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RULES FOR NON CONTACT TOURNAMENTS

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RULES FOR KYOKUSHIN NON-CONTACT CONTINUOUS FIGHTING

(The term "continuous fighting" means that the match is not stopped to award a score, it does NOT mean that the contestants have to be continually attacking).

1. MATCH AREA: The match area shall be 8 metres square (or as decided by the tournament committee) and devoid of hazard

2. KARATE UNIFORMS:

1. The contestants will wear a clean uniform and one contestant shall wear a red sash and the other a white sash.
2. The contestants shall keep their nails short and will not wear any metallic objects or the like on their body or uniform, which may cause injury to the other contestant.
3. The contestants may not use devices for protection other than those approved for such events.
4. Hand mitts shall not be used.

3. THE REFEREE PANEL.

The referee panel shall consist of 4 corner judges, 1 referee and 1 arbitrator (if available).

1. An arbitrator shall be appointed to oversee the fairness of the match and the judgement rendered thereon. He may call for an explanation in the case that the arbitrator finds the decision unreasonable, demand that the referee review the decision. The arbitrator shall not unless otherwise requested give an opinion as to the points or penalties given, either by gesture or verbally, except in the case where a legally incorrect decision has been given.
2. ALL officials must be absolutely neutral and impartial.
3. ALL officials must with utmost attentiveness and concentration watch and observe very detail of the match. They must attend and pass judgement on every move of the contestants
4. ALL officials must always comport themselves with dignity and self-possession.
5. During a match, the judges may only speak to each other or match officials. The referee may speak to the contestants; the referee and arbitrator may speak to the manager or coach.
6. The quality of the judgement and attitude shown by the referee, judges and arbitrator exerts a profound effect on the progress of a karate match operation. It is therefore required that every referee, judges and arbitrator demonstrate exemplary, efficient and refined behaviour.

4. STARTING, SUSPENDING AND ENDING OF THE MATCH.

STARTING: The referee, judge and arbitrator shall take their prescribed positions following an exchange of bows. The referee announces "kamaete" the fighters and the referee take up a fighting position and the referee announces "hajime" the referee punches the air with the rear fist and the bout commences.

STOPPING OR SUSPENDING THE BOUT: The referee will stop or suspend the match by announcing "yame" in a clear loud voice and order the contestants back to their starting positions.

RESTARTING: The referee restarts the bout with the command "kamaete" the fighters and the referee takes a fighting position. The referee announces "zokko" then punches the air with the rear fist and the bout recommence.

AWARDING THE BOUT: The referee shall request a decision from the judges and the judges shall render their judgement accordingly. The referee shall then declare the winner, indicating by raising his/her hand on the side of the winner and declaring "aka (shiro) no kachi" or in the case of a draw, "hikiwaki". The bout is then ended with the appropriate bows.

5. DURATION OF THE BOUT: Duration of the bout shall be two minutes for adults and one and a half minutes for contestants under sixteen years of age. However the Tournament committee may vary the time of the bouts. A match will only stop before the time has expired IF a contestant is disqualified or a contestant gives up or cannot continue due to injury.

6. SCORING: A bout shall be awarded to the contestant with the highest score. Also refer to Clause 14: Clickers

IPPON: An ippon is awarded on the following basis:

1. A clear decisive kick to the head or body. The kick must not have been partially blocked or avoided (excluding a roundhouse kick to the outside leg).
2. Please note that if a block is attempted but the kick still gets through a Waza Ari is scored
3. A strong clean well placed fist combination that is not even partially blocked and each technique is capable of scoring in its own right
4. The following are to be kept in mind when a match official considers awarding an ippon:
 - (a) Good form
 - (b) Strong application
 - (c) Correct timing
 - (d) Correct distance
 - (e) Good focus

WAZA-ARI:

1. A clear decisive fist strike to the body which has not been partially blocked or avoided. NB. The fist must be closed and tight
2. A clear decisive roundhouse kick to the outside of the thigh (above the knee and below the hip) which must not have been partially blocked or avoided.
3. A clear decisive kick to the head that has not been blocked effectively.
4. The following points are to be kept in mind when a match official considers awarding a waza-ari:
 - (a) Good form
 - (b) Strong application
 - (c) Correct timing
 - (d) Correct distance
 - (e) Good focus

The following should be kept in mind when a judge considers awarding a score.

1. An effective technique delivered at the same time as the end of the bout is signaled is considered to be valid. An attack, even if effective, delivered after yame or stop, shall not be scored and may result in a penalty being imposed.
2. No technique will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants is outside the competition area and the opponent delivers an effective technique whilst still inside the competition area, and before the referee calls "YAME", the technique will be scored.
3. Simultaneous techniques delivered by both contestants, shall not score.

CRITERIA FOR DECISION: Points shall be awarded for each clean decisive technique scored during the match. Points shall be awarded for the following conditions:

1. A combination of hand or a kicking technique.
2. When accurate and powerful techniques delivered with good timing and adequate distance.
3. Attacks must have good form and attitude, vigour, good timing and distance.
4. No attack shall be recognised which commences after "Yame".

7. DRAWN BOUT. If the first round is drawn, the referee will declare an encho-sen (extension). Unless otherwise decided by the tournament committee prior to the commencement of the tournament, only one encho-sen is allowed.

At the end of the encho-sen, the judges must declare a winner. If, after the encho-sen, two judges have voted for red and two judges have voted for white, the referee has the casting vote and a decision must be made, and shall be based on the following points:

1. The number of escapes outside the match area.
2. Whether there has been a warning due to a foul.
3. The comparative excellence in fighting attitude.
4. The ability and skill shown.
5. The number of attacking moves.
6. The comparative excellence in strategy.

8. OTHER MATTERS: Matters relating to judgement not prescribed in these rules shall be discussed among the arbitrator, referee and chief referee of the day.

9. CONTACT: All attacks must be well controlled and **any contact** to the head or face or **excessive contact to the body** will incur a penalty.

Excessive contact to the body is deemed to be more than a light gi touch. 3 Chui or 1 Chui & 1 Genten or 1 Genten & 1 Chui will result in disqualification **It should be noted** that penalties other than those for excessive contact to the body or contact to the head do not lead to "shikkaku"

10. ATTACKING AREAS:

1. Head
2. Face
3. Neck
4. Abdomen
5. Chest
6. Back (excluding shoulders)
7. Outside of the leg (above the knee and below the hip).

11. PROHIBITED TECHNIQUES AND BEHAVIOUR:

1. Techniques, which attack the face with the arm, open hand or fist
2. Techniques which make contact with the head, face or neck
3. Techniques which make excessive contact to the body
4. Techniques that attack the groin, joints or instep
5. Spinning back kicks
6. Descending kicks
7. Attacking the extremities (excluding the thigh)
7. Having no regard to the scoring area
8. Grabbing or pushing
9. Repeated exits from the area (jogai)
10. No regard to his or her own safety or not offering a defence (mubobi)
11. Feigning injury to gain advantage
12. A contestant is about to commit a prohibited technique.
13. A contestant fails to obey the order of the referee.
14. Becoming over excited and is considered a danger to his opponent.
15. Other acts which are deemed to violate the rules and spirit of the match.

12. PENALTIES: Every fighter who contravenes the rules shall be warned or penalised. The penalty shall be directly related to the severity of the infringement. The referee shall announce the penalty after consultation with the match officials.

THE FOLLOWING PENALTIES SHALL APPLY WITH POINTS AWARDED TO THE OTHER COMPETITOR:

1. PRIVATE WARNING: No penalties shall apply
2. CHUI: Waza-ari (half point) awarded to the opponent.
3. GENTEN: Ippon (full point) awarded to the opponent
4. SHIKKAKU: Disqualification.

SPECIAL NOTE: **(excessive contact to the body or any contact to the head)** 3 Chui, 1 Chui & 1 Genten, 1 Genten & 1 Chui, 2 Chui & 1 Genten, 1 Genten & 2 Chui. Consider a Chui as -0.5 and a Genten as -1.0. Any situation that adds up to -1.5 or higher will result in disqualification. This only applies to contact and

It should be noted that penalties other than those for excessive contact to the body or contact to the head do not lead to "shikkaku"

PENALTY CONSIDERATIONS:

1. Once a penalty (other than a private warning) is given the Referee MUST award the half or full point to the other contestant and advise the judges accordingly.
2. Each judge must make note that such a half or full point has been awarded and must add the half or full point to the score.
3. Once a penalty has been given and a point awarded and added to the opponents score, further reference to the penalty, in the mind of the judge, is incorrect. The contestant has been penalised for the infringement and not be penalised twice by using that same penalty as an excuse for the contestant to not to be awarded the bout, provided the contestant is ahead on points.
4. Officials should be aware that there is no limit to the number of chui or genten that can be awarded in a match (other than for excessive contact)
5. Where contact is deemed to be excessive by the majority of match officials, but does not diminish the opponent's chances of winning: a chui shall be awarded against the offending competitor and a half point awarded to the fouled competitor. A second such contact and chui by the same competitor, a genten shall be awarded to the offending competitor and a full point awarded to the fouled competitor. A third offence by the same competitor will result in a Shikkaku penalty being given to the offending competitor.
6. The referee may conclude that the excessive contact is in deserving of a Genten even though it was the first such offence and go directly to a genten.
7. The referee may conclude that the excessive contact is in deserving of a Shikkaku (disqualification) even though it was the first such offence and under such circumstances go directly to a Shikkaku (disqualification) penalty.

13. INJURY OR ACCIDENTS DURING A MATCH.

1. When a contestant suffers an injury not serious enough to disenable the contestant and refuses to continue or requests permission to quit, the other contestant shall be declared the winner.
2. In the case of an injury sustained during the match, but not caused by the other contestant AND if the injured constant is unable to continue, the referee may suspend the match, or award the match to the other contestant after consultation with the match officials.
3. Any contestant who refuses to continue with the bout for any reason other than injury, or who requests permission to quit the bout for any reason other than injury shall be declared the loser.
4. A contestant who wins a bout by "shikkaku" (the opponent is disqualified) due to contact to the head, may not continue in the event.

14. CLICKERS

If clickers are used by the judges it is 1 click for waza ari and 2 clicks for ippon.

At the end of the match the ONLY consideration is the scores on the clickers and the highest score is the winner.

15. TERMINOLOGY

TERM: KAMEATE

MEANING: Take up fighting position

ACTION: The referee takes up fighting position

TERM: HAJIMA

MEANING: Start

ACTION: The referee punches the air with the rear fist

TERM: YAME

MEANING: Stop

ACTION: Interruption or end of the bout. The referee indicates by chopping down with his/her hand and announcing "yame"

TERM: ZOKKO

MEANING: Fight on

ACTION: Resumption of fighting ordered

TERM: MOTO NO ICHI

MEANING: Come to the line

ACTION: Contestants enter the match area

TERM: SHUGO

MEANING: Judge called

ACTION: The referee beckons the judge with one arm.

TERM: HANTEI

MEANING: Judgement

ACTION: The referee requests a decision.

TERM: HIKIWAKI

MEANING: Draw

ACTION: The referee crosses arms in front of the body.

TERM: ENCHO-SEN

MEANING: Extension

ACTION: Referee restarts bout with: - encho-sen, kamaete, hajime.

TERM: KIKEN

MEANING: Renunciation

ACTION: Referee points to the side that has given up or not appeared, and awards the bout to the opponent.

TERM: CHUI

MEANING: Warning with a waza-ari (1/2 point to the opponent)

ACTION: Referee points to the abdomen of the offender, awards a half point to the opponent, announcing aka (shiro) chui, shiro (aka) waza-ari

TERM: GENTEN

MEANING: Warning with an ippon (full point to the opponent)

ACTION: Referee points to the abdomen of the offender and awards a point to the opponent, announcing "aka" (shiro) genten, shiro (aka) ippon.

TERM: SHIKKAKU

MEANING: Disqualification

ACTION: Referee points to the face of the offender, then obliquely above and behind him/her and announces victory to the opponent.

TERM: MUBOBI

MEANING: Not offering a defence

ACTION: Penalty can apply

TERM: NO KACHI:

MEANING: Win by superiority

ACTION: Referee raises his/her arm in the direction of the winning fighter and announces aka/shiro