a common safety area of a minimum of 4 m is necessary (See Appendix 3).
10. Each Judge (FUKUSHIN) will be seated at the corners on the mat in the safety area. Each Judge will be equipped with a red and a white flag and personal whistle of the KWU approved type.
11. The Referee (SHUSHIN) may move around the entire competition area, including the safety area where the Judges are seated.
12. One of the two Referee Assistants will be seated at the part of the border of the competition area, where white competitor (SHIRO) enters the competition area, and one at the part of the border of the competition area, where red competitor (AKA) enters the competition area.

13. The Match Supervisor will be seated just outside the safety area, behind, and to the left or right of the referee. He will be equipped with a red flag or sign, and a whistle.

14. The announcers, scorers and timekeepers will be seated at the score table, facing the referee.

15. Coaches will be seated outside the safety area, on their respective sides at the side of the competition area. Where the competition area is elevated, the coaches will be placed outside the elevated area.

16. In general the spectators should not be admitted closer than 3 meters to the competition area (or platform).

17. The dimensions of the competition area may be changed, if the conditions of the competition place require, only with approval of KWU Sport Commission.

## **ARTICLE 2: KUMITE COMPETITION AREA EQUIPMENT**

### **Judges' chairs and flags**

Lightweight chairs for Judges (FUKUSHIN) must be placed on the safety area at all 4 corners of the competition area. One red and one white flag shall be placed on the seat of each chair.

### **Coaches' chairs**

Lightweight chairs for coaches must be placed on red and white sides at the side of the competition area. Where the competition area is elevated, the chairs for coaches will be placed outside the elevated area.

### **The Match Supervisor chair**

The chair for the Match Supervisor must be placed just outside the safety area, behind, and to the left or right of the referee. One red flag shall be placed on the seat of his chair. Where the competition area is elevated, the chair for Match Supervisor will be placed outside the elevated area.

### **Scoreboards**

For each competition area there shall be 2 scoreboards that indicate the scores horizontally, not exceeding 90 centimeters in height and 2 meters in width, placed outside the competition area where they can be easily seen by the Referees, Commission members, officials and spectators.

Whenever electronic scoreboards are used, manual scoreboards must be available as a backup.

The scoreboards must correspond to the demands set out by the KWU and should be at the disposal of the Referees as needed.

### **Timing clocks**

There shall be two timing clocks prepared (one in reserve) to measure contest duration.

Whenever electronic timing clocks are used, manual timing clocks must also be used for control.

The time clocks must be accessible to those persons responsible for maintaining their accuracy, and they must be checked regularly for accuracy at the start and during the competition.

The manual timing clocks and scoreboards must be used simultaneously with the electronic equipment, in case of failure of the electronic equipment.

### **Time signal**

There shall be a drum, gong, bell or similar audible device to indicate to the Referee the end of the time allotted for the contest.

There shall be a small bag of red color 20 cm x 10 cm with beans inside, to be thrown in the direction of the Referee's feet to indicate to the Referee the end of the time allotted for the contest.

### **Scales**

There shall be two scales prepared (one in reserve).

The scales must be accessible to those persons responsible for maintaining their accuracy, and they must be checked regularly for accuracy at the start and during the competition.

### **Red and white ribbons**

There shall be 3 red and 3 white ribbons of approximately 80 cm long 4 cm wide to indicate the red competitors (AKA), one for the competitor in the competition area, one for the competitor, preparing to enter the competition area, one in reserve.

## **ARTICLE 3: OFFICIAL DRESS AND COMPETITORS' HYGIENE**

1. Competitors and their coaches must wear the official uniform as herein defined.

2. The Referee Commission may disbar any official or competitor who does not comply with this regulation.

### **Referees**

1. Referees and Judges must wear the official uniform designated by the KWU Referee Commission. This uniform must be worn at all tournaments and courses.

2. When outside of the competition area the official uniform shall be as follows:

A single breasted navy blue blazer bearing two silver buttons.

A white shirt with short sleeves.

An official black bow tie.

Plain black trousers without turn-ups.

Plain dark blue or black socks and black slip-on shoes for use on the match area.

Female Referees and Judges may wear a hairclip.

3. If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.

4. When judging in the competition area the official uniform shall be as follows:

A white shirt with short sleeves.

An official black bow tie.

Plain black trousers without turn-ups.

Referees and Judges shall enter the competition area barefooted.

Female Referees and Judges may wear a hairclip.

5. Judges shall have at all times personal whistles of the KWU approved type.

### **Competitors**

1. Competitors must wear a white KARATEGI with a grade belt of corresponding color. "Kyokushin" breast mark is allowed. Other breast marks, stripes, piping or personal embroidery are not accepted.

2. The KARATEGI shall be made in cotton or similar material, in good condition (without rent or tear), clean, generally dry and without unpleasant odour.

3. Acceptable markings:

i) National Olympic abbreviation (on back of jacket).

ii) National Emblem or flag of the country (on left shoulder – from collar across shoulder down arm). The overall size may not exceed of 12 cm x 8cm.

iii) Manufacturer's trade mark (on bottom-front of jacket and on bottom front of left leg of the trousers). Maximum size 25 square centimeters.

iv) The competitor's name may be worn on the belt, uniform lower front top of the jacket, back of the jacket above the National Olympic abbreviation, and upper front top of the pants, and must be a maximum of 3 cm x 15 cm.

v) Individual or team sponsor logo (on right shoulder – from collar across shoulder down arm). The overall size may not exceed of 12 cm x 8cm.

In addition, identification (ZEKKEN) 25 cm x 20 cm issued by the Organizing Committee will be worn on the back.

The KWU Executive Committee may authorize the display of special labels or trademarks of approved sponsors on the identification (ZEKKEN).

4. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. The body of the jacket shall be worn with the left side crossed over the right and shall be wide enough to have a minimum overlap of 20 centimeters at the level of the bottom of the rib-cage.

5. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. The sleeves shall cover the elbows of the arms when bent in elbow. Jacket sleeves may not be rolled up.

6. The trousers must not exceed below the anklebone, but are not to be too short, the trouser leg edge is not to be more than 5 cm higher than the anklebone. Trouser legs may not be rolled up.

7. A belt of the color corresponding to the competitor's grade, must be around 5 centimeters wide and long enough to go twice around the waist and to allow about 20 to 30 cm leave protruding from each side of the knot when tied, but the ends of the belt shall not be lower than the knees. A belt shall be worn over the jacket at waist level and tied with a square knot tight enough to prevent the jacket from being too loose.

8. Female competitors may wear a plain white T-shirt beneath the Karategi jacket.

9. The competitors shall compete barefooted.
10. The following protective equipment is compulsory:
  - for male athletes – groin guards of approved KWU type (groin guards must not be worn over the KARATEGI trousers);
  - for female athletes – chest protector of approved KWU type;
  - for female athletes – shinpads of approved KWU type;
11. Gum shields for all athletes and groin guards for female athletes are not mandatory, but if worn, must be of approved KWU type. Gum shields must fit properly.
12. Glasses are forbidden. Soft contact lenses can be worn at the competitor's own risk.
13. The wearing of unauthorized apparel, clothing or equipment is forbidden.
14. All protective equipment must be KWU homologated.
15. The use of bandages, padding, or supports during the first bout is prohibited. Later on the use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Tournament Doctor. Bandaging with view to enhance efficiency of attacking and defensive techniques shall not be allowed. Strapping's and bandages can only be applied by the Tournament Doctor and must be signed and stamped by him.
16. The personal hygiene of the competitor shall be of a high standard.
17. Competitors must have short fingernails on both the feet and hands and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Tournament Doctor. The competitor accepts full responsibility for any injury.
18. Competitors must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Headband will not be allowed. Should the Referee consider any competitor's hair too long and/or unclean, he may disbar the competitor from the bout. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. Long hair shall be tied by a discreet rubber band or pony tail retainer, so as to avoid causing inconvenience to the other competitor.
19. It is the duty of the Referee Assistants to ensure before each match or bout that the competitors comply with the requirements.
20. Any competitor who will not comply with the requirements will be refused the right to compete and the opponent shall win the contest by KIKEN-GACHI, if the competitor will not be able to remedy matters within 1 minute.

### **Coaches**

1. Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification.

### **ARTICLE 4: ORGANISATION OF KUMITE COMPETITIONS**

1. A Kyokushin Kumite competition may be divided into the team match and the individual match. In the team match, a team may consist of different weight, different

age group and mixed gender but must compete among the same gender. The individual match may be further divided into age, gender and weight divisions (Weight Category or Open Weight).

2. Men and women are not allowed to compete with each other.

3. The KUMITE competition among adult competitors may be held in open division or in weight divisions.

4. In men KUMITE competition by weight categories the following weight categories shall be provided for:

a.  $\leq 60$  kg;

b.  $\leq 65$  kg;

c.  $\leq 70$  kg;

d.  $\leq 75$  kg

e.  $\leq 80$  kg;

f.  $\leq 85$  kg;

g.  $\leq 90$  kg;

h.  $\leq 95$  kg;

k.  $> 95$  kg.

5. In women KUMITE competition by weight categories the following weight categories shall be provided for:

a.  $\leq 55$  kg;

b.  $\leq 60$  kg;

c.  $\leq 65$  kg;

d.  $\leq 70$  kg;

e.  $> 70$  kg.

6. Competition organizers shall have the right to change weight categories, taking into account the number of competitors and the conditions of the competitions, with the sanction of KWU Sports Commission. However this statement should be notified clearly in the application form of the competition.

7. When at the weigh-in procedure it is discovered that the weight of a competitor exceeds the upper limit of the weight category he applied for, the competitor will be disqualified. If the weight of a competitor is less than the lower limit for his weight category, he can participate in the competition but the weight of the competitor shall be considered as equal to the lower limit of his weight category.

8. The bouts before TAMESHIWARI are called elimination bouts, and the bouts after TAMESHIWARI are called main bouts.

9. In an individual bout one of the competitors is called "AKA" ("Red") and is differentiated by the red ribbon fastened to his belt on the back, and the other is called "SHIRO" ("White") and is differentiated by the white ribbon fastened to his belt on the back. The SHIRO competitor is called to the competition area first, and the AKA competitor second.

10. The use of competitors' names causes problems of pronunciation and identification. Tournament numbers should be allotted and used on identifications (ZEKKEN) in addition to the names.

11. The competitors that do not present themselves when called within 1 minute will be disqualified (KIKEN).

12. No competitor may be replaced by another.

13. All competitors must always obey the Referee's orders.

14. Coaches must present their accreditation together with that of their competitor to the designated area. The coach must sit in the chair provided and must not interfere with the smooth running of the match by word or deed. Only one coach is allowed to accompany a competitor to the competition area as his second.

15. If, through an error in charting, the wrong competitors compete, then regardless of the outcome, that bout is declared null and void.

## **ARTICLE 5: POWERS AND DUTIES**

### **Referee Commission**

The Referee Commission's powers and duties shall be as follows:

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.

2. To appoint and deploy the Tatami Managers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Tatami Managers.

3. To supervise and co-ordinate the overall performance of the refereeing officials.

4. To nominate substitute officials where such are required.

5. To nominate the winners of special prizes («Best technique», «Will for victory», etc.).

6. To pass the final judgement on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

### **Tatami Managers**

The Tatami Managers (Chief Referees) powers and duties shall be as follows:

1. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.

2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the officials appointed are capable of the tasks allotted them.

3. To order the Referee to halt the match when the Match Supervisor signals a contravention of the Rules of Competition.

4. To prepare a daily written report on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.

### **Referee Panel**



1. The Referee Panel for each match shall consist of one Referee (SHUSHIN), four Judges (FUKUSHIN), and two Referee Assistants.

2. The Referee and Judges of a KUMITE bout must not have the nationality of either of the competitors.

3. In addition, for facilitating the operation of matches, announcers, timekeepers, scorers shall be appointed.

4. At HANTEI the Referee (SHUSHIN) and the four Judges (FUKUSHIN) each have one vote.

5. When explaining the basis for a judgement after the match, the Judges may speak to the Tatami Manager, the Referee Commission, or the Appeals Jury. They will explain themselves to no one else.

### **Referees**

The Referee's powers shall be as follows:

1. The Referee (SHUSHIN) shall have the power to conduct matches including announcing the start, the suspension, and the end of the match, to ensure that the decisions are correctly recorded.

2. To obtain and act upon the opinion(s) of the Judges.

During bout the Referee shall be obliged to pay attention and react responsibly to the Judges' (FUKUSHIN) signals.

When two Judges give the same signal, or indicate a score for the same competitor, the Referee can add his third vote and, by the majority of votes, award the clear victory (IPPON GACHI), the WAZA-ARI or penalize a competitor for the infraction of the Rules.

When two Judges show an infraction of the Rules (HANSOKU) by a competitor, the Referee, depending on whether the situation in the bout evolves in favor of the offender or not, has the right not to stop the bout and show «MITOMEZU!» («Invalid!»). If the Referee does not stop the bout, he has to show this to the Judges by gesture and to the competitors by the command «ZOKKO!» («Continue!»). If three or four Judges show an infraction of Rules by a competitor, the Referee, regardless of the situation, must stop the bout and count the flags made by the Judges and penalize the offender with the official warning (CHUI).

3. To stop the match when it in the Referee's opinion has been a point scored, a foul committed, or to ensure the safety of the competitors. If the Referee recognizes an infraction of the Rules (HANSOKU) and stops the bout, but is not supported by the Judges and is not able to penalize the offender with the official warning (CHUI), he may give the offender an oral warning (KEIKOKU).

4. To request confirmation of the Judges' verdict in instances where there may, in the Referee's opinion, be grounds for the Judges to re-evaluate their call for IPPON, WAZA-ARI, warning or penalty.

If three or four Judges show IPPON, WAZA-ARI or an infraction of the rules (HANSOKU), but the Referee doubts the propriety of their judging of the situation, he may stop the bout, gather the Judges for debate, consult with the Match Supervisor (KANSA), the Tatami Manager, or the Referee Commission, and upon

the consultation either declare the clear victory (IPPON GACHI), give WAZA-ARI, the order of «MITOMEZU!» («Invalid!»), or the official warning (CHUI). In case the Referee announces «MITOMEZU!» («Invalid!») or gives the official warning (CHUI), he has to precisely explain to the competitors the reasons for the decision.

5. To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a judgement.

6. To impose penalties and to issue warnings.

7. To conduct voting of the Judges (HANTEI), including his own vote, and announce the result.

8. To announce the winner.

9. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.

10. The Referee shall give all commands and make all announcements.

### **Judges**

The Judges (FUKUSHIN) powers shall be as follows:

1. To signal points scored, warnings and penalties.

2. To exercise their right to vote on any decision to be taken.

3. The Judges shall carefully observe the actions of the competitors and signal to the Referee an opinion in the following cases:

a) When a score is observed.

b) When a competitor has committed a prohibited act and/or techniques.

c) When an injury, illness or inability of a competitor to continue is noticed.

d) When both or either of the competitors have moved out of the competition area (JOGAI).

e) In other cases when it is deemed necessary to call the attention of the Referee.

4. Each Judge is to indicate his opinion clearly by making an appropriate gesture and giving a blow of whistle.

5. Each Judge is to express his opinion clearly in response to signals of other Judges and the Referee and show whether he supports their judging of the situation, or not, by showing «MITOMEZU!» («Invalid!») or «MIEZU!» («Not Visible!»).

6. Should a Judge express a judgment different from that of the Referee and other Judges, he should roll up flags and by swinging them and whistling attract attention of the Referee, who is to gather the Referee Panel for debate.

7. The Judges must also observe that the scores recorded by the recorders are correct with the scores announced by the Referee. Should a Judge note that the scoreboard is incorrect he should draw the Referee's attention to the mistake.

8. A Judge must be quick to remove himself and his chair should his position endanger the competitors.

### **Referee Assistants**

The Referee Assistants (SHUSHIN HOSA) powers shall be as follows:

1. To verify the compliance of competitors with the requirements to official dress and competitors' hygiene, to ensure that the competitors are wearing approved equipment, before they enter the competition area.

2. To substitute the Judges for the bouts, when competitors belonging to the same country to which the Judges belong enter the competition area. In case of substituting the Referee, he shall be selected from the Referee Panel.

3. Should a competitor temporarily leave the competition area after the contest has been started, for a reason considered necessary by the Referee, a Referee Assistant must obligatorily go with the competitor to see that no anomaly occurs. This authorization shall be given only for exceptional circumstances (to change KARATEGI in case of non-conformity with norms).

Should a competitor have to change any part of the uniform outside the competition area, and the Referee Assistant to accompany the competitor is not of the same sex, an official designated by the Tatami Manager shall substitute for the Judge and accompany the competitor.

### **Match Supervisors**

The Match Supervisor will assist the Tatami Manager by overseeing the bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the rules of competition, the Match Supervisor will immediately raise the red flag and blow his whistle. The Tatami Manager will instruct the Referee to halt the match or bout and correct the irregularity. The role of the Match Supervisor is to ensure that the match or bout is conducted in accordance with the rules of competition. He is not there as an additional Judge. He has no vote, nor has he any authority in matters of judgement, such as whether a score was valid or if JOGAI occurred. His sole responsibility is in matters of procedure.

Records kept of the match shall become official records subject to the approval of the Match Supervisor.

### **Announcers, scorers and timekeepers**

1. The scorers and timekeepers as well as other technical assistants must be of a minimum of 21 years age, have a minimum of one year experience as national referees and a good knowledge of the Refereeing Rules.

2. The Organizing Committee must ensure that the announcers, scorers and timekeepers have been thoroughly trained as technical officials.

3. The timekeeper starts the clock on hearing the announcements "HAJIME!" ("Start!") and stops it on hearing the announcements "TOKEI-WO TOMETE KUDASAI!" ("Please, stop timing!").

4. When the time allotted for the contest has expired the timekeeper shall notify the Referee of this fact by a clearly audible signal and by throwing of small bag of red color with beans inside in the direction of Referee's feet.

5. The scorer must ensure that he is completely informed of the current signs and signals in use to indicate the result of a contest.

## **ARTICLE 6: DURATION OF BOUT (SHIAI JIKAN)**

1. In elimination bouts the base time of the KUMITE bout is 3 (three) minutes. In case of tie the extra time equal to 2 minutes shall be assigned. If tie repeats, the weigh-in shall be announced, and the competitor inferior to the opponent in weight by 3 kg or more (in Weight Category Tournament) / 10kg or more (in Open Weight Tournament) shall be declared the winner. If the winner is not determined by the weigh-in as well, the final extra time equal to 2 minutes shall be assigned.

2. In main rounds, the base time of the Kumite bout is 3 minutes. In case of tie the extra time equal to 2 minutes shall be assigned. In case of repeated tie the second extra time equal to 2 minutes shall be assigned. If tie repeats,

- in competitions in weight categories the competitor inferior to the opponent in weight by 3 kg or more shall be declared the winner;

- in competitions in open category the weigh-in shall be announced, and the competitor inferior to the opponent in weight by 10 kg or more shall be declared the winner. If the winner is not determined by the weigh-in, then the competitor who received more points during TAMESHIWARI test shall be declared the winner.

If the winner is not determined nor by TAMESHIWARI test results, neither by weigh-in, then the final extra time equal to 2 minutes shall be assigned with the obligation of the Referee Panel to determine the winner (no tie possible).

3. The timing of the bout starts when the Referee gives the signal to start with the command “HAJIME!” (“Start!”).

4. The end of the time allotted for the contest shall be indicated to the Referee by the ringing of a bell or other similar audible signal and by throwing of small bag of red color with beans inside in the direction of the Referee’s feet.

5. The time signal must be sufficiently audible to be heard over the noise of the spectators.

6. Even if a competitor loses his consciousness during a bout, or the bout stops for any other reason, the timekeeper may not stop timing of bout by his own decision without an appropriate signal from the Referee.

7. As well as the Referee, the timing of bout may be stopped by the Tatami Manager, or Match Supervisor, for reasons listed below:

- a) if the official decides that the Referee forgot to give a signal to stop the timing in a situation when the bout is discontinued due to an injury of a competitor, for putting KARATEGI in order, or for any other reason. In this case the official shall announce “JIKAN-WO TOMETE KUDASAI!” (“Please, stop timing!”) in order to inform on this decision all competitors and guests;

- b) if the Referee Commission representative demands to stop the time. In this case the official shall announce “JIKAN-WO TOMETE KUDASAI!” (“Please, stop timing!”).

8. Any competitor is entitled to rest between bouts for a period of 10 minutes at least.

9. All WAZA-ARI points, penalty points (GENTEN), recorded infractions of the Rules (HANSOKU) shall be cancelled upon the expiration of the time of the bout and upon announcement of the decision by the judges (HANTEI), and during

the next time of the bout (in the extra time, etc.) they shall not be valid. The only exclusion is for oral warnings (KEIKOKU), which do transfer to the next time of the round.

## **ARTICLE 7: SCORING**

1. Scores are as follows:

a) **IPPON (Clear Victory)**

b) **WAZA-ARI (Half Victory)**

2. **IPPON** is awarded for:

a) an effective strike made by hand or elbow, or a kick delivered to any zone allowed by the rules, which knocked the opponent down for 5 seconds or more;

b) an effective strike made by hand or elbow, or a kick delivered to any zone allowed by the rules, having received which the competitor lost his desire to continue fighting;

c) a conventional karate leg sweeping techniques (ASHI-KAKE), which do not require the opponent to be held, seized, or pushed while executing the sweep, which knocked the opponent down for 5 seconds or more.

3. **WAZA-ARI** is awarded for:

a) a fist or elbow strike, or a kick delivered to any zone allowed by the rules, which knocked the opponent down for less than 5 seconds (the opponent stood up within 5 seconds);

b) a fist or elbow strike, or a kick delivered to any zone allowed by the rules, after which the opponent kept standing but temporarily lost his desire for fighting or lost balance;

c) timely, clear and technically correct marking (without actual contact) of the final strike by straight downward fist punch (GEDAN-ZUKI) to the opponent knocked to the floor, for example, by leg sweep (ASHI-KAKE).

The final straight downward fist strike (GEDAN-ZUKI) shall be delivered with short fixation of the fist in final position of the punch, so that Judges could make sure, that the strike was accurate. The final fist strike with quick pulling the striking hand back (HIKITE), which does not allow Judges make sure, that the strike was accurate, will not be scored;

4. Should one competitor gain a second WAZA-ARI in one time of the bout, he is to be declared the winner (WAZA-ARI AWASETE IPPON, AWASETE IPPON GACHI).

5. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. A technique even if effective, delivered after the order of "YAME!" ("Stop!") by the Referee shall not be scored and may result in a penalty being imposed on the offender.

6. No technique, even if technically correct, will be scored if it is delivered when both competitors are outside the contest area. However, if one of the competitors delivers an effective technique while still inside the competition area and before the Referee calls "YAME!", the technique will be scored.

## **ARTICLE 8: PROHIBITED BEHAVIOR (HANSOKU)**

a) Hand and elbow strikes to the face. In some cases even finger touches to the face may be considered as the infraction. However the imitation of strikes to the face is allowed;

b) Hand and elbow strikes to the throat, sides or back of the neck;

c) Strikes to the groin;

d) Head strikes (zutsuki);

e) Attacking fallen opponent;

f) Strikes to the spine;

g) Attacks from the position with head set to opponent's head;

h) Hooking opponent's neck, head and shoulder. In case of knee strikes (HIZA-GERI) all the arm above elbow is considered to be the shoulder;

i) Grasping opponent's KARATEGI, hands or legs;

j) Pushes (OSHI) to the body and shoulders with palms, forearms, fists, shoulders. Points shall not be given for attacks which follow after pushes. The throwing techniques, which require the opponent to be held, seized, or pushed, are prohibited.

Moving toward the opponent with the aim to bring hands or body in touch with the hands or body of the opponent in order to trap his hands and prevent him striking, or unbalance him is prohibited and shall be warned and penalized;

k) Attacks to the knee joint with rectilinear kicks: MAE-GERI, SOKUTO-GERI, USHIRO-GERI;

l) Feigning, or exaggerating injury received due to prohibited techniques;

m) Exit from the competition area (JOGAI) not caused by the opponent.

JOGAI relates to a situation where a competitor's foot or feet are outside of the contest area. An exception is when the competitor is physically pushed or thrown from the area by the opponent. Also if a competitor's both feet get outside of the contest area during a quick maneuver, after which he immediately returns or assume to return immediately to the contest area, the maneuver shall not be estimated as JOGAI. Warning must be extended for the third instance of JOGAI.

n) Avoiding combat as a means of preventing the opponent having the opportunity to score. "Avoiding Combat" refers to a situation where a competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behavior. This often occurs during the closing seconds of a bout, when a competitor, who earlier received the winning score, is trying to maintain the advantage. The competitor who constantly retreats without effective counter, make multiple attempts to deliver kick with deliberate fall (SUTEMI-WAZA), that yield no result, stops for putting clothes in order, or exits the area rather than allow the opponent an opportunity to score must be warned or penalized. However, stepping back and maneuvering combined with counterattacks shall not be estimated as avoiding combat and shall not be warned or penalized.

o) Passivity – not attempting to engage in combat. Passivity refers to situations where one or both of the competitors do not attempt to exchange techniques over an extended period of time.

If the competitors, who won preceding bouts, demonstrate sluggish, passive combat during the bout, which contrasts sharply with the active combat they showed in previous bouts, the Referee can give oral warning (KEIKOKU) to both of them with or has the right to penalize both of them with CHUI. If this does not help to change the character of combat, the referee has the right to stop the bout and, upon the consultation with the Referee Commission, to disqualify both competitors (SHIKKAKU).

When disqualification (SHIKKAKU) happens in the bout for the 1<sup>st</sup> place, then the 1<sup>st</sup> and 2<sup>nd</sup> places remain vacant. When disqualification (SHIKKAKU) happens in the fight for the 3<sup>rd</sup> place, then the 3<sup>rd</sup> and 4<sup>th</sup> places remain vacant.

When disqualification (SHIKKAKU) happens during the bouts other than the ones mentioned above, then those competitors who lost bouts to the disqualified competitors continue competing in the next bout of the competitions.

p) Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behavior towards the refereeing officials, or other breaches of etiquette (REISETSU KETSUJO).

r) Any discourteous behavior from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament.

## **ARTICLE 9: WARNINGS & PENALTIES**

1. Referees and Judges are authorized to award penalties according to the “intent” or situation and in the best interest of the sport.

2. Should the Referee decide to penalize a competitor(s), he shall halt the bout, return the competitors to their starting positions and announce the penalty while pointing to the competitor(s) who committed the prohibited act.

3. Where both competitors infringe the rules at the same time, each should be awarded a penalty according to the degree of the infringement.

4. Prohibited acts shall be punished with oral warnings (KEIKOKU), which are unofficial penalties in the meaning that they do not influence the decision of judges, and with official penalties, that is with official warning (CHUI) and the penalty points (GENTEN ICHI, GENTEN NI, GENTEN SAN) in following order:

- the first minor infraction shall be punished with the oral warning (KEIKOKU),

- the first serious infraction shall be punished with the official warning (CHUI),

- the second infraction shall be punished with the first penalty point (GENTEN ICHI),

- the third infraction shall be punished with the second penalty point (GENTEN NI),

- the fourth infraction shall be punished with the third penalty point (GENTEN SAN), and with the disqualification of the competitor (SHIKKAKU).

Especially dangerous and malicious infractions (AKUSHITSU KOGEKI) can be punished with the first penalty point (GENTEN ICHI) straight away, without giving first KEIKOKU or CHUI.

5. Penalties are not cumulative. Each penalty must be awarded at its own value. The awarding of any second or subsequent penalty automatically cancels an earlier penalty. Whenever a competitor has already been penalized, any succeeding penalties for that competitor must always be awarded at least in the next higher value than his existing penalty.

6. Whenever a referee awards a penalty, he should demonstrate with a simple action the reason for the penalty.

7. A penalty can be awarded after the announcement of “YAME!” for any prohibited act committed during the time allotted for the contest or, in some exceptional situations, for serious acts committed after the signal to end the contest, as long as the decision has not been given.

### **Keikoku (Oral Warning)**

1. KEIKOKU is imposed to any competitor for the first instance of a minor infraction.

2. The right to impose KEIKOKU belongs solely to the Referee, who does not need support by the Judges and does not need to count their votes.

3. KEIKOKU can be imposed only once for one kind of infraction, but can be imposed again for other infractions.

4. If the Referee perceived an infraction and halted the bout, but was not supported by the Judges, or if three or four judges showed «HANSOKU!» («Infraction of rules!»), and the Referee stopped the bout, but reckoned the infraction to be minor and not deserving to be punished with CHUI, the Referee may award the offender KEIKOKU.

5. KEIKOKU shall not be taken into account when the Judges make their decision on the result of the bout (HANTEI).

### **Chui**

1. CHUI is imposed to any competitor who has committed a serious infraction or having been penalized KEIKOKU commits a second minor infraction of the same kind.

2. CHUI can be imposed only when supported at least by three Judges, including the Referee.

3. When imposing CHUI (as well as GENTEN ICHI, GENTEN NI and GENTEN SAN) the Referee is obliged to count votes of the Judges.

### **Genten Ichi**

1. GENTEN ICHI is imposed to any competitor who, having been penalized by CHUI, commits an infraction again.

2. GENTEN ICHI may also be imposed to any competitor who commits an especially serious infraction, regardless if he had been penalized by CHUI earlier or not.

### **Genten Ni**



1. GENTEN NI is imposed to any competitor who, having been penalized by GENTEN ICHI, commits an infraction again.

2. GENTEN NI is equal to WAZA-ARI, so if a competitor has both WAZA-ARI and GENTEN NI his score is equal to zero.

### **Genten San**

1. GENTEN SAN is imposed to any competitor who, having been penalized by GENTEN NI, commits an infraction again.

2. The imposing of GENTEN SAN leads to the disqualification of the competitor (SHIKKAKU).

### **Disqualification (Shikkaku)**

1. SHIKKAKU is a disqualification from the entire actual tournament with a possible suspension from competition for an additional time period.

2. A SHIKKAKU can be directly imposed, without warnings of any kind.

3. SHIKKAKU may be invoked:

a) when a competitor receives the third penalty point (GENTEN SAN);

b) when a competitor fails to obey the orders of the Referee,

c) when a competitor comes to the competition area for a bout more than 1 minute later than the time or does not come to it at all;

d) when during the weigh-in it is discovered that the competitor's weight exceeds the upper limit set for the weight category, he has applied to participate in;

e) when use of doping was detected;

f) when a competitor acts maliciously, disrespectfully or commits an act which harms the prestige and honor of Kyokushin. This also includes the gestures like guts-pose (victory pose = throwing the hand or fist above) after the announcement of the victory or of awarding the WAZA-ARI, which shall be considered the breach of etiquette or demonstration of disrespect to the opponent;

g) when the coach or a non-combatant member of the competitor's delegation behave in such a way as to harm the prestige and honor of Kyokushin.

4. A public announcement of SHIKKAKU must be made.

### **ARTICLE 10: DEFAULT AND WITHDRAW (KIKEN)**

1. KIKEN or forfeiture is the decision given, when a competitor or competitors fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.

2. The decision of KIKEN-GACHI shall be given to any competitor whose opponent does not appear for his contest. A competitor who is not at his starting place after three (3) calls during a period of one (1) minute, will forfeit the contest.

3. In the event that a competitor, during the fight, loses his contact lens and cannot immediately recover it, informing the Referee that he cannot continue competing without the contact lens, after consultation with the Judges the Referee shall give the victory to his opponent by KIKEN-GACHI.

4. If a competitor abandons the bout without any good reason he has to pay compensation in the amount fixed by the KWU Executive Committee. Exceptions to this rule are listed below:

- a. if upon the medical examination the Tournament Doctor decides that the competitor is not capable to continue fighting;
- b. if any contingencies (a misfortune in the competitor's family and the like) occur immediately before the beginning of or during the competitions.

### **ARTICLE 11: INJURIES AND ACCIDENTS IN COMPETITION**

1. Any competitor participates in Kyokushin competitions at his own risk. KWU or the Organizers of the competitions shall not be taken responsible for any injury or illness, received by the competitor through the participation in the competitions.

2. When a competitor is injured, the Referee shall immediately halt the bout and, if needed, call the Tournament Doctor. The Referee shall call the Tournament Doctor when a competitor is injured and needs medical treatment by raising his hand and verbally call out "Doctor!". The Tournament Doctor is authorized to diagnose and treat injury only. When the Tournament Doctor declares the competitor unfit, the appropriate entry must be made on the competitor's monitoring card. The extent of unfitness must be made clear to Tatami Manager and scorers.

3. A competitor who is injured during a bout in progress through a prohibited act and requires medical treatment will be allowed three minutes in which to receive it. If physically able to do so, the injured competitor should be directed off the competition area for examination and treatment by the Tournament Doctor. If treatment is not completed within the time allowed, the Referee, upon the consultation with the Tournament Doctor, will decide if the competitor shall be declared unfit to fight, or whether an extension of treatment time shall be given. If extension of treatment time is given, then the bout shall be resumed after three next bouts. If there are less than three next bouts, the time will be determined by the Tatami Manager. In either case, it shall be resumed from the time point fixed at the moment of stop of the bout due to injury.

4. Where one competitor is unable to continue because of injury, where the cause of the injury is attributed to the injured competitor, he shall lose the contest. Where the cause of the injury is attributed to the uninjured competitor the uninjured competitor shall lose the contest.

5. An injured competitor who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.

6. An injured competitor who wins a bout through disqualification due to injury is only allowed to fight on in the competition if declared fit by the tournament doctor after further examination.

Any competitor who is thought by the referee panel to be feigning or exaggerating an injury due to a prohibited act or technique in order to gain a penalty or disqualification of their opponent may himself be penalized or disqualified.

7. The Judges will decide the winner on the basis of HANSOKU, GENTEN or the content of the bout as the case may be.

8. If a competitor delivered a strike to his opponent after the Referee's order of «YAME!» («Stop!«):

a) if the opponent was knocked down, got a serious injury, which became the reason for brief loss of consciousness by him, or got an injury, which could influence further development of the bout, even if he stood to his feet, the offender shall be disqualified (SHIKKAKU);

b) if the opponent was knocked down, but did not lose consciousness, got a light injury, or only temporarily lost his ability to move, the offender shall be awarded the penalty point (GENTEN ICHI);

c) if the opponent received a strike, but did not get serious injury, the offender shall be awarded the official warning (CHUI);

d) in case the strike missed the target, the offender shall be awarded the oral warning (KEIKOKU).

## **ARTICLE 12: CRITERIA FOR DECISION**

1. The acts of a competitor in the competitive bouts (KUMITE) shall be in conformity with spirit and principals of real fight. The competitor must keep distance that allows him to defend himself from any attacks, including the attacks forbidden by the Rules and aimed to any vulnerable body zones.

2. In Kyokushin competitions etiquette must be rigorously observed. Therefore behavior of disrespect to opponent or to the refereeing officials shall not be allowed in the competition area. It shall be forbidden to express exultation because of the victory, or clamor because of decision of the Referee Panel in any manner, including taking guts-pose (victory pose).

3. The result of a bout is determined by a competitor obtaining IPPON (IPPON GACHI) or 2 WAZA-ARI in one time of the bout, which in sum give the clear victory (AWASETE IPPON GACHI), or at time-up, by the decision of the Referee Panel (HANTEI GACHI), or by disqualification imposed against a competitor (SHIKKAKU), or KIKEN, the refusal from the bout (FUSENSHO).

4. No individual bout can be declared a tie (HIKIWAKE). But a tie can be declared after the base time of the main round, the extension round, and the second extension round. After the final extension round the decision by the Referee Panel on the winner is obligatory.

5. If the bout winner is not determined by awarding the clear victory (IPPON GACHI), due to competitor's opponent disqualification (SHIKKAKU); or due to competitor's opponent refusal from the bout (KIKEN), then the decision will be made by a final vote of the 4 Judges and the Referee, each casting his vote. A decision (HANTEI) comes into effect, when supported by three or more votes.

6. The result of a bout is determined by a competitor obtaining a lead in points:  
a) the competitor who has lead of WAZA-ARI (the competitor, who has obtained both WAZA-ARI and GENTEN NI, has the score equal to zero, in this

case the content of the bout will be judged) and has not obtained GENTEN NI shall be declared the winner;

b) if both competitor have equal scores (no WAZA-ARI or both have WAZA-ARI), then the competitor who has obtained less official warnings by the two points shall be declared the winner (the competitor who has not obtained CHUI will win the competitor who has obtained GENTEN ICHI; the competitor who has obtained CHUI will win the competitor who has obtained GENTEN NI).

7. If after full time there are no scores, or scores are equal, the decision (HANTEI) will be made by a final vote of the four Judges and the Referee on the basis of the following additional criteria which are enumerated in order of their importance (a) ⇒ b) ⇒ c) ⇒ d)):

a) Damage to opponent.

Damage shall be considered an effect of a strike that though is not equal in quality to a strike estimated for WAZA-ARI point, but is close to it.

b) The superiority of tactics and techniques displayed.

The preference shall be given to the attacks, which are delivered clearly, reach a target, use correct hip and body motion; or to counterattacks, which are delivered upon evading the opponent's strike that fail to reach a target.

c) Attack activity.

Attack activity shall appear in a greater number of strikes delivered and in the majority of the actions initiated. The preference shall be given to the competitor who initiated more attacks. Just moving forward not delivering strikes is not considered as an attack activity.

d) Attitude and fighting spirit.

8. The official warning (CHUI) shall not be taken into account when the Judges deliver their decision (HANTEI) upon the expiry of the base time of a main round. But it shall be taken into account when the Judges deliver their decision after the extension round. However, independently of the CHUI, preference shall be given to the competitor, who had an advantage during the bout.

9. If tie repeats after the extension round in elimination bouts, or after the second extension round in main bouts:

- in competitions in weight categories the competitor inferior to the opponent in weight by 3 kg or more shall be declared the winner;

- in competitions in open category the weigh-in shall be announced, and the competitor inferior to the opponent in weight by 10 kg or more shall be declared the winner. If the winner is not determined by the weigh-in, then the competitor who received more points during TAMESHIWARI test shall be declared the winner.

If the winner is not determined nor by TAMESHIWARI test results, neither by weight, then the final extension round equal to 2 minutes shall be assigned with the obligation of the Referee Panel to determine the winner (no tie possible).

### **ARTICLE 13: TAMESHIWARI**

1. In TAMESHIWARI the competitors are competing in breaking boards of KWU approved type with four different strikes in the following sequence: 1)

SEIKEN (straight fist punch); 2) SOKUTO (downward straight kick with the heel or the edge of the foot); 3) SHUTO (downward strike with the edge of the hand); 4) HIJI (downward straight strike with the elbow).

2. Each competitor will be given two attempts for each of four breaking exercises. In the first attempt the competitor can choose any number of boards for breaking, but the number shall not be less, than the minimum established by KWU. If the first attempt was not successful, the competitor will be given the second attempt, but this time he can only try to break the minimum number of boards established by KWU. The attempt shall be declared successful (SEIKO), if all boards were broken with single blow and only of the prescribed technique.

3. The minimum number of boards is:

- for men – 3 boards in all of four breaking exercises;
- for women – 1 board for SEIKEN, and 2 boards for SOKUTO, SHUTO, and HIJI.

4. Each board broken shall be equal to one point.

5. If the first attempt was successful (SEIKO), the sum of boards broken shall make the sum of points, received by the competitor in the breaking exercise (if 3 boards were broken in the first attempt, the competitor shall receive 3 points).

6. If the first attempt was unsuccessful (SHIPPAI), the competitor will be given the second attempt, but this time he can only try to break the minimum number of boards established by KWU. If the second attempt was successful (SEIKO), then the sum of boards broken shall make the sum of points, received by the competitor in the breaking exercise, but 0.5 point shall be deducted as penalty for the failure in the first attempt (if 3 boards were broken in the second attempt, the competitor shall receive 2.5 points).

7. If the second attempt also was unsuccessful (SHIPPAI), the competitor shall receive 0.0 points for the breaking exercise.

8. The sum of points received in all four breaking exercises shall make the final sum of points scored by a competitor. The competitor who received more points shall be declared the winner.

9. Dry boards made of Japanese cedar (*Cryptomeria japonica*) of 30 x 21 cm size and thickness of 2.4 cm, that meet KWU standards and have passed the control of the Referee Commission, shall be used. If organizers cannot to prepare boards made of Japanese cedar, the boards made of any other woody species meeting KWU standards can be used with the permission of the Referee Commission.

10. TAMESHIWARI shall be held in the established place with the flat, devoid of hazard hard surface, equipped with standard blocks of KWU approved type.

11. The blocks of 45 x 15.5 cm size and thickness of 12 cm shall be made of solid materials (concrete, wood etc.). Two blocks shall be prepared for each competitor.

12. For SEIKEN and SOKUTO the blocks are placed horizontally, the shortest edges up. For SHUTO and HIJI the blocks are placed vertically, the longest edges up. The lower board shall be placed with short edges on the upper inner edges of the

blocks. All other boards shall be placed on the lower board without clearances. The edges of the boards shall be aligned.

13. The blocks cannot be shifted from the established place without permission of the Referee.

14. Should the Referee Commission find it necessary, the competitors shall perform breakings with the shift by two persons clockwise after each breaking exercise.

15. When performing TAMESHIWARI, the competitors are completely forbidden to touch boards or blocks before the strike. But the competitors are allowed to order the Judges during preparation for the breaking to shift blocks or to put a towel or a kerchief on the boards to prevent the hands and legs injuries, to show boards and to change them. The towel or the kerchief is to be prepared by the competitor and be examined by the Judge.

16. When performing TAMESHIWARI, the Referee shall enter the competition area, and the Judges in the number corresponding to the number of competitors performing breaking shall stand around the competition area near the blocks. The Referee shall give orders, and the Judges shall prepare the blocks and the boards for breaking.

17. When beginning TAMESHIWARI, the announcer on duty shall call the competitors to the competition area. The competitors are called in the order of their numbers (ZEKKEN).

18. When entering the competition area the competitors will bow first towards the competition area and then towards the Presidium and then enter the contest area and stand by their blocks as ordered by the Referee.

19. When all the competitors will line up on the competition area, the Referee shall give the order of "SHOMEN-NI!" ("Face the Presidium!"); at this moment the Referee shall extend his right hand with extended fingers towards the Presidium), and the competitors and the Judges will face the Presidium. Then, at the Referee's order of "REI!" ("Bow!"), the competitors and the Judges will bow towards the Presidium. Then the Referee gives the order of "MAWATTE!" ("Turn!"), and the competitors and the Judges make a half turn clockwise towards the direction opposite to the Presidium. The Referee gives the order of "REI!", and the competitors and the Judges bow towards the direction opposite to the Presidium. The Referee gives the order of "MAWATTE!", and the Judges make a half turn clockwise towards the Presidium.

20. Then the Referee calls the name of breaking exercise (SEIKEN, SOKUTO, SHUTO, HIJI), and the Judges start to prepare the boards at the orders by the competitors. When preparation is over, the Judge shall raise his right hand with fingers extended up to indicate the Referee.

21. Before each breaking exercise, when all the Judges prepared the boards, the Referee gives the orders of "KAMAETE!" ("Prepare yourselves!") and "HAJIME!" ("Start!").

22. Two minutes after the order of "HAJIME!" ("Start!") by the Referee shall be given for each attempt. Upon the expiry of the two minutes, if the boards are not

broken, the attempt shall be considered unsuccessful (SHIPPAI). If a competitor will break boards before the order of “HAJIME!” (“Start!”) by the Referee, the attempt shall also be considered unsuccessful (SHIPPAI).

23. Upon the attempt, the Judges shall make the competitors who performed breaking successfully (SEIKO) sit down, and the competitors shall sit first in SEIZA position, and then, after several seconds, in ANZA position. The competitors who failed to break the boards during the attempt shall keep standing. The Judges at the stations, where the competitors performed breaking successfully (SEIKO), shall show the number of boards broken using special plates or fingers to the Referee.

24. The Referee, in the order of increasing of numbers, shall name the competitors who performed breaking successfully announcing: “Number so-and-so! This much boards! SEIKO!” (“Successful!”). Simultaneously, the Referee extends in cutting motion by SHUTO his arm, palm downwards, upward at 45 degrees. Afterwards, the Referee, in the order of increasing of numbers, shall name the competitors who failed to break the boards: “Number so-and-so! SHIPPAI!” (“Unsuccessful!”). Simultaneously, the Referee extends in cutting motion by SHUTO his arm, palm downwards, downward at 45 degrees. When the competitor on the station is called, and the number of boards broken by him announced, the Judge is to drop the plate (or fingers).

25. Upon the completion of the announcement at the Referee’s order the Judges, serving the competitors who failed to break boards, start preparing the boards for the second attempt, placing the minimum number of boards on the blocks.

26. Upon the completion of second attempt, the Referee shall rouse all competitors and announce the next breaking exercise.

27. Upon the completion of all breaking exercises the Referee shall give the competitors the orders to make the bows towards the Presidium and to the opposite direction and then order everybody to exit the competition area.

#### **ARTICLE 14: OFFICIAL PROTEST**

1. No one may protest about a judgment to the members of the Referee Panel.

2. If a Refereeing procedure appears to contravene the rules, the President of the National Federation or its official representative is the only one allowed to make a protest.

3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. The protest must give the names of the competitors, the Judges officiating, and the precise details of what is being protested. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.

The sole exception is when the protest concerns an administrative malfunction. In case of an administrative malfunction during a match in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Referee.

4. The protest must be submitted to a representative of the Appeals Jury. In due course the Appeals Jury will review the circumstances leading to the protested

decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for. The decision shall be taken by the Appeals Jury before the start of the next bout of the winner.

5. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the KWU Executive Committee. It must be submitted in writing and signed by the official representative of the team or competitor(s).

6. The complainant must deposit a Protest Fee as agreed by the KWU Executive Committee, and this, together with the protest must be lodged with a representative of the Appeals Jury.

7. Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Match Supervisor, to ensure that the match has been conducted in accordance with the Rules of Competition.

### **8. Composition of the Appeals Panel**

The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission. No two members may be appointed from the same National Federation. The Referee Commission should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict of interest situation where the Appeals Jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the Referee Panel involved in the protested incident.

### **9. Appeals Evaluation Process**

It is the responsibility of the representative of the Appeals Jury receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.

Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest, including the study of the evidence submitted in support of the protest, videos and questioning of officials, in an effort to objectively examine the protest's validity.

Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

### **10. Declined Protests**

If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word "DECLINED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General. If the protest is held by the Appeals Jury to be invalid, the protest deposit will be forfeited to KWU.

### **11. Accepted Protests**

If a protest is accepted, the Appeals Jury will liaise with the Organizing Commission and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:

- Reversing previous judgments that contravene the rules;



- Voiding results of the affected matches in the pool from the point previous to the incident;
- Redoing such matches that have been affected by the incident;
- Issuing a recommendation to the Referee Commission that involved Referees are evaluated for sanction.

All such measures will be taken to avoid a recurrence in future competitions.

The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word "ACCEPTED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return the deposited sum to the protestor, and in turn forward the protest document to the Secretary General.

### **12. Incident Report**

Subsequent to handling the incident in the above prescribed manner, the Appeals Jury will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Secretary General.

### **13. Power and Constraints**

The decision of the Appeals Jury is final, thus before the decision is made by the Appeals Jury, the Executive Committee must approve the decision.

The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the Referee Commission and Organizing Commission to take remedial action to rectify any refereeing procedure found to contravene the rules.

## **ARTICLE 15: STARTING, SUSPENDING AND ENDING OF MATCHES**

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendix 1.

2. The Referee and Judges shall always be in position to start the contest before the arrival on the contest area of the competitors. The Referee shall stand in the contest area at his starting line. He shall be facing the Presidium.

### **3. Starting the bout**

a) When beginning a bout, the announcer on duty shall call the competitors to the competition area. The SHIRO competitor is called first, and the AKA competitor second.

b) Before the competitors will enter the competition area, the Referee Assistants will check their clothing and protective equipment. If a problem with a competitor's clothing and protective equipment will be detected, the competitor shall be given one (1) minute to remedy the matter. If he shall not be able to remedy the matter within one (1) minute, he will be refused the right to compete and the opponent shall win the contest by KIKEN-GACHI.

c) When entering the competition area the competitors will bow first towards the competition area and then towards the Presidium and then enter the contest area.

A part of the etiquette of Kyokushin, the REI bowing, is a tradition which reflects the respect and discipline that permeates the unique activities of our sport.

To bow the competitor first crosses hands in front of his face, then cuts with hands diagonally downward, leaning forward simultaneously, face down, with the back straight. All standing REI should be at an angle of 30 degrees as measured at the waist.

Competitors who do not bow in accordance with these guidelines of the rules will be requested to do so. Those who refuse will be reported to the KWU Sports Director or Tournament Director. Under the authority of the Directors of the event the competitor will be disqualified from further competition and in the case of a medal contest, will be stripped of the medal and / or placement.

d) When a competitor enters the contest area, the Referee shows the competitor to take his place, directing his extended hand with extended fingers on the closest side at the competitor's starting line. The competitors will stand on their starting lines, facing each other. The Referee will stand at his starting line.

e) At the Referee's order of "SHOMEN-NI!" ("Face the Presidium!"); at this moment the Referee shall extend his right hand with extended fingers towards the Presidium) the competitors will face the Presidium, and at the Referee's order of "REI!" ("Bow!") they will bow towards the Presidium. The Referee shall make the bow towards the Presidium together with the competitors.

f) At the Referee's order of "SHUSHIN-NI!" ("Face the Referee!"); at this moment the Referee shall extend his hands with fists clenched palm side up towards the competitors) the competitors will face the Referee, and at the Referee's order of "REI!" ("Bow!"); at this moment the Referee shall bring his fists to his chin palm side down) they will bow towards the Referee. The Referee shall also make the bow towards the competitors.

g) At the Referee's order of "O-TAGAI-NI!" ("Face each other!"); at this moment the Referee shall extend his hands with fists clenched palm side up towards the competitors) the competitors will face each other, and at the Referee's order of "REI!" ("Bow!"); at this moment the Referee shall bring his fists to each other in front of his chest) they will bow towards each other. The Referee shall not make the bow this time.

h) At the Referee's order of KAMAETE! ("Take positions!" / "Prepare for bout!"); at this moment the Referee shall imitate the fighting position, raising hands in front of his body), the competitors will simultaneously take a step backward and take fighting positions while waiting for the referee to order "HAJIME!" ("Start!"). The Referee is to check at this moment that both competitors are ready to start the bout and take positions behind their starting lines.

k) At the Referee's order of "HAJIME!" (at this moment the Referee shall make SEIKEN CHUDAN ZUKI in front of him), the competitors shall start the bout.

#### 4. During the bout

a) The Referee must keep the distance which will allow him to jump in

between the competitors at any time, but also not to get in the way of the competitors.

b) The Referee should not keep standing in the way of Judges to block their view.

c) The Referee should not turn his back toward the Presidium.

d) The Judges will show their decisions by the displaying of the flags. At the same time, they must let the Referee know of their decisions by blowing the whistles accordingly.

e) Once the contest has started the competitors may only leave the competition area if given permission to do so by the Referee. Permission will only be given in very exceptional circumstances, such as the necessity to change a KARATEGI which has become damaged or soiled.

#### 5. Suspending the bout

When faced with the following situations, the Referee will call “YAME!” (“Stop!”) and halt the bout temporarily:

a) When, in the opinion of the Referee, there has been a point scored or foul committed or the situation calls for halting the match for safety reasons.

b) When the Judges signal that a competitor has contravened the rules.

c) When either or both competitors are out of the contest area (JOGAI).

d) When one or both competitors fall or are thrown and no effective GEDAN-ZUKI is made within two seconds.

e) When there is need to put the KARATEGI or protective equipment in order.

f) When requested to do so by the Tatami Manager.

#### 6. The Referee must not stop the bout needlessly.

7. When stopping the bout for a HANSOKU or JOGAI, the Referee must not only order “YAME!”, but also jump in between the two competitors.

8. When a competitor stops fighting due to the Corner Judges’ whistles, but the Referee decides that there is no need to halt the bout, the Referee shall place his SHUTO in between the competitors and order “ZOKKO!” (“Continue fighting!”). Competitors shall not stop fighting until the Referee gives the order of “YAME!” (“Stop!”) and are to maintain ZANSHIN (the state of total concentration, observation, and awareness of the opponent's potentiality to attack), without dropping their guard. If the opponent will successfully deliver an attack due to the competitor’s lack of ZANSHIN, his attack will be scored.

9. When stopping the bout, if necessary, the Referee will order the competitors to take up their starting positions.

10. When counting votes of the Judges, the Referee shall step back to the border of the contest area, so that he could easily see all the Judges.

The Referee shall count votes of the Judges by using his right hand SHUTO, not a finger.

If the Judges’ votes differ, when counting, the Referee first announces the decision of the Judge, sitting to his right: “SHIRO!” (“White!”), “AKA!” (“Red!”), or “HIKIWAKE” (“TIE”).

Then the Referee counts same decisions of other Judges.

When another decision (or other decisions) are indicated by another Judge (or other Judges), the Referee counts them in the same way starting from the right side.

When there are 3 votes of same sort, then the Referee shall start counting from the minor vote.

When all votes of the Judges are counted, the Referee announces his own decision (at this moment the Referee brings his right palm to his chest announcing "SHUSHIN") and finally announces the final decision (HANTEI) by majority of votes. However, if the Referee's vote belongs to the minority vote, then the Referee shall count himself before counting the majority votes.

When counting the Japanese numerals are used: "ICHI" ("One"), "NI" ("Two"), "SAN" ("Three"), "SHI" ("Four"), "GO" ("Five").

#### 11. Stopping the timing (TOKEI-WO TOMETE KUDASAI)

a) Normally, when stopping the bout, the Referee will not stop the timing.

b) Upon delivering the decision, the Referee must restart the bout with the minimum of delay by the order of "ZOKKO!" ("Continue!"); at this moment the Referee shall make a short cutting motion downwards with his right SHUTO in between the competitors).

c) The Referee stops the timing,

- if a competitor falls unconscious or gets injured, and the Tournament Doctor is called for treatment;

- when there is need to put the KARATEGI or protective equipment in order;

- when requested to do so by the Tatami Manager.

d) When stopping timing the Referee shall give the order of "TOKEI-WO TOMETE KUDASAI!" ("Please, stop timing!") and place a hand above the head, and touch its palm by the fingertips of the other hand at the right angle, making the letter "T".

e) When a competitor or both competitors need to put the KARATEGI or protective equipment in order, the Referee will stop the fight, as well as the clock, and make competitors return to their starting lines.

f) The competitor who does not need the treatment by the Tournament Doctor, or who does not need to put his KARATEGI or protective equipment in order, shall turn around to face the outside of the ring and wait standing.

12. When the Referee returns to his position, he shall count the votes of the Judges. In the case of a score or a penalty to be awarded the Referee identifies the competitor (AKA or SHIRO), the area attacked, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "ZOKKO!". When restarting the bout, the Referee should check that both competitors are on their lines and properly composed. Competitors jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.

#### 13. The ending of the bout

a) The bout is ended when the time allotted is expired, or when a competitor has obtained IPPON.

b) Once the time allotted for the bout is expired, the timekeeper will indicate this by an audible signal and by throwing the small bag of red color approximately 20 cm x 15 cm with beans inside in the direction of the Referee's feet. Once the has been thrown to the contest area the Judges additionally indicate this to the Referee by a long, strong blow of whistle.

c) Once the contest is over and the Referee has ordered "YAME!", the competitors should stand at their starting positions, facing the Presidium, to await the result. The competitors should at this point have their KARATEGI in order.

d) If the time allotted for the bout is expired, the outcome of the bout shall be voted by the Judges, the Referee included, and then the Referee shall declare the winner by raising a hand on the side of the winner and announcing "SHIRO (AKA) NO KACHI". The bout is ended at this point.

e) If IPPON is scored, the Referee shall count votes of the Judges, the Referee included, and indicate the victory by raising a hand on the side of the winner and declaring "SHIRO (AKA) IPPON! SHIRO (AKA) NO KACHI!". The bout is ended at this point.

f) If a competitor lost consciousness, the Referee must provide aid under a supervision of the Tournament Doctor. In this case, the other competitor will stand, facing outside of the competition area and wait for decision. If the fallen competitor is revived, the Referee shall bring him back to the starting line, facing the Presidium. If the fallen competitor is sent away from the competition area for the aid, only the other competitor will be left on the competition area for the decision announcement.

g) When the decision by the Judges is announced, at the Referee's order of "SHOMEN-NI!" ("Prepare for bow to the Presidium!"); at this moment the Referee shall extended his right hand with extended fingers towards the Presidium) the competitors prepare themselves for bow toward the Presidium, and at the Referee's order of "REI!" ("Bow!") they will bow towards the Presidium. The Referee shall make the bow towards the Presidium together with the competitors.

h) At the Referee's order of "SHUSHIN-NI!" ("Face the Referee!"); at this moment the Referee shall extend his hands with fists clenched palm side up towards the competitors) the competitors will face the Referee, and at the Referee's order of "REI!" ("Bow!"); at this moment the Referee shall bring his fists to his chin palm side down) they will bow towards the Referee. The Referee shall also make the bow towards the competitors.

i) At the Referee's order of "O-TAGAI-NI!" ("Face each other!"); at this moment the Referee shall extend his hands with fists clenched palm side up towards the competitors) the competitors will face each other, and at the Referee's order of "REI!" ("Bow!"); at this moment the Referee shall bring his fists to each other in front of his chest) they will bow towards each other. The Referee shall not make the bow this time.

j) At the referee's order of "AKUSHU!" ("Shake hands!"), the competitors forward each other and shake hands with both hands and then leave the competition area.

k) Before leaving the competition area the competitors bow first towards the Presidium and then towards the competition area.

14. Once the Referee has announced the result of the contest to the competitors it will not be possible for the Referee to change this decision after the Referee and Judges have left the competition area.

15. Should the Referee award the contest to the wrong competitor in error, the Judges must ensure that he changes this erroneous decision before the Referee and Judges leave the competition area.

#### **ARTICLE 16: MODIFICATIONS**

Only the KWU Referee Commission with the approval of the KWU Executive Committee can alter or modify these rules.

## **KWU KUMITE REFEREEING RULES**

### **APPENDIX 1**

#### **KWU JUDGES MOVEMENTS AND SIGNALS GUIDELINES**

##### **REFEREE PANEL ENTRY, EXIT AND CHANGE**

###### **Referee Panel Entry to the competition area**

1. Before the first contest of each session of the SHIAI, the first Referee Panel walk along the outside edge of the competition area from the right hand side in single file (referee / judge / judge / judge / judge) and then step up to the competition area, as the names of the Referee and Judges are announced.

2. When entering the competition area the referee and judges bow first towards the competition area and then towards the Presidium.

3. Then the Referee and the Judges line up at the opposite to the Presidium side of the competition area in single file (judge / judge / referee / judge / judge). The Judges line up behind the border of the contest area, and the Referee stands within the danger zone of the contest area, one step ahead of the Judges.

4. The Referee gives the order of SHOMEN-NI REI! (“Bow to the Presidium!”), and the referee and judges bow towards the Presidium.

5. Then the Referee gives the order of MAWATTE! (“Turn!”), and the Referee and Judges make a half turn clockwise towards the direction opposite to the Presidium. The half turn is done in two moves. First, facing forward, the Judges bring the right foot behind the left foot to form a ‘T-letter’. Second, the Judges bring the left foot where the right foot was, then turn, while keeping the weight on the toes. Doing this the Judges will not move from their places.

6. The Referee gives the order of REI!, and the Referee and Judges bow towards the direction opposite to the Presidium.

7. Then the Referee gives the order of MAWATTE!, and the Judges make a half turn clockwise towards the Presidium, in the final position facing the Referee.

8. The Referee gives the order of O-TAGAI-NI REI!, and the Referee and Judges bow towards each other.

9. Then the referee show to the Judges with the appropriate gesture to take their places. Immediately the Referee and Judges take their positions. The first Judge from the left, from the Presidium, will sit on the left front chair, the second to the left rear, the third to the right rear, then the forth to the right front. The referee taking the shorter route moves to the HAJIME position. The Judge that reaches the chair first remains standing in front of the chair waiting for the other Judges and together they sit down in unison. Each Judge will pick the white flag with his right hand and the red flag with the left, if the right side is white for the Judge. The exactly opposite will be done, if the Judge is sitting on the other side of the competition area. This same seating procedure should be followed after each

conference. When Judges sit on the chairs, they must not lean on the chair, through legs out or leave legs wide open.

### **Replacing the Referee Panel**

1. Following a contest, once the result has been announced and the competitors have left the contest area, if the Referee Panel is required to be replaced with the next Referee Panel, the first Referee Panel lines up at the left side of the competition area (as viewed from the Presidium), and the second Referee Panel at the same time steps up to the competition area and lines up at the right side of the competition area. Both Referees will stand one step ahead of the Judges.

2. The Referee of the first Referee Panel extends his right arm with fingers extended forward and palm turned inward in the direction of the Referee of the second Referee Panel, indicating the transfer of the powers and duties to the second Referee Panel, and then the Referee Panels bow to each other.

3. Then the first Referee Panel leaves the competition area, and the second Referee Panel lines up at the opposite to the Presidium side of the competition area in single file (judge / judge / referee / judge / judge). The Judges line up behind the border of the contest area, and the Referee stands within the danger zone of the contest area, one step ahead of the Judges, to follow the bowing procedure as established in “Referee Panel Entry to the competition area”.

4. Even if the Referee Panel still hasn't completely exit the competition area yet, the Referee of the second Referee Panel shall make the order of “SHOMEN-NI REI”, in order to keep the schedule flowing.

### **Replacing the Referee or a Judge with the Referee Assistant (SHUSHIN HOSA)**

Following a contest, once the result has been announced and the competitors have left the contest area, if the Referee or a Judge is required to be replaced with a Referee Assistant for one bout, due to the entry of a competitor representing the same country as the Referee or the Judge,

- the Judge:

a) shall roll his flags and attract attention of the Referee by swinging the rolled flags by the right hand,

b) shall stand up, make bow towards the Presidium, lay his flags on the seat of his chair and leave the competition area,

c) the replacing Referee Assistant shall enter the competition area and take his position in the prescribed manner;

d) following the contest, once the result has been announced and the competitors have left the contest area, the replacing Referee Assistant will be replaced with the Judge who left the competition area before the bout;

- the Referee:

a) shall attract attention of the Tatami Manager by raising his right hand,

b) shall make bow towards the Presidium and leave the competition area,



c) the replacing Referee Assistant shall enter the competition area and take his position in the prescribed manner;

d) following the contest, once the result has been announced and the competitors have left the contest area, the replacing Referee Assistant will be replaced with the Referee who left the competition area before the bout.

### **Referee Panel Leaving the Competition Area at the End of the Shiai (SHINPAN TAIJO)**

Following the last contest of each session and after the result has been announced, the Referee show to the Judges with the appropriate gesture to line up at the opposite to the Presidium side of the competition area.

The Judges will roll and leave the flags on their chairs, line up together with the Referee at the opposite to the Presidium side of the competition area in single file (judge / judge / referee / judge / judge). The Judges line up behind the border of the contest area, and the Referee stands within the danger zone of the contest area, one step ahead of the Judges.

The Referee gives the order of SHOMEN-NI REI! (“Bow to the Presidium!”), and the referee and judges bow towards the Presidium.

Then the Referee gives the order of MAWATTE! (“Turn!”), and the Referee and Judges make a half turn clockwise towards the direction opposite to the Presidium. The half turn is done in two moves. First, facing forward, the Judges bring the right foot behind the left foot to form a ‘T-letter’. Second, the Judges bring the left foot where the right foot was, then turn, while keeping the weight on the toes. Doing this the Judges will not move from their places.

The Referee gives the order of REI!, and the Referee and Judges bow towards the direction opposite to the Presidium.

Then the Referee gives the order of MAWATTE!, and the Judges make a half turn clockwise towards the Presidium, in the final position facing the Referee.

The Referee gives the order of O-TAGAI-NI REI!, and the Referee and Judges bow towards each other.

Then the Referee shows to the judges with the appropriate gesture to leave the competition area. When exiting the competition area, the referee will exit the competition area in the middle of the four judges.

Before leaving the competition area the referee and judges bow first towards the Presidium and then towards the competition area.

## **ORDERS, GESTURES AND FLAG SIGNALS**

### **Ippon (Clear Victory)**

The Judge extends his arm with the appropriate flag above his head with a long, strong blow of whistle.

If the opponent of the winning competitor lost consciousness, the Referee must provide aid under a supervision of the Tournament Doctor. In this case, the winning competitor will stand, facing outside of the competition area and wait for decision.

If the fallen competitor is revived, the Referee shall bring him back to his starting line, facing toward the Presidium. If the fallen competitor is sent away from the competition area for the aid, only the winning competitor will be left on the competition area for the decision announcement.

The Referee, upon counting votes of the Judges, calls the color of the winner, whether “SHIRO!” (“White!”) or “AKA!” (“Red!”), names the winning technique and the target (JODAN, CHUDAN, GEDAN) and announces “SHIRO (AKA) IPPON! SHIRO (AKA) NO KACHI!”, simultaneously extending in cutting motion by SHUTO his arm, palm downwards, upward at 45 degrees on the side of the scorer.

### **Waza-ari (Half Victory)**

The Judge extends his arm with the appropriate flag at shoulder level with a long, strong blow of whistle.

The Referee stops the fight, orders the competitors back to their starting lines, facing the Presidium, and, upon counting votes of the Judges, calls the color of the winner, whether “SHIRO!” (“White!”) or “AKA!” (“Red!”), names the winning technique and the target (JODAN, CHUDAN, GEDAN) and announces “SHIRO (AKA) WAZA-ARI!”, simultaneously extending in cutting motion by SHUTO his arm, palm side downwards, at shoulder level on the side of the scorer.

If the bout is not ended by the Waza-Ari given, the Referee will order competitors “Kamaete!”, and then “Zokko” to continue the bout.

If the competitor, who received a blow, cannot recover get up within 5 seconds, the Judges will then change the display of WAZA-ARI to IPPON, with another long, strong blow of whistle, and the Referee will announce IPPON scored.

If the second Waza-Ari is scored, upon announcing Waza-Ari the Referee will next announce “AWASETE IPPON!” (“Two WAZA-ARI in sum make IPPON!”) and declare the winner: SHIRO (AKA) NO KACHI!”, simultaneously extending in cutting motion by SHUTO his arm, palm downwards, upward at 45 degrees on the side of the scorer.

### **Keikoku (Oral Warning)**

The Judge signals of the infraction by waving of the appropriate flag to the side simultaneously with short, frequent blows of whistle.

The Referee stops the fight by the order of “YAME!” (“Stop!”) and by the jumping in between the competitors, following the signals by the Judges or by his own decision, when he detects an infraction, and orders the competitors back to their starting lines, facing the Presidium.

Then the Referee calls color of the competitor, indicates a kind of offence (showing a pushing motion etc.), then points towards the offender’s face his hand in SHUTO position and declares “KEIKOKU!” (“Oral Warning!”).

When awarding KEIKOKU the votes of the Judges are not counted.

When giving KEIKOKU to the competitor's seconds, first, the announcer will make the announcement, and then the Referee will announce KEIKOKU to the competitor.

### **Chui (awarding a penalty)**

The Judge signals of the infraction by waving of the appropriate flag to the side simultaneously with short, frequent blows of whistle.

The Referee stops the fight by the order of "YAME!" ("Stop!") and by the jumping in between the competitors and orders the competitors back to their starting lines, facing the Presidium.

The Referee, upon counting votes of the Judges, calls the color of the offender, whether "SHIRO!" ("White!") or "AKA!" ("Red!"), names the infraction (HANSOKU) and announces "CHUI!" (or "GENTEN ICHI! GENTEN ICHI!", or "GENTEN NI!", or "GENTEN SAN! GENTEN NI! SHIKKAKU!", depending on the number of the offence), simultaneously pointing towards the offender's face his hand in SHUTO position.

The names of the rules infractions are as shown below.

	Types of Violation	Names of Violation
a.	Strikes to the head by hand or elbow	Gammen kogeki!
b.	Strikes to the neck or throat	Kubi kogeki!
c.	Strikes to the groin	Kinteki kogeki!
d.	Head butt	Zutsuki!
e.	Attacking fallen opponent	Taoreta aite kogeki!
f.	Strikes to the spine	Sebone kogeki!
g.	Attacking while the head is in contact with the opponent's head	Atamatsukete kogeki!
h.	Hooking onto the opponent's shoulder and above	Kake!
i.	Grabbing opponent's Karategi or a part of his body	Tsukami!
j.	Pushing opponent's torso or shoulder by palm(s), shoulder, forearms etc.	Oshi!
k.	Attacks to the knee joint with rectilinear kicks	Kansetsu-geri!
l.	Especially malicious violation	Akushitu kogeki!
m.	Act of disrespect by a competitor or by his supporters	Reisetsu ketsujo!

### **Jogai (Out of the contest area)**

When a competitor's leg or both legs get outside of the contest area, the Judges shall tap the floor with the flag nearest to the border crossed simultaneously with frequent, short blows of whistle.

At the same time if a competitor's leg or even both legs get outside of the contest area during a quick maneuver, after which he immediately returns to the competition area, the maneuver shall not be estimated as JOGAI.

If a competitor moves toward a Judge, the Judge must evade the competitor and remove his chair out of the way to prevent an injury and at the same blow the whistle to announce “JOGAI!”.

Each Judge is responsible for watching JOGAI on the two sides of the contest area, which are adjacent to his corner. The Judge must not announce “JOGAI!” on the other side of the contest area before the judges who are responsible for that section.

The Referee when stopping the bout because of JOGAI shall not only give the order of “YAME!” (“Stop!”), but also to jump in between the competitors to stop them fighting and then bring them back to the center.

### **Hikiwake (Draw)**

The Judge at the order of HANTEI!” by the Referee crosses the flags in front of his stomach simultaneously with a long, strong blow of whistle.

The Referee crosses his arms then extends them downwards with the palms showing inwards in SHUTO position.

The Referee Panel has the right to announce HIKIWAKE after the base time and extra times, the final extra time excluded.

### **Mitomezu (Invalid)**

“Mitomezu” means “Disagree on the decisions made by other judges”.

The judge crosses his arms with flags and then makes a cutting motion with flags downward and sideways in front of his stomach. The motion repeats several times simultaneously with two short blows of a whistle.

The Referee swings both arms in SHUTO position in front of him and announces “Mitomezu!”.

When up to two Judges announce IPPON or WAZA-ARI the Referee may announce “MITOMEZU!”. Since the Referee’s position is the closest to the competitors, his decision will be respected.

If more three or all four Judges announce IPPON or WAZA-ARI, but the Referee believes the technique invalid, the Referee shall stop the bout, give the order of “SHUGO!” (“Gather for discussion!”) simultaneously with an appropriate gesture and discuss the decision with Judges. He also may consult the Match Supervisor and the Tatami Manager. Upon the discussion the final decision of IPPON, WAZA-ARI or MITOMEZU.

The Referee, when counting the votes, shall not count the votes for “MITOMEZU!” by the Judges, if there were any.

### **Miezu (Not Visible)**

When a Judge could not see a technique (WAZA) or an infraction (HANSOKU) and understand the signals by other Judges by flags or whistle, or an order from the Referee, the Judge shall display “MIEZU!” by crossing the flags in front of his face simultaneously with one short blow of whistle.

The Judge, when he could not see a technique (WAZA) or an infraction (HANSOKU), the Referee and other judges signaled, shall not follow the signals of others, but to display “MIEZU!”.

The Referee, when counting the votes, shall not count the votes for “MIEZU!” by the Judges, if there were any.

### **Shikkaku (Disqualification)**

When a competitor is awarded GENTEN SAN, the Referee shall call the color of the offender, whether “SHIRO!” (“White!”) or “AKA!” (“Red!”), count votes, name the infraction and announce: “GENTEN SAN! SHIKKAKU!”. Simultaneously the Referee shall make a cutting motion with his hand in SHUTO position, palm side down, towards the legs of the offender, call the color of the winner, whether “SHIRO!” (“White!”) or “AKA!” (“Red!”), and announce “SHIRO (AKA) NO KACHI!”, simultaneously extending in cutting motion by SHUTO his arm, palm downwards, upward at 45 degrees on the side of the winner.

When a competitor does not follow the orders by the Referee, or acts maliciously (AKUSHITU KOGEKI), disrespectfully or commits an act which harms the prestige and honor of Kyokushin, the Referee shall call the color of the offender, whether “SHIRO!” (“White!”) or “AKA!” (“Red!”), and announce: “REISETSU KETSUJO! SHIKKAKU!”. Simultaneously the Referee shall make a cutting motion with his hand in SHUTO position, palm side down, towards the legs of the offender, call the color of the winner, whether “SHIRO!” (“White!”) or “AKA!” (“Red!”), and announce “SHIRO (AKA) NO KACHI!”, simultaneously extending in cutting motion by SHUTO his arm, palm downwards, upward at 45 degrees on the side of the winner.

When a competitor is late for the bout longer than 1 minute, or does not show up for the bout at all, upon the announcement by the announcer on duty, the Referee shall the call color of the winner, whether “SHIRO!” (“White!”) or “AKA!” (“Red!”), and announce “NO KACHI!”, simultaneously extending in cutting motion by SHUTO his arm, palm downwards, upward at 45 degrees on the side of the winner.

### **Hantei (decision by voting of Judges)**

Once the contest is over and the Referee has ordered “YAME!”, the competitors should stand at their starting positions, facing the Presidium, to await the result. If needed, the Referee shall order the competitors to face the Presidium by the order of “SHOMEN-NI!” (“Face the Presidium!”). The competitors should at this point have their Karategi in order.

If there was no IPPON scored or SHIKKAKU awarded, the outcome of the bout shall be voted by the Judges, the Referee included.

The Referee shall step back to the border of the contest area, so that he could easily see all the Judges, and then give the Judges the order of “HANTEI O-NEGAI SHIMASU!” (“Prepare to announce your votes!”). Then, at the Referee order of

“HANTEI!” (“ANNOUNCE YOUR VOTES!”), the Judges shall display their votes by the flags and the blows of whistle.

When counting votes of the Judges, the Referee must do this by using his right hand SHUTO, not a finger.

First votes of all the Judges are announced, the vote of the Referee is announced last, and after that the final decision is announced.

If the Judges’ votes differ, when counting, the Referee first announces the decision of the Judge, sitting to his right: “SHIRO!” (“White!”), “AKA!” (“Red!”), or “HIKIWAKE” (“TIE”).

Then the Referee counts same decisions of other Judges.

When another decision (or other decisions) are indicated by another Judge (or other Judges), the Referee counts them in the same way starting from the right side.

When there are 3 votes of same sort, then the Referee shall start counting from the minor vote.

When all votes of the Judges are counted, the Referee announces his own decision (at this moment the Referee brings his right palm to his chest announcing “SHUSHIN”) and finally announces the final decision (HANTEI) by majority of votes. However, if the Referee’s vote belongs to the minority vote, then the Referee shall count himself before counting the majority votes.

When counting the Japanese numerals are used: “ICHI” (“One”), “NI” (“Two”), “SAN” (“Three”), “SHI” (“Four”), “GO” (“Five”).

## **SPECIAL ANNOUNCEMENTS AND GESTURES OF THE REFEREE**

### **Shomen-ni rei!**

At the order of “SHOMEN-NI!” (“To the Presidium!”) the Referee extends his right arm with fingers extended forward and palm turned inward to the front.

At the order of “REI!” (“Bow!”) the Referee makes the bow (together with the Judges or with the competitors) towards the Presidium.

### **Shushin-ni rei!**

At the order of “SHUSHIN-NI!” (“To the Referee!”) the Referee extends his hands with fists clenched palm side up towards the competitors.

At the order of “REI!” (“Bow!”) the Referee brings his fists to his chin palm side down and makes the bow towards the Presidium. At the same time the competitors make the bow towards the Referee.

### **O-tagai-ni rei!**

At the order of “O-TAGAI-NI!” (“To each other!”) the Referee extends his hands with fists clenched palm side up towards the competitors.

At the order of “REI!” (“Bow!”) the Referee brings his fists to each other in front of his chest, and the competitors make the bow towards each other. The Referee shall not make the bow this time.

**Chakuseki! (“Judges to take their places!”)**

The Referee extends his hands with fingers extended forward and palms turned upward to the front at the navel level and shows with the circle motion sideways the Judges to take their places.

**Shugo! (“Judges called for discussion!”)**

The Referee extends his hands, palms up, toward the judges on the opposite side of the competition area and brings the palms toward his face in circle motion to call the Judges to gather for discussion on a situation in the bout.

**Kamaete! (“Prepare to fight!” / “Take the fighting positions!”)**

At the order of “Kamaete!” the Referee imitates the fighting position, raising hands in front of his body.

**Hajime! (“Start!”)**

At the order of “Hajime!” the Referee imitates chudan gyaku-zuki with his right hand in a forward stance. After the announcement, the Referee takes a step back.

**Yame! (“Stop!”)**

At the order of “Yame!” the Referee makes a downward chopping motion with his hand coming in SHUTO position in between the competitors.

**Karategi-wo naoshite! (“Re-adjust karategi!”)**

To direct the competitor(s) to re-adjust the karategi the Referee cross left hand over right, palms facing inwards, at belt height.

WAZA-ARI and IPPON signals should start with the arm across the chest, then go sideways to the correct finishing position.

When showing the decision by a gesture, care should be taken to keep the competitors within view.

All gestures should be maintained for 3 to 5 seconds.

**SPECIAL SIGNALS OF THE JUDGES****Initial position**

The Judge shall sit with his body straight, not leaning against the back of the chair, with legs parallel on the shoulder width. The hands shall be places on the appropriate knees directing the flags diagonally upward forward and sideways to make the flag signals be seen from all directions.

**To attract attention of the Referee and to ask to conduct a meeting for discussion of a situation**

To indicate that his opinion differs from that of the Referee and other Judges, the Judge takes both flags to the hand nearest to the referee, winding the flags on the handles, and waves with them giving several short whistles.

The Judges must hold the flags in the proper hands.

After the referee has announced "HANTEI!" the Judges shall indicate their decision with the appropriate gesture immediately.

All gestures should be maintained until the referee has finished counting votes.

WAZA-ARI and IPPON signals should start with the arm across the chest, then go sideways to the correct finishing position.

When showing the decision by a gesture, care should be taken to keep the competitors within view.



## **KWU KUMITE REFEREEING RULES**

### **APPENDIX 2**

#### **KWU APPROVED TATAMI TYPE**

The mats, generally measuring 1 m x 2 m (or 0.9 m x 1.8 m Japanese Size), made of pressed straw or, more frequently, from pressed foam, are used.

The mats used should be non-slip where they contact the floor proper but have a low coefficient of friction on the upper surface.

They must be firm under foot and have the property of absorbing shock when falling down, and must not be slippery nor too rough.

The elements making up the surface for the competition must be aligned without space in between, be smooth of surface and fixed in such a way that they will not be displaced.

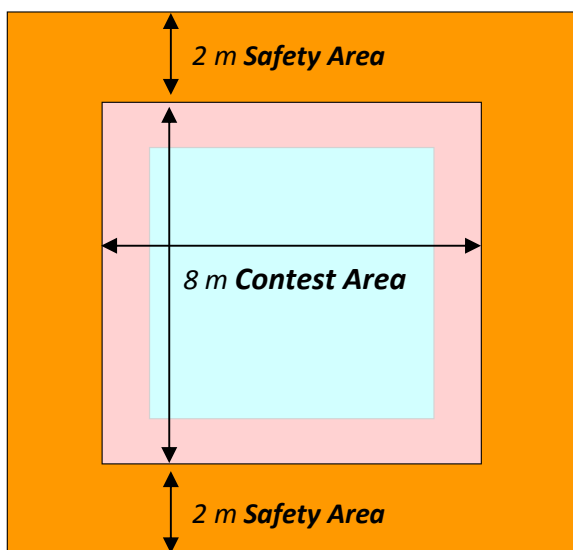
The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard.

TATAMI must be of approved KWU design.

# KWU KUMITE REFEREEING RULES

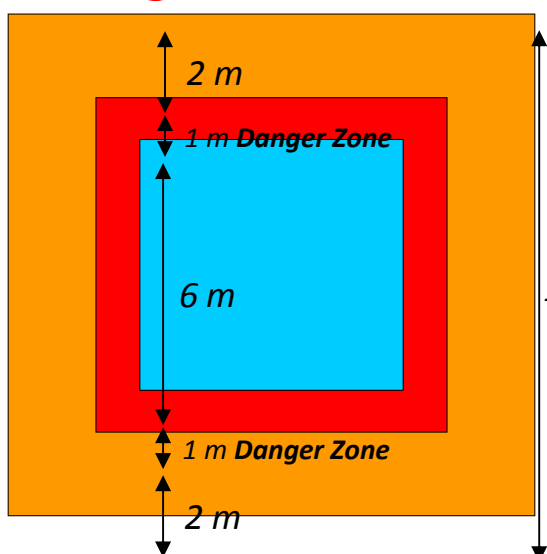
## APPENDIX 3

### ARTICLE 1 – 3

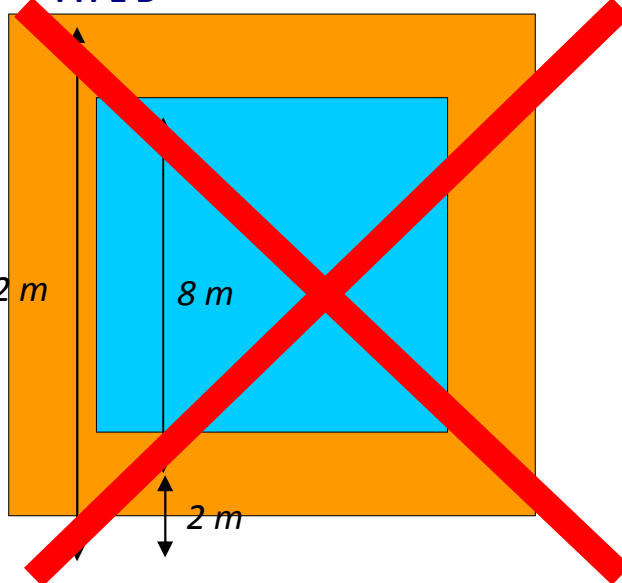


### ARTICLE 1 – 4. Contest Area includes the Danger Zone.

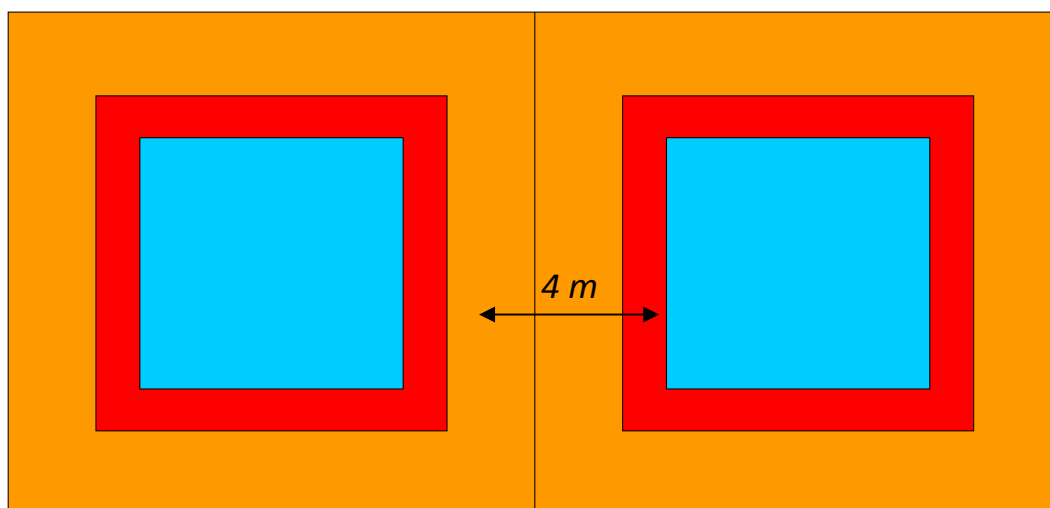
TYPE A ○



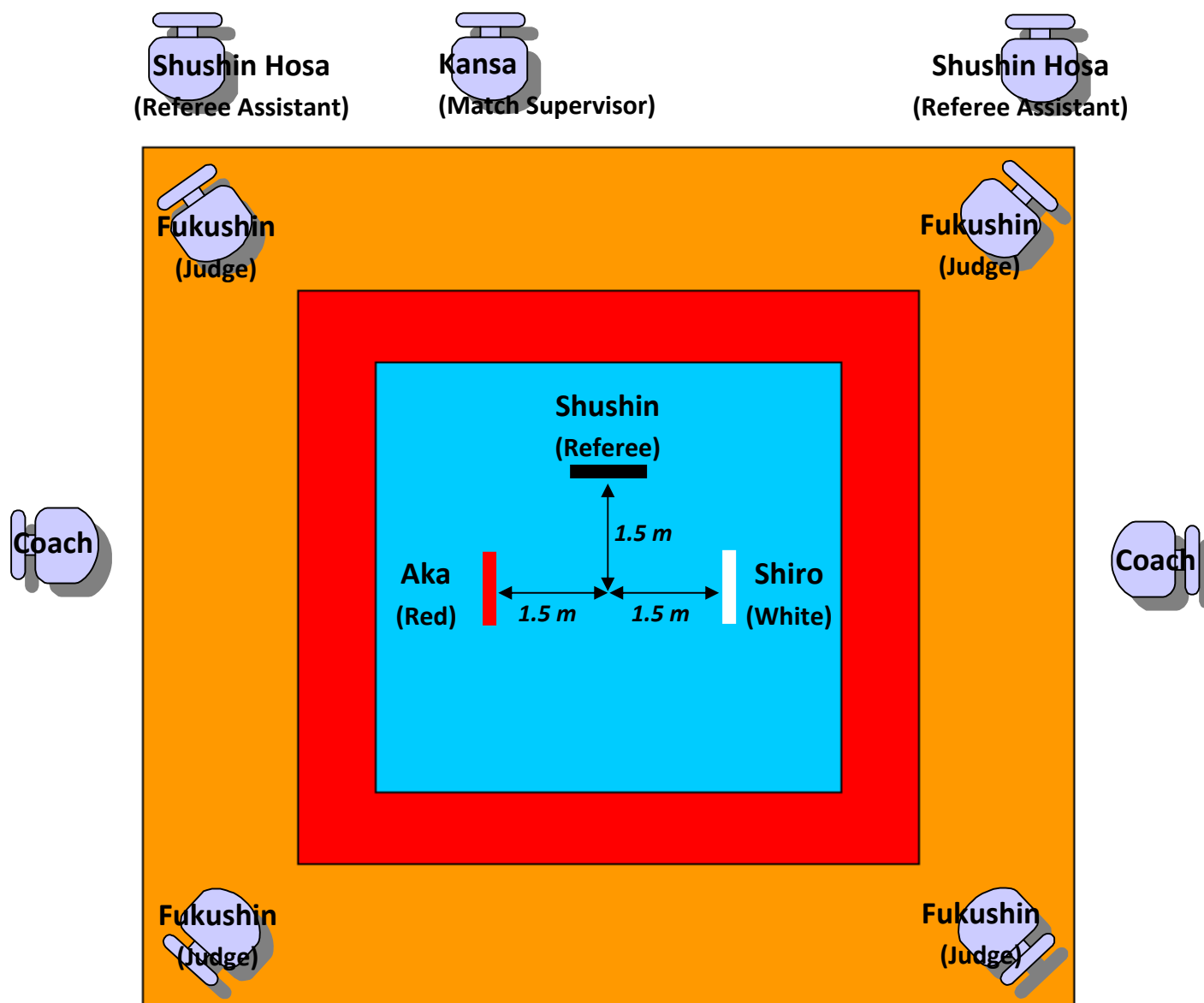
TYPE B ✗



### ARTICLE 1 – 9. Minimum of 4 m is necessary between the adjoining competition areas.



## ARTICLE 1 – Overall



**Head Table**

- Organizing Commission
- Tatami Manager  
(Chief Referee)
- Tournament Doctor

**Score Table**

- Announcer
- Kiroku-Gakari  
(Scorer)
- Tokei-Gakari  
(Timekeeper)

## **KWU KUMITE REFEREEING RULES**

### **APPENDIX 4**

#### **KWU APPROVED PLATFORM TYPE**

The platform is optional and must be made of solid wood or such material which the hardness is similar, while still having certain resilience and measuring no less 12 m (or 12.6 m Japanese size) on the side without ever going above 50 cm in height.

## KWU KUMITE REFEREEING RULES

### APPENDIX 5

#### ALPHABETICAL LIST OF MAJOR USED JAPANESE COMMANDS DURING KYOKUSHIN KUMITE COMPETITION'S

Aka	Karategi
Ashi-Kake	Keikoku (Oral Warning)
Chui	Kumite
Genten Ichi	Mawatte
Genten Ni	Otagaini
Genten San = Shikkaku	Rei
Enchosen	Seiko
Fukushin	Shiai
Gedan-Zuki	Shikkaku
Hajime	Shippai
Hansoku	Shiro / Aka no Kachi
Hantei	Shomen-Ni-rei
Hantei Onegai Shimasu	Shushin
Hikiwake	Shushin-ni rei
Hiza-Geri	Tameshiwari
Ichi - Ni - San – Shi - Go	Waza
Ippon	Waza-Ari
Ippon-Gachi	Waza-Ari Awasete Ippon
Jogai	Yame
Kamaete	Zekken