



KYOKUSHIN-KAN KUMITE REFEREE RULES CONTENTS

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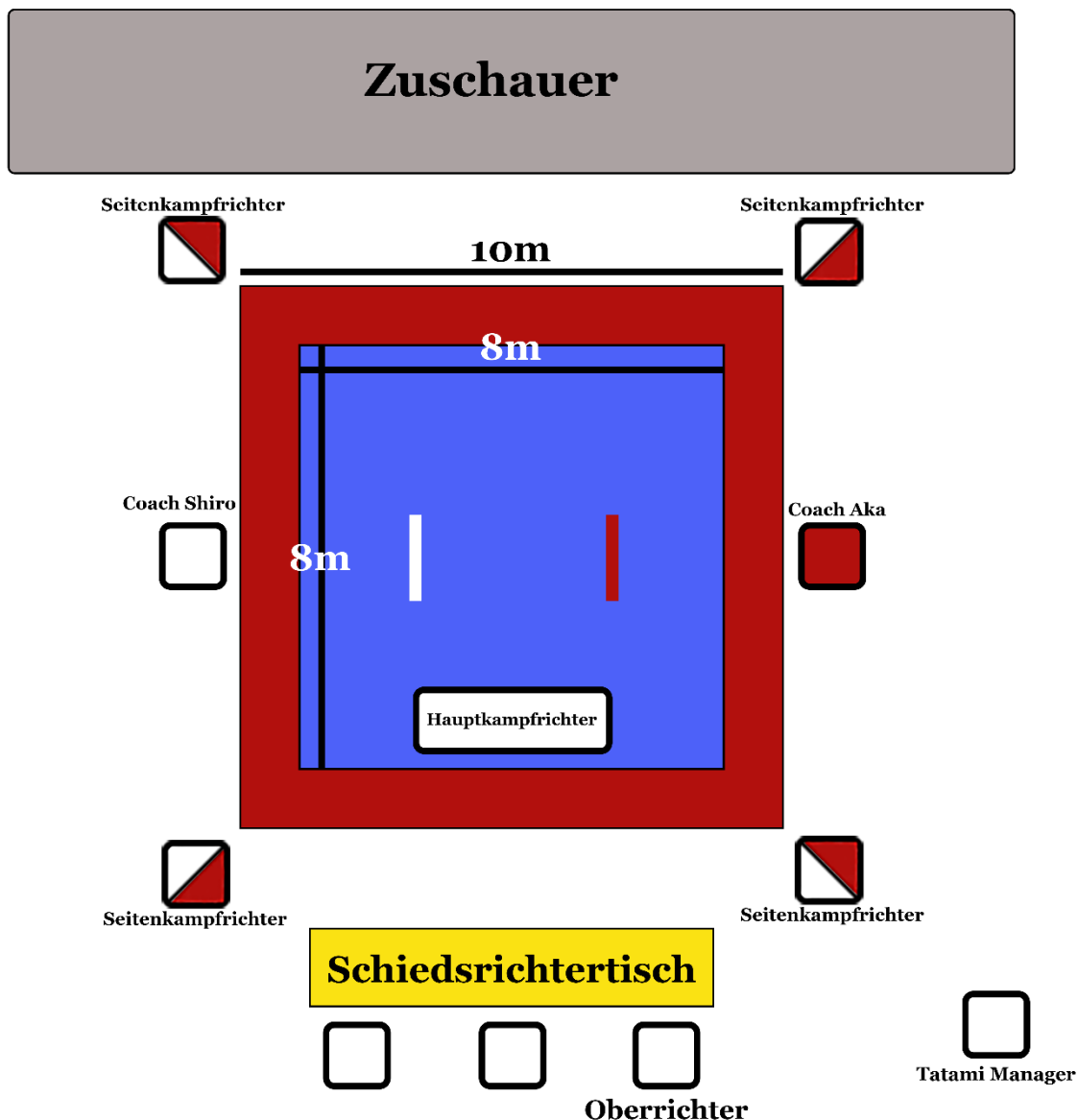
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ARTICLE 1: KUMITE COMPETITION AREA

1. the competition area must be level and free from hazards.
 2. the competition area must be 10 m x 10 m square.
 3. the competition area is divided into two zones: the competition area and the safety zone. The area inside the outer boundaries of the danger zone is called the competition area and must be a square of 8m x 8m. The area outside the danger zone is called the safety area (JOGAI) and is 1 m wide on each side.
 4. the inner part of the competition area within the boundaries of the danger zone and the safety area must be matted with TATAMI in blue color.
 5. two parallel lines, a white one (SHIRO) and a red one (AKA), each 1 m long, about 10 cm wide and perpendicular to the referee, shall be drawn at a distance of 1.5 m from the center of the competition area to mark the starting positions where the competitors must start and finish the competition. The red line (AKA) should be to the right of the Referee and the white line (SHIRO) to the left of him.
 6. a free zone of at least 50 cm must be maintained around the competition area. There must be no billboards, walls, pillars, etc. within 1 m of the outer boundary of the safety zone.
 7. if two or more adjacent competition areas are used, a common safety zone of at least 4 m is required.
 8. each judge (FUKUSHIN) sits at the corners on the mat in the safety zone. Each Judge is equipped with a red flag, a white flag and a personal whistle.
 9. the Referee (SHUSHIN) may move around the entire match area, including the safety zone where the Judges are seated.
 10. one of the two Assistant Referees will sit at the part of the match area boundary where the white competitor (SHIRO) enters the match area and one at the part of the match area boundary where the red competitor (AKA) enters the match area.
 11. the head judge sits at the referee table. He is equipped with a red flag or shield and a whistle.
 12. the announcers, scorekeepers and timekeepers sit at the referee table, behind the head referee.
 13. coaches will sit outside the safety area, on their respective sides on the side of the competition area. If the competition area is elevated, the coaches will be seated outside the elevated area.
- In general, spectators should not be allowed closer than 3 meters to the competition area (or platform).
15. the dimensions of the competition area may be changed only with the approval of the Sports Commission, if the conditions of the competition area require it.



ARTICLE 2: EQUIPMENT OF THE KUMITE COMPETITION AREA

Referee chairs and flags

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

Chairs for coaches

Lightweight chairs for coaches must be placed on the sides of the competition area with red and white ribbon. If the competition area is elevated, the chairs for coaches will be placed outside the elevated area.

The head judge's chair

The chair for the head judge must be placed just outside the safety area, behind and to the left or right of the referee. A red flag must be placed on the seat of his chair. If the competition area is elevated, the chair for the head judge will be placed outside the elevated area.

Scoreboards



There must be a scoreboard for each competition area that displays the results, is no more than 90 centimeters high and 2 meters wide, and is placed outside the competition area where it can be easily seen by the judges, commission members, officials, and spectators.

Timing clocks

There must be two timing clocks ready (one in reserve) to measure the competition time.

The timing clocks shall be accessible to those responsible for maintaining their accuracy and shall be checked for accuracy at the start and periodically during the competition.

The manual timing clocks and scoreboards must be used simultaneously with the electronic devices in case the electronic devices fail.

Time signal

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

There must be a small red bag (20 cm x 10 cm) with beans inside, which must be thrown in the direction of the Referee's feet to indicate to the Referee the end of the time allotted for the bout.

Scales

Two scales must be available (one in reserve).

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

Red and white ribbons

There must be 3 red and 3 white ribbons, approximately 80 cm long and 4 cm wide, to identify 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 HYGIENE OF THE COMPETITORS

1. the competitors and their coaches must wear the official uniform as defined in this article.
2. the Referee Commission may expel any official or competitor who does not comply with this rule.

Referees

1. the referees must wear the official uniform as defined by the Kyokushikan Switzerland Referee Commission. This uniform must be worn at all tournaments and courses.
2. when they are outside the competition area, the official uniform must be as follows A white shirt.

Plain black pants with no turn-ups.

Plain dark blue or black socks and black slip-on shoes. Female judges and adjudicators may wear a hair clip.

3. When judging on the competition floor, the official uniform shall be as follows:



A white shirt.

Plain black trousers without lapels.

Judges and side judges must enter the competition area barefoot. Female referees and judges may wear a hair clip. 4.

Referees must carry a personal whistle at all times.

Competitors

1. competitors must wear a white KARATE GI with a belt of the appropriate color. The chest badge "Kyokushin" is permitted. No other chest insignia, stripes, piping or personal embroidery is allowed.
2. the KARATE GI must be made of cotton or similar material, in good condition (without tears or damage), clean, generally dry and without unpleasant odor.
3. the jacket, when belted around the waist, must be of a minimum length covering the hips, but not more than three-fourths the length of the thigh. The jacket body shall be worn with the left side crossed over the right side and shall be wide enough to overlap at least 20 cm at the level of the lower part of the chest.
4. the maximum length of the jacket sleeves must not be longer than the bend of the wrist and not shorter than half of the forearm. The sleeves must cover the elbows of the arms when they are in the crook of the elbow. Jacket sleeves must not be rolled up.
5. trousers must not go beyond the heel, but also must not be too short, the edge of the trouser leg must not be more than 5 cm above the ankle. The trouser legs must not be rolled up.
6. a belt in the color corresponding to the competitor's grade must be about 5 cm wide and long enough to go twice around the waist and protrude about 20 to 30 cm on each side of the knot when tied, but the ends of the belt must not be lower than the knees. A belt must be worn over the jacket at waist level and tied with a square knot tight enough to keep the jacket from being too loose.
7. girls, junior, female competitors may wear a plain white T-shirt under the KARATE GI jacket.
8. competitors must compete barefoot.
9. the following protective equipment is compulsory:

For male athletes 19 years and older.

- Groin guards (groin guards may not be worn over KARATE GI pants).
- shin and instep guards of the approved type
- if there are brackets on the athlete's teeth, gum protection is mandatory.

For female athletes 19 years and older

- Breast protector

- shin and instep guards of the approved type
- if there are brackets on the athlete's teeth, gum protection is mandatory.

For male athletes from 6 - 18 years old

- groin protectors (groin protectors must not be worn over KARATEGI pants)
- gloves
- Helmets with a face shield (grille or plastic visor) Permitted protective equipment.
- Shin and instep guards of the approved type Gloves Shin and instep guards.

For female athletes from 6 - 18 years old

- Breast protector if no breastplate is worn Helmets with a face shield Chest protector
- gloves
- helmets with a face shield (grille or plastic visor)
- shin and instep protectors of the approved type

chest protector



10. the following protective equipment is not obligatory

For male and female athletes 19 years of age and older.

- Helmets with a face shield (grille or plastic visor).
- Gum guards for athletes without brackets. If an athlete uses a gum guard, it must fit properly.
- Groin protectors for female athletes.

This protective equipment is not mandatory, but if worn, it must be of the approved type.

For male and female athletes from 6 - 16 years old.

- Breastplate

This protective equipment is not mandatory, but if worn, it must be of the approved type.

11. goggles are prohibited. Soft contact lenses may be worn at the participant's own risk.

12. The wearing of unapproved clothing, apparel or equipment is prohibited.

13. the use of bandages, pads or supports during the first fight is prohibited. Subsequent use of bandages, pads or supports due to injury must be approved by the Referee on the advice of the Tournament Doctor. Bandages with the purpose of improving the efficiency of attack and defense techniques are not allowed. Strapping and bandages may only be applied by the tournament doctor and must be signed and stamped by him.



14. the personal hygiene of the competitor must be of a high standard.
15. competitors must have short fingernails on both feet and hands and must not wear metallic or other objects that could injure their opponents. The use of metallic braces must be approved by the Referee and the Tournament Doctor. The competitor assumes full responsibility for any injury.
16. competitors must keep their hair clean and cut to a length that does not interfere with the smooth running of the bout. Headbands are not allowed. Should the Referee deem a competitor's hair too long and/or unclean, he may disqualify the competitor from the bout. Hair clips are prohibited, as are metal bobby pins. Ribbons, beads and other decorations are prohibited. Long hair must be tied with a discreet elastic band or ponytail holder so as not to disturb the other competitor.
17. it is the duty of the assistant judges to make sure that the competitors meet the requirements before each bout.
18. any competitor who does not meet the requirements will be denied the right to fight and the opponent will win the fight by KIKEN-GACHI if the competitor is unable to rectify the situation within 2 minutes.

ARTICLE 4: ORGANIZATION 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 weights, different age groups, and mixed gender, but must compete under the same gender. The individual bout may be further divided into age, gender, and weight classes (weight class or open weight).
2. men and women are not allowed to compete against each other.
3. the KUMITE competition among adults may be held in open division or weight classes.
4. in the KUMITE competition among men aged 17 years and over by weight categories will be as follows. Also, the categories will be divided by tournament experience. 0-1 tournament / 2-5 tournament / 5 and more tournaments.
 - a. -50 kg
 - b. 51-60 kg
 - c. 61-70 kg
 - d. 71-80 kg
 - e. +81 kg
5. in the KUMITE competition for women 17 years and older by weight categories are as follows. Also the categories will be divided by tournament experience. 0-1 tournament / 2-5 tournament / 5 and more tournaments.
 - a. -50 kg
 - b. 51-60 kg



c. 61-70 kg

d. 71-80 kg

e. +81 kg

6. girls 6-16 years/ boys 6-16 years, separated by gender in the following weight categories. Also the categories will be divided according to tournament experience. 0-1 tournament / 2-5 tournament / 5 and more tournaments.

a. -25 Kg

b. 26-30 Kg

c. 31-35 Kg

d. 36-40 Kg

e. 41-45 Kg

f. 46-50 Kg

g. 51-55 Kg

h. 56-60 Kg

i. 61-65 Kg

j. 66-70 Kg

k. 71-75 Kg

l. 76-80Kg

7. the organizers of the competitions have the right to change the weight classes taking into account the number of competitors and the conditions of the competitions. However, this must be clearly communicated in the registration form of the competition.

8. if during the weighing it is found that the weight of a competitor exceeds the upper limit of the weight class for which he/she has registered, the competitor will be disqualified. If a competitor's weight is found to be below the lower limit of their weight class, they will be allowed to compete.

9. in an individual bout, one of the competitors will be called "AKA" ("Red") and distinguished by the red ribbon attached to his belt on his back, and the other will be called "SHIRO" ("White") and distinguished by the white ribbon attached to his belt on his back. The SHIRO contestant will be called to the fighting area first, and the AKA contestant second.

10. the competitors who do not present themselves within 2 minutes after the call will be disqualified (KIKEN).

11. no competitor may be replaced by another.

12. all competitors must always follow the instructions of the Referee.



13. coaches must present their accreditation along with that of their competitor in the designated area. The coach must sit on the chair provided and must not interfere with the smooth running of the match. Only one coach may accompany a competitor to the competition area as his/her second.

14. if, due to an error in the line-up, the wrong competitors compete, that bout will be declared null and void regardless of the result.

ARTICLE 5: POWERS AND DUTIES

Referee Commission

The powers and duties of the Referee Commission are as follows:

1. ensuring proper preparation for any given tournament in consultation with the Organizing Committee, with regard to the division of competition areas, the provision and use of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. appointing and deploying the Tatami Managers in their respective areas and taking any action required as a result of the Tatami Managers' reports.
3. supervising and coordinating the overall performance of the referee officials.
4. appointing substitute referees when needed.
5. nominating the winners of special awards ("Best Technique", "Will to Win", etc.).
6. The final decision on technical issues that may arise during a match and for which there are no provisions in the rules.

Tatami Managers

The Tatami Managers have the following powers and duties:

1. delegate, appoint and supervise the referees and judges for all matches in the areas under their control.
2. to supervise the performance of the referees and judges in their areas and to ensure that the officials appointed are up to the tasks assigned to them.
3. to instruct the referee to stop the match when the head judge indicates a violation of the competition rules.
4. to prepare a daily written report of the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.

Referee Committee



The Referee Panel for each bout shall consist of one Referee (SHUSHIN), four Judges (FUKUSHIN) and two Assistant Judges.

The Referee and Judges of a KUMITE match may be of the nationality of either competitor.

In addition, announcers, timekeepers and scorekeepers will be appointed to facilitate the conduct of bouts.

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

5. if they declare the basis for a verdict after the bout, the Judges may speak to the Chief Judge, the Referee Commission or the Court of Appeal. They will not declare to anyone else.

Referee

The powers of the Referee are as follows:

(1) The Referee (SHUSHIN) has the authority to officiate bouts, including announcing the start, stoppage and end of the bout to ensure that decisions are correctly recorded.

2. to seek the opinion(s) of the Judges and act accordingly.

During the bout, the Referee is required to listen to the signals of the Judges (FUKUSHIN) and respond responsibly.

When two Judges give the same signal or indicate a score for the same contestant, the Referee may add his third vote and by majority vote award a clear victory (IPPON GACHI), the WAZA-ARI, or penalise a contestant for breaking the rules.

When two Judges indicate a violation of the rules (HANSOKU) by a competitor, the Referee, depending on whether the situation in the bout develops in favor of the offender or not, has the right not to stop the bout and to indicate

"MITOMEZU!" ("Invalid!"). If the Referee does not stop the bout, he must indicate this to the Judges by gestures and to the competitors by the command "ZOKKO!" ("Continue!"). If three or four Judges indicate a violation of the rules by a competitor, the Referee, regardless of the situation, must stop the bout and count the Judges' flags and penalize the offender with the official warning (CHUI ICHI).

3. to stop the bout when, in the opinion of the Referee, a point has been scored or a foul committed, or to ensure the safety of the competitors. When the Referee recognizes a violation of the rules (HANSOKU) and stops the bout, but is not assisted by the Judges and is unable to penalize the offender with the official warning (CHUI ICHI), he may give the offender a verbal warning (CHUI).

4. to request confirmation of the Judges' decision if, in the opinion of the Referee, there are grounds for the Judges to re-evaluate their decision for IPPON, WAZA-ARI, warning or penalty.

If three or four Judges indicate IPPON, WAZA-ARI or a violation of the rules (HANSOKU), but the Referee is in doubt as to the correctness of their assessment of the situation, he may stop the bout, assemble the Judges for discussion, confer with the Referee (KANSA), the Tatami Manager or the Referee Commission, and after deliberation either declare a clear victory (IPPON GACHI), give WAZA-ARI, issue the command "MITOMEZU!" ("Invalid!"), or the official warning (CHUI). If the Referee gives



the command "MITOMEZU!" ("Invalid!"), or gives the official warning (CHUI), he must explain to the competitors in detail the reasons for this decision. 5.

5. to explain to the Tatami Manager, the Referee Commission or the Appeals Court, if necessary, the basis for the decision.

6. to impose penalties and issue warnings.

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

8. announcing the winner.

9. the authority of the Referee is not limited to the competition area, but also to its immediate surroundings.

10. the Referee gives all commands and makes all announcements.

Corner Judges

The powers of the Judges (FUKUSHIN) are as follows:

1. they shall indicate the scores, warnings and penalties.

2. to exercise their right to vote on all decisions to be made.

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

(a) When a score is observed.

b) When a competitor has committed a prohibited action and/or technique.

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

d) When both or one of the competitors have removed themselves from the competition area (JOGAI).

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

Each Judge must make his opinion clear by an appropriate gesture and whistle.

Each Judge must clearly express his opinion in response to the signals of the other Judges and the Referee, and show whether or not he supports their assessment of the situation by shouting "MITOMEZU!" ("Invalid!") or "MIEZU!" ("Not visible!").

Should a Judge make a different judgment than the Referee and the other Judges, he should raise the flags and draw the attention of the Referee by waving and blowing the whistle, which will gather the Referee Panel for discussion.

7. The Judges must also see that the scores recorded by the recorders agree with the scores announced by the Referee. Should a Judge find that the scoreboard is incorrect, he should bring the error to the attention of the Referee.

8. a judge must remove himself and his chair quickly if his position endangers the competitors.

Assistant Referees (judges assigned to the competitors)



The powers of the Assistant Referees (SHUSHIN HOSA) are as follows:

1. to check the compliance with the official dress and hygiene requirements of the competitors and to ensure that the competitors wear approved equipment before entering the competition area.
2. to replace the main judges for the bouts when competitors belonging to the same country to which the main judges belong enter the competition area. In the event of a replacement of the Referee, the replacement must be selected from the Referee Panel.

Should a competitor temporarily leave the competition area after the start of the bout, for a reason deemed necessary by the Referee, an assistant Referee must compulsorily accompany the competitor to ensure that no anomaly occurs. This permission will only be given for exceptional circumstances (to change the KARATE GI in case of non-compliance with the standards).

Should a competitor need to change any part of the uniform outside the competition area and the assistant referee accompanying the competitor is not of the same gender, an official designated by the judges is of the same gender, an official designated by the Tatami Manager must replace the assistant referee and accompany the competitor.

Head Judge

The Head Judge will assist the Tatami Manager by supervising the match in progress. Should any decisions made by the Referee and/or Judges not be in accordance with the Rules of Competition, the Head Judge will immediately raise the red flag and blow the whistle. The Tatami Manager will instruct the Referee to stop the match and correct the irregularity. The role of the head judge is to ensure the bout is conducted in accordance with the competition rules. He is not present as an additional referee. He has no voting rights, nor does he have any authority in matters of judgment, such as whether a score was valid or whether JOGAI occurred. He is only responsible for procedural matters.

Records of the match shall become official records, subject to the approval of the Chief Judge.

By decision of the Referee Commission, the duties of the Head Referee may be delegated to the Chief Referee of the match or the Assistant Chief Referee of the match.

Announcers, scorekeepers and timekeepers

1. the announcers and timekeepers as well as other technical assistants must be at least 16 years old, have at least one year of experience as national judges and have a good knowledge of the refereeing rules.
2. the organizing committee must ensure that the announcers, scorekeepers and timekeepers have been thoroughly trained as technical officials.
3. the timekeeper starts the clock when he hears the announcements "HAJIME!" ("Start!") and stops it on the announcements "TOKEI-WO TOMETE KUDASAI!" ("Please, stop the timing!").
4. when the time allotted for the competition has elapsed, the timekeeper shall inform the Referee of this fact by a clearly audible signal and by throwing a small bag with red paint and beans in it in the direction of the Referee's feet.



5. the scorekeeper must ensure that he is fully informed of the current signs and signals used to indicate the result of a contest.

ARTICLE 6: DURATION OF THE BOUT (SHIAI JIKAN)

1. adult weight classes for men and women over 17 years of age the duration of the fight is: 2 minutes. In case of a draw, the extra time is 2 minutes.

2. adult weight classes for men and women over 40 years of age the fight lasts: 1.5 minutes. In case of a draw the extra time is 1 minute.

3. in the fights the basic time of the KUMITE fight for boys and girls from 6-16 years is 2 (two) minutes. In case of a draw the extra time is 1 minute.

4. the bout duration begins when the Referee gives the signal to start with the command "HAJIME!" ("Start!").

The end of the time allotted for the bout will be indicated to the Referee by the ringing of a bell or other similar audible signal and the throwing of a small bag of red paint with beans in it in the direction of the Referee's feet.

6. the time signal must be sufficiently audible to be heard above the noise of the spectators.

7. even if a contestant loses consciousness during a bout or the bout is interrupted for any other reason, the timekeeper may not interrupt the timing of the bout by his own decision without an appropriate signal from the Referee.

8. in addition to the Referee, the timing of the bout may also be stopped by the Tatami Manager or Match Supervisor for the following reasons:

(a) if the official decides that the Referee has forgotten to give a signal to stop the timing, if the bout is interrupted because of an injury to a competitor, to order the KARATEGI, or for any other reason. In this case, the official must announce "JIKAN-WO TOMETE KUDASAI!" ("Please, stop the timing!") to inform all competitors and guests of this decision;

b) if the representative of the Referee Commission requests to stop the time. In this case, the official must shout "JIKAN-WO TOMETE KUDASAI!" ("Please, stop the timing!").

9. each competitor has the right to rest for at least 10 minutes between bouts.

10. all WAZA-ARI points, penalty points (GENTEN), recorded violations of rules (HANSOKU) will be cancelled after the expiration of the fighting time and after the announcement of the decision by the judges (HANTEI) and will not be valid during the next fighting time (in overtime etc.). The only exceptions are verbal warnings (CHUI), which are carried over to the next time of the round.

ARTICLE 7: SCORES

1. the scores are as follows:

a) IPPON (Clear victory)

b) WAZA-ARI (Half Victory)



2. IPPON is awarded for:

- (a) an effective blow with the hand or elbow, or a kick in an area allowed by the rules, which has brought the opponent to the ground for at least 5 seconds;
- b) an effective blow with the hand or elbow or a kick into a zone allowed by the rules, after which the competitor has lost the will to continue fighting;

3. WAZA-ARI is awarded for:

- (a) a fist or elbow strike or a kick to a zone allowed under the rules that knocked the opponent down for less than 5 seconds (the opponent got back up within 5 seconds);
- b) a fist or elbow strike or a kick in a zone allowed by the rules, after which the opponent remained standing but temporarily lost the desire to fight or lost balance;
- c) in the age groups of 6-17 years, all allowed kicks executed at JODAN level (head level) and executed clearly (without protection) will be scored WAZA-ARI.

4. should a competitor score a second WAZA-ARI in a fighting period, he will be declared the winner (WAZA-ARI AWASETE IPPON, AWASETE IPPON GACHI).

5. an effective technique executed at the time when the end of the fight is signaled is considered valid. A technique, even if effective, executed after the command "YAME!" ("Stop!") by the Referee will not be scored and may result in a penalty for the offender.

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

ARTICLE 8: PROHIBITED CONDUCT (HANSOKU)

- a) Hand and elbow strikes to the face. In some cases even finger touches to the face may be scored as an infraction. However, the imitation of blows to the face is permitted;
- b) Hand and elbow strikes to the neck, sides or back of the neck;
- c) blows to the groin;
- d) blows to the head (zutsuki);
- e) attacks to the fallen opponent;
- f) blows to the spine;
- g) attacks from the position with head to the head of the opponent;
- h) hooks to the neck, head and shoulder of the opponent. In knee strikes (HIZA- GERI) the entire arm above the elbow is considered the shoulder;
- i) Grabbing the KARATE GI, hands or legs of the opponent;
- j) Thrusts (OSHI) to the body and shoulders with palms, forearms, fists, shoulders. No points will be given for attacks following thrusts.



- k) The throwing techniques that require holding, grabbing or pushing the opponent;
- l) The approaching of the opponent with the aim of touching the opponent's hands or body in order to catch his hands and prevent him from striking, or to keep him off balance;
- m) attacks on the knee joint with straight kicks: MAE-GERI, SOKUTO-GERI, USHIRO-GERI;
- n) Faking or exaggerating injuries caused by prohibited techniques;
- o) Leaving the competition area (JOGAI) not caused by the opponent.

JOGAI refers to a situation where a competitor's foot or feet are outside the competition area. An exception is when the competitor is physically pushed or thrown out of the fighting area by the opponent. Also, if both feet of a competitor get outside the competition area during a quick maneuver after he immediately returns or assumes to immediately return to the competition area, the maneuver will not be scored as a JOGAI. A warning must be given for the third instance of JOGAI.

p) Avoiding combat as a means of allowing the opponent to score. "Avoiding fight" refers to a situation in which a competitor attempts to prevent the opponent from having the opportunity to score through time-consuming behavior. This often occurs in the final seconds of a match when a competitor who has previously received the winning point attempts to retain the advantage. The competitor who continually retreats without effectively countering, who makes multiple attempts to execute a kick with intentional fall (SUTEMI-WAZA) that produce no result, who stops to put his clothes in order, or who leaves the fighting area instead of giving the opponent an opportunity to score, must be warned or penalized. However, stepping back and maneuvering in conjunction with counter-attacks is not considered avoidance of combat and is not to be warned or penalized.

r) Passivity - no attempt to intervene in the fight. Passivity refers to situations where one or both competitors do not attempt to exchange techniques for an extended period of time.

If the contestants who won the previous bouts show sluggish, passive fighting during the bout, in stark contrast to the active fighting they showed in the previous bouts, the Referee may give both a verbal warning (CHUI) or has the right to penalize both with CHUI ICHI. If this does not help to change the character of the bout, the Referee has the right to stop the bout and, after consultation with the Referee Commission, disqualify both contestants (SHIKKAKU).

If a disqualification (SHIKKAKU) occurs in the bout for 1st place, places 1 and 2 remain vacant. If a disqualification (SHIKKAKU) occurs in the fight for the 3rd place, the places 3 and 4 remain free.

If a disqualification (SHIKKAKU) occurs during the bouts other than those mentioned above, the competitors who lost bouts against the disqualified competitors will continue their bouts in the next bouts.

s) Addressing or goading the opponent, not following the instructions of the Referee, rude behavior towards the Judges or any other breach of etiquette (REISETSU KETSUJO).

t) Any rude behavior by a member of an official delegation (the team representative, a coach or a doctor) may result in the disqualification of a competitor, the entire team or delegation from the tournament.

ARTICLE 9: WARNINGS AND PENALTIES

1. judges and referees have the right to give penalties according to the "intention" or situation and in the best interest of the sport.



Should the Referee decide to penalize one or more competitors, he must stop the bout, return the competitors to their starting positions, and announce the penalty while pointing to the competitor or competitors who committed the prohibited act.

3. if both competitors violate the rules at the same time, each should receive a penalty corresponding to the degree of violation.

4. forbidden acts are punished with oral warnings (CHUI), which are unofficial penalties in the sense that they do not influence the decision of the judges, and with official penalties, i.e. official warning (CHUI ICHI) and the penalty points (GENTEN ICHI, GENTEN NI, GENTEN SAN) in the following order:

- the first minor violation will be penalized with the verbal warning (CHUI),
- the first serious violation is punished with an official warning (CHUI ICHI),
- the second violation will be punished with the first penalty point (GENTEN ICHI),
- the third violation will be punished with the second penalty point (GENTEN NI),
- the fourth violation will be punished with the third penalty point (GENTEN SAN) and with the disqualification of the participant (SHIKKAKU).

Particularly dangerous and malicious violations (AKUSHITSU KOGEKI) can be punished immediately with the first penalty point (GENTEN ICHI) without giving CHUI or CHUI ICHI first.

5. penalties are not cumulative. Each penalty must be given at its own value. The imposition of a second or subsequent penalty automatically cancels any previous penalty. If a competitor has already received a penalty, all subsequent penalties for that competitor must always be awarded at least the next higher value than his existing penalty.

6. whenever a penalty is awarded by a judge, he should show the reason for the penalty with a simple action.

7. a penalty may be awarded after the announcement of "YAME!" for any prohibited action committed during the time allotted for the competition, or in some exceptional situations for serious actions committed after the signal to stop the competition has been given, as long as the decision has not yet been made.

CHUI (verbal warning)

1. CHUI will be imposed on each competitor for the first minor infraction.
2. the right to impose CHUI rests solely with the Referee, who does not require the assistance of the Judges and need not count their votes.
3. CHUI may be imposed only once for one type of infraction, but may be imposed again for other infractions.
4. when the Referee perceives a violation and stops the bout, but is not assisted by the Judges, or when two Judges shout "HANSOKU!" ("Violation!") and the Referee stops the bout but considers the violation to be minor and not to be penalized with CHUI ICHI, the Referee may give CHUI to the offender.
5. CHUI will not be considered when the Judges make their decision on the result of the bout (HANTEI).



CHUI ICHI

1. CHUI ICHI will be imposed on any competitor who commits a major infraction or commits a second minor infraction of the same type after being penalized with CHUI.
2. CHUI ICHI can only be imposed if it is supported by at least two Judges, including the Referee.

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

Genten Ichi

1. GENTEN ICHI will be imposed on any competitor who, having been penalized with CHUI ICHI, commits another infraction.

GENTEN ICHI may also be imposed on any competitor who commits a particularly serious infraction, whether or not he has previously been penalized with CHUI ICHI.

GENTEN Ni

1. GENTEN NI will be imposed on any competitor who, having been penalized with GENTEN ICHI, again commits an infraction.
2. GENTEN NI is equal to WAZA-ARI, i.e. if a competitor has both WAZA-ARI and GENTEN NI, his score is zero.

GENTEN SAN

1. GENTEN SAN will be imposed on any competitor who, having been penalized with GENTEN NI, commits a new infraction.
2. the imposition of GENTEN SAN will result in the competitor's disqualification (SHIKKAKU).

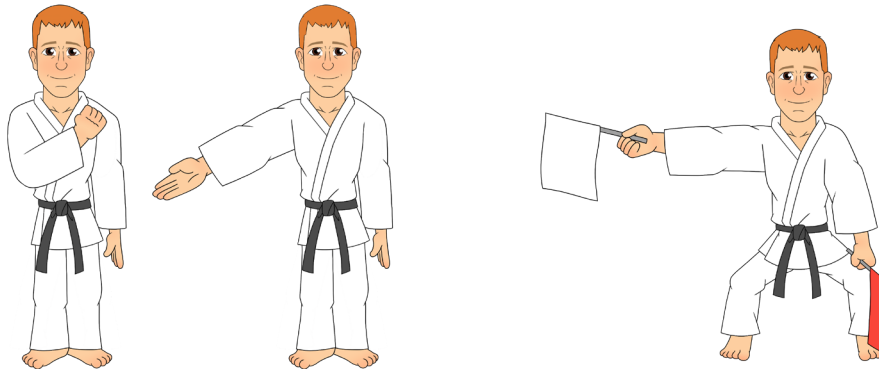
Disqualification (Shikkaku)

1. SHIKKAKU is a disqualification from the entire current tournament with a possible suspension from competition for an additional period of time.
2. a SHIKKAKU can be imposed directly, without warning of any kind.
3. SHIKKAKU can be invoked
 - a) when a competitor receives the third penalty point (GENTEN SAN);
 - b) when a competitor fails to follow the instructions of the Referee,
 - c) if a competitor comes to the competition area more than 2 minutes after the time or does not come to the competition area at all;

- d) if during the weighing at the Admission Commission it is found that the weight of the competitor exceeds the upper limit set for the weight category for which he/she has registered to participate;
- e) if the use of doping has been established;
- f) when a competitor behaves maliciously, disrespectfully or commits an act that damages the reputation and honor of Kyokushin. This includes gestures such as the Guts Pose (victory pose = throwing the hand or fist upwards) after the announcement of victory or the awarding of the WAZA-ARI, which are considered a breach of etiquette or a demonstration of disrespect to the opponent;
- g) if the coach or a non-fighting member of the competitor's delegation behaves in a manner detrimental to the reputation and honor of Kyokushin.
4. a public announcement of SHIKKAKU must be made.

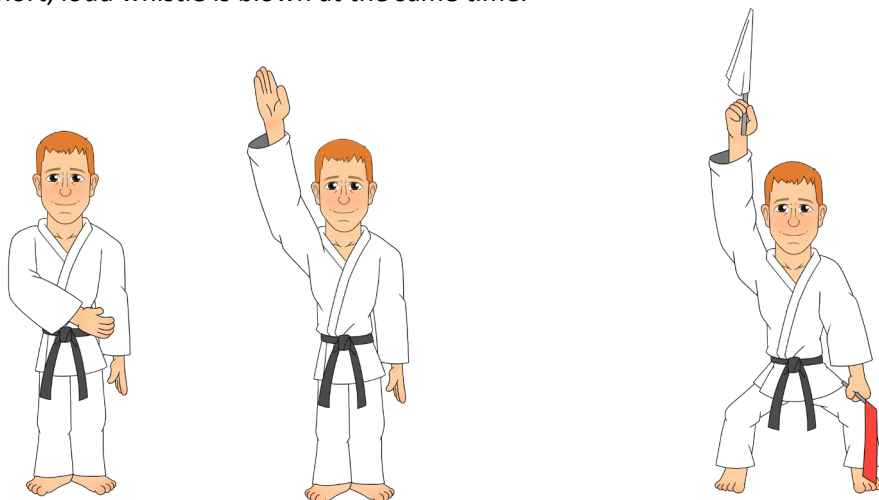
ARTICLE 10: Referee & Judges Signals.

Half Points:



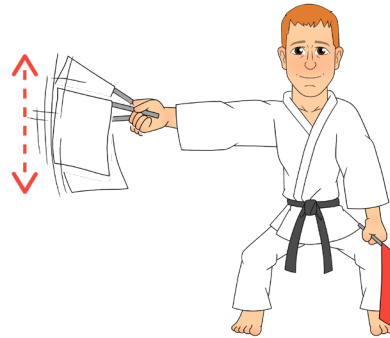
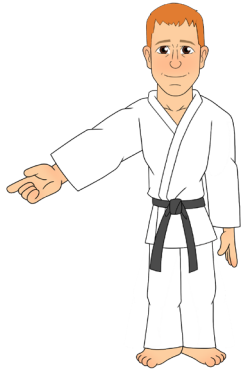
WAZA-ARI - Wave the correct flag (color) horizontally at shoulder level with a quick movement from the side. A short, loud whistle is blown at the same time.

Full Point:



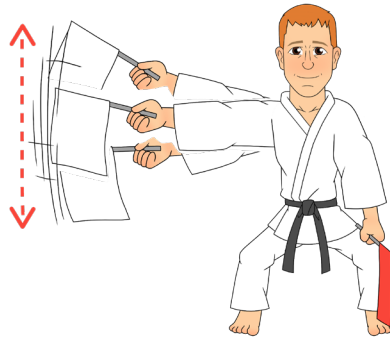
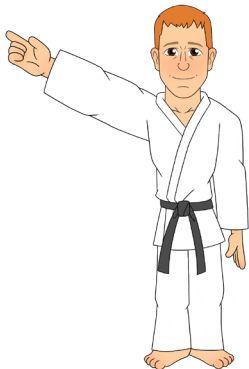
IPPON - Raise the correct flag (color) 45° with a quick movement from the start position to the top. At the same time a short, loud whistle is blown.

CHUI (Verbal Warning):



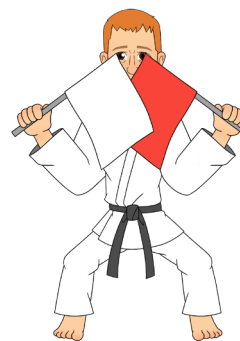
CHUI - A short, rapid wave of the appropriate flag. Simultaneous whistle at a medium volume.

Warnings:



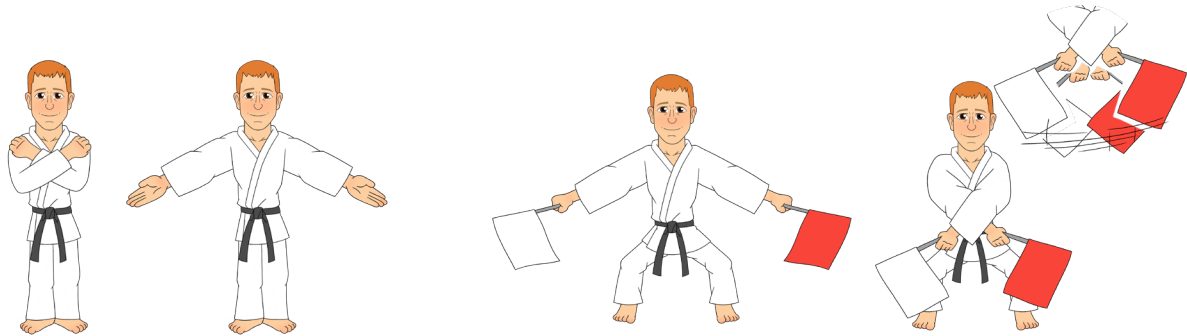
CHUI-1, GENTEN1-3 - A longer, rapid wave of the appropriate flag. Simultaneous whistling at a loud volume.

Nothing seen:



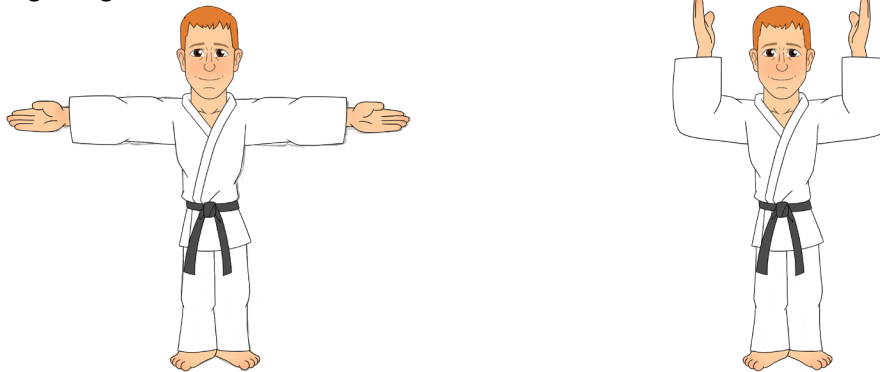
MINAI - Holding the flags crossed in front of the face.

No score:



TORIMASEN - Wave crossed flags opening downward.

Call all judges together:



FUKUSHINSHUGO - With an inviting motion, from the front towards themselves ask the Corner Judges to move to the base position.



1. kiken or forfeit is the decision given when a competitor or competitors fail to appear when called upon, are unable to continue the bout, abandon the bout, or are withdrawn on the instructions of the Referee. The reason for abandonment may be an injury not due to the actions of the opponent.

2. the decision of the KIKEN-GACHI will apply to any contestant whose opponent fails to appear for his match. A competitor who is not at his starting place after three (3) calls within a two minute period will forfeit the bout.

If a contestant loses his contact lens during the bout and is unable to recover it immediately and informs the Referee that he cannot continue without his contact lens, the Referee, after consultation with the Judges, will award victory to his opponent by KIKEN-GACHI.

4. if a competitor stops the fight without a valid reason, he must pay compensation in a fixed amount. Exceptions to this rule are listed below

a. if the tournament doctor decides after the medical examination that the competitor is not able to continue the fight;

b. if any contingencies (a misfortune in the competitor's family and the like) occur immediately before the start or during the competition.

ARTICLE 12: INJURIES AND ACCIDENTS DURING THE COMPETITION

1. each competitor participates in Kyokushin competitions at his/her own risk. The Kyokushin-Kan or the organizers of the competitions cannot be held responsible for any injury or illness suffered by the competitor as a result of participating in the competitions.

If a competitor is injured, the Referee must immediately stop the match and, if necessary, call the tournament doctor. The Referee must call the tournament doctor when a competitor is injured and requires medical treatment by raising his hand and verbally shouting "Doctor!". The tournament doctor is only authorized to diagnose and treat injuries. If the tournament doctor declares the competitor unfit, a corresponding entry must be made in the doctor's official report. The extent of the incapacitation must be made clear to the Tatami Manager and Judges.

3. a competitor who is injured by a prohibited act during a match in progress and requires medical treatment has three minutes in which to receive it. If physically able to do so, the injured competitor should be ordered off the competition area for examination and treatment by the tournament physician. If treatment is not completed within the time allowed, the Referee, after consultation with the tournament physician, will decide whether to declare the contestant unfit to fight or grant an extension of treatment time. If an extension of treatment time is granted, the bout will resume after three next bouts. If there are less than three next fights, the time will be determined by the Tatami Manager. In any case, the fight will be resumed from the time determined at the time of the interruption of the fight due to the injury.

4. if a fighter cannot continue fighting due to an injury, and the cause of the injury is attributed to the injured fighter, he loses the fight. If the cause of the injury is attributed to the uninjured fighter committing a prohibited act, the uninjured fighter will lose the bout.

5. an injured fighter, who has been declared unfit to fight by the tournament doctor, is not allowed to fight in this competition.

6. an injured competitor who wins a bout by disqualification due to injury may continue to fight in the bout only if declared fit to fight by the tournament doctor after further examination.



Any competitor who is believed by the Referee Panel to be feigning or exaggerating an injury due to a prohibited action or technique in order to obtain a penalty or disqualification of his 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 delivers a blow to his opponent after the Referee has given the command.

"YAME!" ("Stop!"):

a) if the opponent has been knocked down, has suffered a serious injury which became the cause of his momentary loss of consciousness, or has suffered an injury which could affect the further course of the bout, even if he has got up, the offender will be disqualified (SHIKKAKU);

b) if the opponent was knocked down but did not lose consciousness, suffered a minor injury or was only temporarily immobilized, the offender will receive a penalty point (GENTEN);

c) if the opponent received a blow but was not seriously injured, the offender will receive the official warning (CHUI ICHI);

d) if the blow missed the target, the offender will receive the verbal warning (CHUI).

ARTICLE 13: CRITERIA FOR THE DECISION

1. the actions of a competitor in competitive fighting (KUMITE) must be in accordance with the spirit and principles of real fighting. The competitor must maintain a distance that allows him to defend himself against all attacks, including those prohibited in the rules, directed at vulnerable areas of the body.

2. in Kyokushin competitions, etiquette must be strictly observed. Therefore, disrespectful behavior toward the opponent or the judges is not permitted on the competition floor. It is forbidden to express jubilation over victory or shouting over the decision of the Referee Panel in any way, including assuming the prone position (victory pose).

The result of a bout will be determined by a contestant receiving IPPON (IPPON GACHI) or 2 WAZA-ARI in a bout time that adds up to clear victory (AWASETE IPPON GACHI), or by the decision of the Referee Panel if time is exceeded (HANTEI GACHI), or by disqualification imposed on a contestant (SHIKKAKU), or KIKEN, the refusal to fight (FUSENSHO).

4. no single bout may be declared a draw (HIKIWAKE). But a tie can be declared after the basic time of the main round, the extra round and the second extra round. After the last overtime round, the Referee's decision on the winner is mandatory.

5. if the winner of the bout is not determined by a clear victory (IPPON GACHI), by disqualification of the opponent (SHIKKAKU) or by refusal of the opponent 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) takes effect when it is supported by three or more votes.

6. the result of a bout will be determined by one competitor gaining a points advantage:



(a) the competitor who has a lead of WAZA-ARI and has not received GENTEN NI is declared the winner (the competitor who has received both WAZA-ARI and GENTEN NI has the score equal to zero, in this case the content of the fight is scored);

b) if both competitors have the same score (no WAZA-ARI or both have WAZA-ARI), then the competitor who has received official warnings by the two points less is declared the winner (the competitor who has not received CHUI wins the competitor who has received GENTEN ICHI; the competitor who has received CHUI wins the competitor who has received GENTEN NI).

The score competitor № 1	The score Competitor № 2	The decision Referee team.
WAZA-ARI		The competitor № 1 will be declared the winner
WAZA-ARI + CHUI		The competitor № 1 shall be declared the winner
WAZA-ARI ICHI + GENTEN		The contestant № 1 shall be declared the winner
WAZA-ARI + GENTEN NI = 0		The decision will be made by a final vote on the basis of the additional criteria
	CHUI ICHI	The decision will be made by a final vote on the basis of the additional criteria
	GENTEN ICHI	The participant № 1 will be.
WAZA-ARI	WAZA-ARI + GENTEN ICHI	The participant № 1 will be declared the winner
WAZA-ARI	WAZA-ARI + CHUI ICHI	The decision will be made by a final vote on the basis of the additional criteria.



7. if after the full fighting time there are no scores or the 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, listed in order of importance (a, b, c, d):

(a) Damage to the opponent.

Damage is considered to be the effect of a blow which, although not of the same quality as a blow estimated for WAZA-ARI point, is close to it.

(b) Superiority of tactics and techniques demonstrated.

Preference is given to attacks that are clearly executed, achieve a target, use correct hip and body movements; kicking attacks that use a higher degree of skill to the body or head when it is a clear attempt to cause damage or achieve IPPON; or counterattacks executed after the opponent's strike has been dodged that do not achieve a target.

(c) Attack activity and variety using all limbs.

Attacking activity must be shown in a greater number of strikes executed with both arms and legs, and in the majority of actions initiated. Merely moving forward without executing strikes is not considered attacking activity.

d) Attitude and fighting spirit. The competitor who has initiated more attacks will be given preference.

8. the official warning (CHUI) will not be taken into account if the Judges give their decision (HANTEI) after the end of the basic time of a main round. However, it shall be taken into account when the judges give their decision after the extra time round. However, regardless of the CHUI, preference shall be given to the competitor who had an advantage during the bout.

ARTICLE 14: OFFICIAL PROTEST

1. as a general rule, protests will not be accepted or evaluated during competitions. However, if the Referee Committee and the management decide to allow the submission and acceptance of protests at certain competitions, the submission and evaluation of the protests and the actions based on the results of the evaluation will be carried out according to the provisions of this article. In this case, the Organizing Committee is obliged to inform the participants of the competitions in advance about the permission to submit protests.

2. no one can protest against a judgment to the members of the judging panel.

3. if a referee decision seems to be against the rules, the president of the national federation or his official representative is the only one allowed to file a protest.



4. the protest shall be submitted in the form of a written report immediately after the bout in which the protest arose. The protest must include the names of the contestants, the judges officiating, and the specific details of the protest. No general allegations of general standards will be accepted as a legitimate protest. The burden of proving the validity of the protest rests with the complainant.

The only exception is if the protest concerns an administrative malfunction. In the event of an administrative malfunction during a match in progress, the coach may inform the Tatami Manager directly. The Tatami Manager will in turn notify the Referee.

The protest must be submitted to a representative of the Appeals Jury. The Appeals Jury will, in due course, review the circumstances that led to the protested decision. After considering all available facts, it will prepare a report and have the authority to take the necessary action. The decision will be made by the Appeals Jury before the start of the winner's next match.

6. any protest concerning the application of the rules must be filed in accordance with the appeals procedure established by the Board. It must be submitted in writing and signed by the official representative of the team or competitor(s).

7. the complainant must deposit a protest fee as determined by the Executive Committee, which must be submitted with the protest to a representative of the Appeals Jury.

8. subsequent matches or bouts will not be delayed even if an official protest is prepared. It is the responsibility of the Match Supervisor to ensure that the match was conducted in accordance with the competition rules.

9. composition of the Appeals Jury

The Appeals Jury shall be composed of three representatives of the Chief Referees 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, numbered from 1 to 3, to automatically replace any of the originally appointed Appeals Jury members if there is a conflict of interest because the Appeals Jury member shares the same nationality or has a family relationship by blood or as a brother-in-law to one of the parties involved in the protested incident.

the protested incident, including all members of the Appeals Jury involved in the protested incident.

10. evaluation of protests

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

Upon convening, the Appeals Jury shall immediately conduct such investigations and inquiries as it deems necessary to substantiate the merits of the protest, including studying evidence submitted in support of the protest, videos, and interviewing officials, in an effort to objectively determine the merits of the protest.

Each of the three members is required to render his or her judgment on the validity of the protest. Abstentions are not permitted.

11. rejected protests

If a protest is found to be invalid, the Appeals Jury shall designate one of its members to verbally notify the protester that the protest has been denied, mark the original document with the word "REJECTED" and have it signed by each member of the Appeals Jury before it is deposited with the



Treasurer, who in turn will forward it to the Secretary General. If the protest is found to be invalid by the Appeals Jury, the protest deposit shall be forfeited.

12. Accepted Protests

If a protest is accepted, the Appeals Jury will contact the Organizing Committee and the Referee Committee to take such action as is practical to rectify the situation, including the possibilities of:

- Reversal of previous decisions made in violation of the rules;
- Cancellation of the results of affected matches in the pool from the time prior to the incident;
- Replaying such matches that were affected by the incident;
- Issuance of a recommendation to the Referee Commission that the affected referees be evaluated for sanction.

All of these actions will be taken to prevent a reoccurrence in future competitions.

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

13. incident report

Following the handling of the incident in the manner described above, the Appeals Jury shall reconvene and prepare a simple protest report describing its findings and stating its reasons for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and sent to the Secretary General.

14 Powers and Limitations

The decision of the Appeals Jury is final, therefore the Executive Committee must approve the decision of the Appeals Jury prior to its decision.

The Appeals Jury cannot impose sanctions or penalties. Its function is to rule on the merits of the protest and to initiate the necessary action on the part of the Referee Commission and the Organizing Commission to take corrective action to correct any refereeing procedure found to be in violation of the rules.

ARTICLE 15: START, INTERRUPTION AND TERMINATION OF FIGHTS

(1) The terms and gestures to be used by the Referee and Judges in the conduct of a bout are specified.

The Referee and Judges must always be in position to start the bout before the contestants enter the competition area. The Referee must stand in the competition area at his starting line. He must face the Presidium.

3. beginning of the fight



- a) At the beginning of a bout, the announcer on duty will call the competitors to the competition area. The SHIRO competitor will be called first, the AKA competitor second.
- b) Before the competitors enter the competition area, the Assistant Referees will check their clothing and protective equipment. If a problem is found with a competitor's clothing and protective equipment, the competitor will be given two (2) minutes to rectify the matter. If he is unable to rectify the matter within two (2) minutes, he will be denied the right to compete and the opponent will win the competition by KIKEN-GACHI.
- c) When entering the competition area, competitors will bow first towards the competition area and then towards the Presidium and then enter the competition area.

The REI bow is a part of Kyokushin etiquette and a tradition that reflects the respect and discipline inherent in the unique activities of our sport.

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

Competitors who do not bow in accordance with these rules guidelines will be required to do so. Those who refuse will be reported to the Chief Judge of the Championship, who will disqualify the competitor from further competition and, in the case of a medal competition, revoke the medal and placing.

d) When a competitor enters the competition area, the Chief Judge will instruct the competitor to take his/her place by pointing his/her outstretched hand with fingers extended to the side of the starting line closest to the competitor. The competitors face each other at their starting line. The Referee stands at his starting line.

e) At the command of the Referee "SHOMEN-NI!"

e) At the command of the Referee "SHOMEN-NI!" ("Bow to the Spectators / Tournament Guests!"); at this moment the Referee extends his right hand with outstretched fingers towards the spectators) the competitors will turn towards the spectators, and at the command of the Referee "REI!" the competitors will bow to the spectators. ("Bow!") they bow towards the spectators. The Referee, together with the competitors, bows towards the spectators.

f) At the command of the Referee "SHUSHIN-NI!" ("Face the Referee!"); at this moment the Referee extends his hands with clenched fists, palms upwards, towards the contestants), the contestants turn towards the Referee, and on the command of the Referee "REI!" ("Bow!"); at this moment the Referee brings his fists to his chin with the palm down) the competitors bow to the Referee. The Referee will also bow towards the competitors.

g) At the command of the Referee "O-TAGAI-NI!" ("Face each other!"); at this moment the Referee will extend his hands with clenched fists, palms upwards, towards the contestants) the contestants will turn towards each other, and on the command of the Referee "REI!" ("Bow!"); at this moment the Referee brings his fists together in front of his chest) they bow to each other. The Referee may not make the bow this time.

h) At the command of the Referee KAMAETE! ("Take your positions!" / At this moment the Referee imitates the fighting position by raising his hands in front of his body), the contestants



simultaneously take a step back and assume fighting positions while waiting for the Referee to give the command "HAJIME!". ("Start!"). At this moment the Referee must check that both competitors are ready to start the bout and take up their positions behind their starting lines.

k) At the command of the Referee "HAJIME!" (at this moment the Referee shall make SEIKEN CHUDAN-ZUKI in front of him), the contestants shall begin the bout.

4. during the bout

a) The Referee must maintain the distance that allows him to jump between the contestants at any time, but also not to get in the way of the contestants.

b) The Referee should not stand in the way of the Judges or obstruct their view.

c) The Judges will indicate their decisions by showing the flags. At the same time, they must inform the Referee of their decisions by blowing their whistles accordingly.

d) After the start of the competition, the competitors may leave the competition area only if they receive permission to do so from the Referee. Permission will only be granted in very exceptional circumstances, such as the need to change a damaged or soiled KARATE GI.

5. interruption of the match

In the following situations the Referee will call "YAME!" ("Stop!") and temporarily interrupts the bout:

a) When, in the opinion of the Referee, a point has been scored or a foul has been committed, or the situation requires the bout to be stopped for safety reasons.

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

c) When one or both competitors are outside the fighting area (JOGAI).

d) When one or both competitors fall or are thrown.

e) When there is a need to put the KARATE GI or protective equipment in order.

f) When called upon to do so by the Tatami Manager.

g) The Referee must not interrupt the match unnecessarily.

If the bout is interrupted due to a HANSOKU or JOGAI, the Referee must not only order "YAME!" but also jump between the two competitors.

8. if a contestant stops fighting due to the whistles of the Judges, but the Referee decides that there is no need to interrupt the bout, the Referee must place his SHUTO between the contestants and command "ZOKKO!" ("Keep fighting!"). The contestants must not stop fighting until the Referee gives the command "YAME!" ("Stop!") and must maintain ZANSHIN (the state of total concentration, observation and awareness of the opponent's attacking capabilities) without giving up their guard. If the opponent successfully executes an attack due to the competitor's lack of ZANSHIN, his attack will be scored.

If it is necessary to stop the bout, the Referee will order the contestants to take up their starting positions. 10.

When the Referee is counting the Judges' votes, he shall step back to the edge of the fighting area so that he can see all the Judges clearly.



The Referee shall count the Judges' votes using his right hand SHUTO, not one finger.

If the Judges' votes differ when counting, the Referee will first announce the decision of the Judge sitting to his right: "SHIRO!" ("White!"), "AKA!" ("Red!"), or "HIKIWAKE" ("TIE").

Then the Referee counts the same decisions of the other Judges.

When a different decision (or decisions) is indicated by another Judge (or Judges), the Referee counts them in the same way, starting on the right.

If there are 3 votes of the same type, the Referee will start counting from the lesser vote.

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

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

11. stopping the timing (TOKEI-WO TOMETE KUDASAI)

a) Normally the Referee will not stop the timing when the bout is stopped.

b) After the decision the Referee must stop the bout with a minimum of delay by the command "ZOKKO!" ("Continue!"); at this moment the Referee makes a short downward cutting movement with his right SHUTO between the contestants).

c) The Referee stops the timing,

- if a competitor becomes unconscious or injured and the tournament doctor is called for treatment;
- when it is necessary to put the KARATE GI or protective equipment in order;
- when requested to do so by the Tatami Manager.

d) When stopping the timing, the Referee must give the command "TOKEI-WO TOMETE KUDASAI!" ("Please, stop the timing!") and place one hand above his head and touch his palm with the fingertips of the other hand at right angles, forming the letter "T".

e) If a competitor or both competitors need to put the KARATE GI or protective equipment in order, the Referee will stop the bout, as well as the clock, and have the competitors return to their starting lines.

f) The competitor who does not require treatment by the tournament doctor, or who does not need to put his KARATE GI or protective equipment in order, shall turn to the outside of the competition area and wait standing.

When the Referee returns to his position, he will count the votes of the Judges. In the event of a score or penalty being awarded, the Referee will identify the contestant (AKA or SHIRO), the area attacked and then award the appropriate score with the prescribed gesture. The Referee then resumes the bout by calling "ZOKKO!". When resuming the bout the Referee should check that both contestants are on their lines and properly positioned. Contestants jumping up and down or otherwise fidgeting must be still before the bout can be resumed. The Referee must resume the bout with a minimum of delay.

13. termination of the fight



- a) The bout is finished when the allotted time has expired or when a contestant has received IPPON.
- b) When the time allotted for the bout has expired, the timekeeper will indicate this by an audible signal and by throwing the small bag of red paint (approximately 20 cm x 15 cm) with beans in it towards the feet of the Referee. As soon as the bag has been thrown into the competition area, the Judges will additionally indicate this to the Referee by blowing a long, strong whistle.
- c) As soon as the bout 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 have their KARATEGI in order at this time.
- d) When the time allotted for the bout has elapsed, the result of the bout will be voted on by the Judges, including the Referee, and then the Referee will declare the winner by raising one hand on the side of the winner and announcing "SHIRO (AKA) NO KACHI". The bout is over at this point.
- e) When IPPON is scored, the Referee will count the votes of the Judges, including the Referee, and indicate victory by raising one hand on the side of the winner and announcing "SHIRO (AKA) IPPON!". SHIRO (AKA) NO KACHI!". The bout is over at this point.
- f) If a competitor loses consciousness, the Referee must render assistance under the supervision of the tournament doctor. In this case the other competitor stands facing away from the fighting area and waits for the decision. If the fallen competitor is revived, the Referee must bring him back to the starting line, facing the Presidium. If the fallen competitor is sent away from the competition area for assistance, only the other competitor remains on the competition area to announce the decision.
- g) When the decision of the Judges is announced, at the command of the Referee "SHOMEN-NI!" ("Prepare to bow to the spectator!"; at this moment the Referee will extend his right hand with fingers outstretched towards the spectator) the contestants will prepare to bow towards the spectator, and on the command of the Referee "REI!" ("Bow!") they bow towards the spectators. The Referee, together with the competitors, will bow towards the spectators.
- h) At the command of the Referee "SHUSHIN-NI!" ("Face the Referee!"; at this moment the Referee extends his hands with clenched fists, palms upwards, towards the contestants), the contestants turn towards the Referee, and on the command of the Referee "REI!" ("Bow!"; at this moment the Referee brings his fists to his chin with the palm down) the competitors bow to the Referee. The Referee will also bow towards the competitors.
- i) On the command of the Referee "O-TAGAI-NI!" ("Face each other!"; at this moment the Referee will extend his hands with clenched fists, palms upwards, towards the contestants) the contestants will turn towards each other, and on the command of the Referee "REI!" ("Bow!"; at this moment the Referee brings his fists together in front of his chest) they bow to each other. The Referee shall not make the bow this time.
- j) At the command of the Referee "AKUSHU!" ("Shake hands!") the competitors will walk towards each other and shake hands with both hands and then leave the competition area.
- k) Before leaving the competition area, the competitors bow first in the direction of the Presidium and then in the direction of the competition area.
14. after the Referee has announced the result of the match to the competitors, it is not possible for the Referee to change this decision after the Referee and the Judges have left the competition area.
- Should the Referee erroneously award the contest to the wrong competitor, the Judges must ensure that he changes this erroneous decision before the Referee and Judges leave the competition area.



ARTICLE 16: TOURNAMENT SYSTEM

Round Robin

The athletes compete in the round-robin system in groups of maximum 4 fighters. This ensures that the competitors can gain the maximum fighting experience in small groups. Each competitor will therefore contest a maximum of 3 fights.

Points:

Victory 3 points

Draw 1 point

Defeat 0 point

ARTICLE 17: MODIFICATIONS

Only the Kyokushinkan -Switzerland Referee Commission may change or modify these rules.

