

Chapter 7 International Karate Organization Competition Rules

1) Purpose of tournaments

Pursuing the Budo Spirit, educating competitors, developing karate skills, aiming for high level of judges.

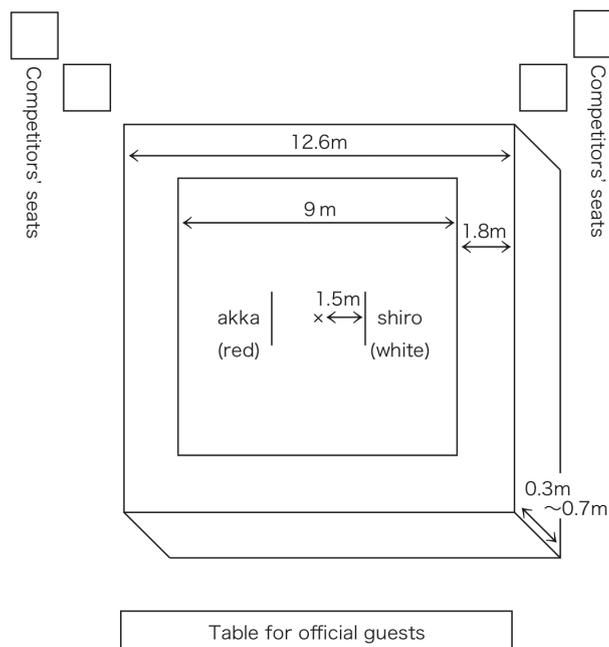
2) Managing tournaments

For organizing tournaments, each time a Tournament President is appointed, the Executive Chairman takes the lead.

As much as possible the tournament should be held according to the schedule, in case of unforeseen circumstances after a discussion between the Chief of the Committee of Consideration, the Chief of the Committee of Judges and the Executive Chairman, the latter can decide for a change.

Shiai - jo

- 1) The Shiai-jo should be of even surface and in a safe state.
- 2) The Shiai-jo has the form of a regular square.
- 3) The size of the inner side of the square is 9 m, outside the line of the square there is 1,8 m space foreseen for jogai. The height of the Shiai-jo should be between 0,3 m and 0,7 m.
- 4) On the Shiai-jo is a red and a white line drawn where the competitors have to line up, this spot is exactly 1,5 m distant from the center of the Shiai-jo.



3) Kumite Regulations

1. According to the rule the duration of a bout is in principle ; 3 minutes for the actual bout (2 minutes for the preliminaries), and 2 minutes for the extension. There can be given 2 extensions, in case the decision is still undecided, first the decision will go to the scales, if still even, the decision will be based on tameshiwari. If still not decision can be made, there will be given a last and final 2 minutes extension.
2. Deciding upon the winner based on ; ippon gachi, hantei kachi (including waza ari), disqualification of opponent because of foul.
3. The competitors step up onto the shiai-jo from opposite corners from each other. They stand in fudo-dachi on the outside of the red / white center line mark, facing front. Seen from the front, [white] is on the right handside (the lower competitor's number), [red] is on the left handside (the higher competitor's number).
4. The bout starts at the main judge's sign [hajime] .Right after a little red bag is thrown in the bout ends at the main judge's sign [yame].
5. In case one of the competitors obtains a waza ari, the Shiai is over, even if there is time left.
6. The main judge can decide to stop the bout, in case an accident occurred during the bout.
7. The main judge can put a momentary hold on the bout by making the sign of [time] "jikan", at the sign of [zokkou] the bout will resume.

Ippon gachi

- a) Excluded the techniques directed to a section of the body that is considered to be a foul, a punch, a kick, a hiji uchi etc. that downs the opponent in an instantaneous way for 3 seconds.
- b) When the opponent has lost his fighting spirit over 3 seconds.
- c) When received 2 Waza ari.

Waza ari

- a) Excluded the techniques directed to a section of the body that is considered to be a foul, a punch, a kick, a hiji uchi etc. that downs the opponent in an instantaneous way, but the opponent got up before 3 seconds.
- b) When the opponent has lost his fighting spirit but regained it in 3 seconds.
- c) The opponent did not go down, but the damage caused him to lose his balance.
- d) A gedan tsuki following right after a ashi barai, or a well timed gedan tsuki to a person who is down after a failed domawashi kaiten geri.

Hantei

- a) In case there is no ippon gachi, decide upon the indication of the 1 main judge and 4 judges, at least 3 judges have to indicate the same result.
- b) In case there is a waza ari, the competitor who scored the waza ari, wins.
- c) In case there is no waza ari, the competitor who caused the most damage wins.
- d) If there is no damage, the competitor who executed the higher total of hitting hand and legtechniques wins.
- e) If both competitors' hitting hand and legtechniques is the same, the competitor who showed the most fighting spirit win. (This in case of a final awarded extention, when a decision must be taken.)
- f) In case there is a [Chui] , or a [genten], a decision has to be taken according to the "Refereeing Standard".

Enchosen (extension)

- a) In case 3 or more out of the 5 judges cannot indicate a decision, a hikewake (draw) will be declared, and an extension will be given.
- b) If after two extensions a decision still cannot be made, the decision goes to the scales, there must be at least 10 kg difference in weight to indicate the winner.
- c) If there is not enough difference in weight, the decision will be taken based on tameshiwari, the competitor who broke the most boards in total is the winner.
- d) If the decision cannot be made based on the weight difference, and neither on the tameshiwari, there will be given a final decisive extension.

Jogai

- a) One of the competitors is with both feet completely on the outer side of the shiai-jo line.
- b) The main judge announces [yame] because of [jogai].

Hansoku

- a) Ken, shuto, nukite, hiji attacks to the facial and neck area. Even a light touch of the hand to the face can be given a chui. However fake techniques to the face are allowed.
- b) Kinteki geri (kick to the groin).
- c) Zuzuki (head thrust).
- d) Tsukami (grabbing). Under no circumstances one can grab his opponent by whatever part of his dogi (karate uniform). Hand to hand grabbing is also hansoku.
- e) Hi(kake) hand hook towards shoulder, neck and the head.
- f) Oshi (pushing) Whatever way of pushing; shotei, ken, the whole body. Basically pushing with a single hand is also hansoku.
- g) Putting one's head against the opponent's body.
- h) Kakaikomi (clinching) the competitor who started it gets hansoku.
- i) Attacking from behind.
- j) Attacking an opponent who is down.
- k) Kakenige (acting as if doing attacking techniques, but evading the competition)
- l) Running repeatedly out of the shiai-jo.

- m) Showing bad manners, not competition-like attitude during the bout.
- n) Others than above, what the main judge considers to be given a hansoku during the bout.

Mitomezu

In case of not recognizing [ippon], [waza ari], [hansoku] etc.

Chui and Genten

- a) In case a competitor committed a hansoku, give him a [chui 1].
- b) In case it looks like an intentional hansoku, or a vicious hansoku, or in case the hansoku caused a big damage, at once a [genten 1] will be given.
- c) [chui 2] becomes [genten 1], [genten 2] becomes [shikkaku].

Shikkaku

- a) In case of not obeying judges' orders during a bout.
- b) In case of being too late at showing up time, of failing to show up at all.
- c) In case of over one minute not attacking the opponent, that case will be considered as having lost fighting spirit.
- d) In case of misconduct, such as vicious hansoku, and such as evil natured behaviour during the bout.
- e) In case of given a [genten 2].
- f) In case the total amount of boards broken in the [tameshiwai] is 0. Or in case of giving up one' intend to break.

Renouncing shiai

If there is no rightful reason for renouncing a shiai, a compensation fee of less than 150.000,- Yen has to be paid. Except for the reasons stated next.

- a) If after the tournament's Doctor examination he concludes the competitor is not fit for continuing the tournament.
- b) If right before the shiai, or during the shiai a related person to the competitor encounters an unforeseen event or accident (f.i. a misfortune to the family), after a dicussion between the Chairman of the Refereeing Committee and the Chairman of the Executive Committee a permission to leave can be granted.

Tameshiwari Regulations

1. The material used for tameshiwari are wooden boards of a Cedar tree (Cryptomeria), measuring 33 cm wide X 21 cm high, and 2,4 cm thick. (= 13 inch X 8 inch, 0.9 inch). The Refereeing Committee has to examine whether the quality of the breaking material is apt to the standards of the International Kyokushin Karate Organiation.
2. The tameshiwari occurs in the following order : Seiken, Shuto, Hiji, Sokuto. The total of the broken boards is the number that is deciding in case that according to the rules the winner must be appointed by tameshiwari.
3. As stands for tameshiwari fixed blocks are used, appointing the actual place.
4. If a competitor wants to break more than the required 3 boards, he can specify as many as he wants.

5. In order to verify whether the checked-for-quality boards are used for tameshiwari, the staff puts a thin cotton cloth on top of the material only right before the act of breaking
6. The competitors taking part in the tameshiwari are not allowed to touch the blocks nor the boards altogether before the breaking technique. But they can focus the distance.
7. To indicate the amount, after the first attempt if the boards are perfectly broken [seiko] will be announced, if they are not perfectly broken [shippai] will be announced.
8. In case of [shippai] the competitor gets a second trial with only the 3 required boards.
9. In case the second trial also becomes a [shippai], the competitor gets a 0 for that tameshiwari technique.
10. During the tameshiwari the referees' indications are to be obeyed. If the limited time for breaking of 2 minutes is not observed, the breaking technique will be considered a shippai.
11. After one breaking technique is finished, all the competitors will change 2 positions in the opposite clockwise direction.

4) Regulations of progressing through the Shiai

- 1) Progressing through the Kumite Shiai and judges' motions.

Check before the Shiai :

- Competitors' body weight :

in case of an Open Weight Tournament if the actual body weight differs 7 kg with the weight stated on the entry form : shikkaku.

in case of a Weight Division Tournament if the actual body weight is not according to the norms of the division concerned : shikkaku.

- Doping

Check whether the competitors use prohibited drugs.

- Use of supporters and taping.

Ask the Tournament Doctor's opinion whether it is OK to use these materials.

Opening of the bout.

1. Announcement of the names of both competitors so that they can step on the shiai-jo.

2. The main judge has both competitors standing on their respective center line.

The competitors follow the main judge's directions "Shomen ni rei", "Shushin ni rei", "Ottagai ni rei", upon the sign and direction of "Kamaete", "Hajime", the bout starts.

During the bout.

1. In case of "Ippon", "Waza ari", "Hansoku" and "Jogai", the judges will blow their whistle and indicate at the same time with their flags their decision.

When the main judge announces and makes the motion of "Yame" both competitors return to their place on the center line. Then the main judge announces the motion depending on the circumstances.

2. The judges blow the whistle and wave the flag and the main judge make motions and announce in the way as stated below.

a) Ippon gachi

Judges ; put up the flag with the color of the competitor who scored in straight up, whilst blowing the whistle hard and long "Pii-".

Main judge ; stops the bout announcing and making the motion of "Yame", announcing the color of the flags that went up, counting the flags, including the main judge's opinion, announcing the kind of technique that connected, lifting his arm oblique towards the winner and announce "Ippon".

b) Waza ari

Judges ; sway the flag with the color of the competitor who scored sideways, whilst blowing the whistle hard "Pii".

Main judge ; stops the bout announcing and making the motion of "Yame", announcing the color of the indicating flags , counting the flags, including the main judge's opinion, announcing the kind of technique that connected, lifting his arm sideways towards the competitor that scored and announce "Waza ari".

c) From Waza ari to Ippon gachi

Judges ; in case after the motion of Waza ari the competitor does not stand up in 3 seconds or if he does not regain his fighting spirit, the Waza ari motion changes into Ippon motion whilst blowing the whistle hard and long "Pii-".

Main judge ; in case 3 referees or more, including the judges indicate Ippon, announce the decision "Ippon". In case only two or less indicate so, announce "Waza ari".

d) Hansoku

Judges; waving the color of the flag of the competitor who made the foul sideways, up and down a couple of times in a rapid way, whilst blowing the whistle short "pippippi".

Main judge ; In case it becomes a "Chui", stops the bout by announcing and making the motion of "Yame", announces the color of the flag that is being waved, count that color of flags including the Main judge's opinion, announces the kind of foul technique, pointing with the index finger towards the competitor who did the foul and announce "Chui 1".

"Genten 1" is announced in the same way. (One foul can become "Genten 1", in case it becomes "Shikkaku" the main judge and the judges will discuss it.)

e) Jogai

Judges ; tap several times with the flag on the floor at the side where the jogai occurs, whilst blowing the whistle repeatedly "pippippi".

Main judge ; stops immediately the bout by announcing and making the motion of "Yame", and announces "Jogai". He has the competitors returning to their respective center line and announces and makes the motion of "zokkou" to start again the bout.

f) Miezū

Judges ; holding both flags crosswise in front of eyes whilst blowing the whistle once, short "pi".

Main judge ; has the bout going on in the way that it was.

g) Mitomezu

Judges ; waving both flags crossing whilst blowing the whistle long "pii-".
Main judge ; depending on the circumstances announces "mitomezu".

h) Hanteigachi

Judges ; put up the flag with the color of the competitor who they decided won straight up, whilst blowing the whistle hard "Pii-".

Main judge ; demands the decision of the Cornerreferees by announcing "Hantei o torimasu" "Hantei". He announces the color of the flag of the winner, and counts them including his own opinion, holding up his arm in an oblique way to the side of the winner announcing the winning color.

(in case of hikewake, or when there are not enough flags up according to the regulations to appoint a winner, count the flags of the same color.)

i) Hikewake

Judges ; hold both flags crosswise in front of knees whilst blowing the whistle hard "pii-".

Main judge ; if there are not enough flags up according to the regulations to take a decision, counts the number of hikewake, puts his arms downwards crosswise in front of himself, announcing "hikewake"

(Even if there are not enough flags up to decide, count them.)

j) Shikkaku

Judges especially in case of a vicious foul, demand a discussion with the main judge.

Main judge ; lifts his arm upwards to the side of the competitor who did the foul, pointing his indexfinger in the direction out of the shiai-jo, announcing "shikkaku".

3. If during the bout the clothing of the competitors gets undone, the Headreferee stops the bout has the competitors returning to their respective center line, have them sitting in seiza back towards eachother and tells them to fix their clothing.

End of the bout

1. In case of "Ippongachi" or "shikkaku", when the main judge has stopped the bout, he has both competitors facing front, he announces "Ippon" or "shikkaku", "shomen ni rei", "shushin ni rei", "otagai ni rei", then they can leave the shiai-jo.

2. In case of other than "Ippongachi" or "shikkaku"

Judges ; sign that the bout is over by blowing the whistle long and hard "pii-"

Main referee ; stops the bout immediately by announcing and making the motion of "Yame".

He has both competitors facing front, he demands the decision of the judges by "hantei or torimasu", "hantei".

At that time the judges have to give their decision by putting up a color of a flag straight up whilst blowing their whistle hard "pii".

In case of hikewake they put crosswise both flags in front of their knees whilst blowing their whistle hard "pii".

The main judge announces the color of the flag of the winner, counts the flags including his own opinion, lifts his arm oblique towards the winner while announcing the decision.

F.i. "Akka" ichi, ni, san, shi, go "Akka"

"Red, 1, 2, 3, 4, 5, "Red".

(In case of hikewake count the flags of each.)

In case of hikewake, the main judge counts the number of hikewake, cross downwards both arms announcing "hikewake", announce further if there is an extension, or if the decision goes to the scales or eventually the tameshiwari.

(If there are not enough flags up according to the regulations to make a decision, the main judge still counts them.)

F.i. "Akka ichi", "Hikewake ichi, ni, san, shi", "Hikewake".

"Red 1", "Hikewake 1, 2, 3, 4,", "Hikewake".

3. When the main judge has indicated the winner, he announces "shomen ni rei", "shushin ni rei", "otagai ni rei", then the competitors leave the shiai-jo.

2) Progressing through the Tameshiwari and judges' motions.

1. Tameshiwari is attended by 5 judges, including the main judge.

2. The main judge verifies whether each competitor is standing at his place indicated by the blocks, he has them bowing to the front and the back.

3. The main judge gives the start signal to the competitors by "kamaete", "hajime".

4. When the break is finished, the judges have the competitors who succeeded in the break sitting down, the ones who failed still standing up. The result of the break is announced in order of the competitors' number.

Judges ; in case the break was successful they show the number of broken boards by putting up the same amount of fingers. In case the break failed they cross their arms downwards.

Main judge ; in case the break was successful, announces the amount of fingers that the judge is holding up, first announcing the "competitor's number, next the amount of broken boards"

In case of failure "Competitor's number Shippai".

After the second trial "Competitor's number, kansui", "Competitor's number, shippai"

He can also announce "All competitors, kansui".

5. After each break, the main judge has the competitors changing two places in the opposite clockwise direction.

6. When the break is finished the main judge has all competitors standing up and having them bow to the front and the back.

3) System of the Committee of Consideration.

Several members of the Committee of consideration observe the Shiai in order to see to it that the judges take fair decisions and that the shiai progresses smoothly.

4) Concerning the members of the Committee of Consideration.

Appoint persons who are equally experienced as judges and have a deep insight in the rules.

The members of the Committee of Consideration, who are equally competent as the judges can accept an objection of the side of the competitor against a decision made by the judges. The members of the Committee of Consideration can discuss the objection with the Chief of the Judges. However they cannot overturn the decision.

5) Rules of management of the Members of the Consideration Committee.

If an obvious mistake of the judges occurs during a shiai, or the Member of the Consideration Committee accepts the objection of the side of the competitor, he can have the shiai stopped or before the next shiai starts discuss the objection.

However the last decision lies with the Chief of the Judges.

6) How to convey an objection.

If an obvious mistake of the judges occurs during a shiai one person representing the side of the competitor can taking into account the timing convey an objection to a member of the Consideration Committee.

5) Judges' Regulations

1) Judge's mental attitude

1. Above all things, priority must be given to the competitor's well-being. In case an accident occurs during the bout that causes physical injury, take prompt action in an appropriate way given the circumstances with presence of mind.

2. At the time of acting as a judge, he cannot act in his self-interest, but must act in a fair way.

3. The judges' motions must be swift and moreover correct.

2) Judge's authority.

1. A team of 5 judges, including the main judge are to referee a bout. Depending on the bout, the final decision lies completely with the main judge.

2. In case of [ippon], [waza ari], [hansoku], [hantei] etc. out of the 5 judges, 3 or over have to indicate the same decision. In case less than 2 judges and the main judge indicate the same decision, it will not be approved of. Each of the 5 respective judges has the right to indicate the correct decision concerning the bout.

3. The Committee of Consideration, which is equal in authority as the Refereeing Committee, can receive an objection from the competitor's side, and there can be a consultation held with the Refereeing Committee. But the final decision lies completely with the main judge.

3) Judge's uniform.

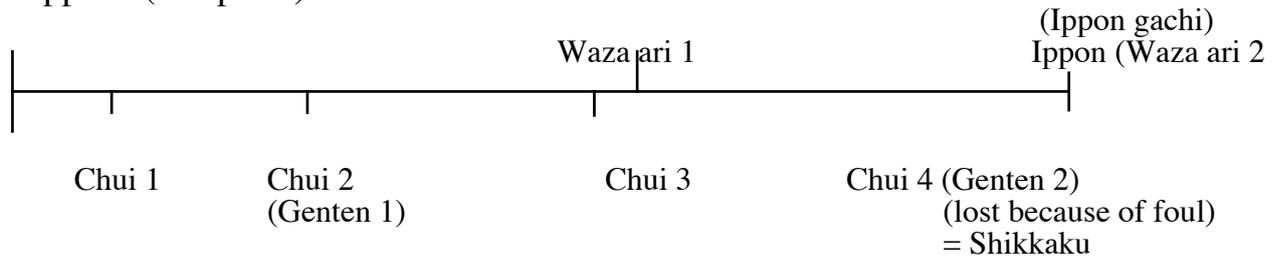
Top : a dark blue short sleeve shirt with on the breastpocket the Kyokushin mark.
Main judges wear white butterfly neckties, judges wear yellow butterfly neckties.
Bottom : dark blue long trousers.

4) Concerning Judge's licence.

Stated under Regulations for Recognized Judges.

Chapter 8 Refereeing standard

1. Balance between "Chui" (warning), "Genten" (demerit mark), "Waza ari" (half point), and "Ippon" (full point)



(This is called the "Counterbalance rule", in Japanese the "Sosai hoshiki", the word "Sosai" here has nothing to see with Sosai Masutatsu Oyama, it concerns here another Chinese character that is pronounced the same way but means "counterbalance".)

2. Balance between "Waza ari" and "Ippon".

$$0 < \text{Waza ari 1} < \text{Ippon (Waza ari 2)}$$

3. In case there is no "Chui", no "Waza ari", and only a small difference in level between the competitors.

- decide on damage
- if there is no damage, decide on total amount of handtechniques and legtechniques.
- if there is no difference in the total amount, decide on the most spirited competitor. ("c" only in the last extension, if there really has to be made a decision.)

4. If there is only one "Chui" different, it doesn't have a big influence on the decision of the bout, the decision is based on the contents of the bout. But in case of the last extension of an evenly-matched bout, the person who received a Chui will lose.

$$\begin{array}{ccccccc}
 & < & & < & & & < \\
 0 & = & \text{Chui 1} & = & \text{Chui 2 (Genten 1)} & = & \text{Chui 3} & > & \text{Chui 4 (Genten 2)} \\
 & > & & > & & > & & \text{(shikkaku)} \\
 (\quad) & (\quad)
 \end{array}$$

5. If there are 2 "Chui" different, basically the person who received the 2 Chui loses, but if he was having very clearly the lead in the bout, there can be given a Hike wake (draw).

$$0 \geq \text{Chui 2 (Genten 1)}$$

$$\text{Chui 1} \geq \text{Chui 3 (Genten 1 + Chui 1)}$$

6. If a competitor had 3 "Chui" more than his opponent, no matter how much he had the lead in the bout, he will lose.

$$0 > \text{Chui 3 (Genten 1 + Chui 1)} \quad 25$$

7. If a competitor has received a "Waza ari" and a "Chui", basically as he has a Waza ari, he should win, but depending on the contents of the bout the following has to be taken into consideration.

- a) 0 < Waza ari + Chui 1
- b) 0 < Waza ari + Chui 2 (Genten 1)
- c) 0 ≦ Waza ari + Chui 3 (Genten 1 + Chui 1)

Attention ; basically the competitor who scored the Waza ari will win, but as he has 3 Chui, if the opponent had the lead in the bout, a Hike Wake can be given. No loss to the competitor who scored the Waza ari.

- d) 0 > Waza ari + Chui 4 (Genten 2)
Attention ; even having scored a Waza ari, if received 4 Chui, the decision is shikkaku.

Refereeing : points to pay attention to.

1. Yuko (authorized techniques)

- a) Do not be mistaken in the technique used.
- b) Watch carefully if techniques in the neck-area are authorized.
- c) Watch carefully if techniques in the groin-area are authorized.
- d) Watch carefully following techniques ;
 - Ashi barai followed by a Gedan tsuki.
 - Evading a Kaiten domawashi geri followed by a Gedan tsuki.

2. Hansoku (fouls)

- a) All handtechniques attacking the neck are Hansoku.
 - It is very hard to distinguish whether a technique in this area is Yuko or Hansoku, so watch carefully.
- b) **Oshi** (pushing) (Shotei, Ken)
 - Pushing with open hand or closed fist, even pushing with one hand, pushing is Hansoku.
 - Each referee has to look very close and decide whether the competitor is pushing or whether he is punching his opponent.
 - Putting one's head on the opponent's chest is Oshi.
- c) **Tsukami** (grabbing)
 - Grabbing the opponent's dogi (wherever on the sleeve, or the bottom) is Hansoku.
 - Even instantaneous Tsukami if repeatedly occurring, is Hansoku.
- d) **(Hik)kake** (hook)
 - Tekake (hooking by hand) the shoulder, neck or head is Hansoku.
 - Pay attention especially if a Hikkake is followed by a Hize geri (knee kick). If the opponent is downed, depending on the circumstances, a "Chui 1" or a "Genten 1" is given.

If the downed competitor cannot continue the bout, the other one gets a Shikkaku.

e) **Kakaekomi** (clinchng)

- The competitor who starts the Kakaekomi gets Hansoku.

- If both competitors simultaneously and repeatedly start Kakaekomi, both are given a Chui.

f) **"Yame"**; the attacks executed after the headreferee said "Yame" are Hansoku.

g) **Kakenige**; if a competitor is frequently evading the bout, or frequently on purpose doing Jogai (stepping out of the shiai-jo; competing area), he will be given a Chui 1.

3. Jogai

a) If one of the competitors is with both feet completely out of the shiai-jo.

b) If Jogai occurs, the Headreferee has to stop the bout by announcing and making the body movement of "Yame".

c) Attacks before "Yame" are Yuko, techniques after "Yame" are Hansoku.

4. Miezū (not clear)

The decision of Fumei should be avoided as much as possible.

5. The Counterbalance Rule

Check on base of the Counterbalance Rule the number of hansoku that occurred during the shiai before you make your decision.

6. Doctor Stop

- In case the Tournament Doctor declares before or during a bout that a competitor has to stop his Shiai, this competitor cannot continue his Shiai and the win goes to the opponent.

- In case the Tournament Doctor declares that a competitor has to stop his Shiai because of a receiving a foul technique, the competitor who committed the foul technique loses because of Hansoku, the competitor who received the foul technique is not permitted to continue his shiai.

(so none of both competitors goes to the next round.)

- If however the Tournament Doctor declares that a competitor can go on with his Shiai after receiving a foul technique, but the competitor renounces his right, the competitor that committed the foul technique wins and goes to the next round.