

International Federation of Karate



Kumite Rules for Karate Matches

using

Kyokushin Cadet Scoring System



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COMPETITION RULES FOR KARATE MATCHES USING THE KYOKUSHINKAI CADET SYSTEM

GENERAL NOTES

The following are the basic rules for Karate "Kyokushin" matches. Unlike professional and semi-professional "contact" Karate, hand mitts and foot protectors (i.e. flexible foam Safe T Equipment) are not allowed although shin and instep protectors are permitted. (See General Rules Note 2).

One other major difference is that attacks to the head and face using open hands or any part of the arm are prohibited for obvious reasons. However, attacks to these areas with the legs and feet are permitted.

There is an age restriction for cadets; they must be a minimum of 16 years old and a maximum of 17 years of age. It will be up to the discretion of the examining doctors as to the minimum weight permitted in the lightweight category.

Members of the International Federation of Karate ("IFK") must be at least 6th Kyu grade to be eligible to compete. These events will be closed to IFK members only, however if an open event inclusive of other organisations is organised by the governing body the members of other Associations and styles who wish to compete in Kyokushinkai Cadet Tournaments may be any grade providing they sign a disclaimer stating that they have practiced karate for at least two years (i.e. equivalent to IFK 6th Kyu).

1.0 GENERAL RULES

1.1 Each contestant must wear a clean white karate gi with their own Association or Country's Badge. When competing one contestant will wear a red identifying marker, the other a white identifying marker.

1.2 Finger and toenails must be cut short, no protective clothing, bandages or guards must be worn other than a groin guard, (chest protector for ladies) and shin/instep protectors of a type approved by the contest referee. Standard Approved Head Protectors that are authorized by the Chief Referee and Mouth Guards are optional unless required by the tournament organizers as obligatory.

In the event of an injury to a competitor, the wearing of bandages or other protective materials is at the absolute discretion of the head referee or head arbitrator of the competition, whose decision shall be final and binding upon the competitors. In principle no support bandages or tape shall be worn in the first round and thereafter at the discretion of the doctor. Female competitors may if they so wish use a single wrapping of tape around the knuckles as approved by the referee.

1.3 Neither the International Federation of Karate nor the officers of the Association will be in any way responsible for any injury or accident which may occur during the tournament. If insurance is wished, then it is up to the individual competitor to secure and make his own arrangements for that cover. This is the total responsibility of the individual contestant.

1.4 Any situation not defined in these rules shall be resolved by the technical or tournament committee on the day - this judgment will be final.

2.0 MATCH AREA

2.1 The match area shall be eight meters square, with a one meter safety perimeter.

2.2 The marking out and the positioning of the contestants, match referee, judges and arbitrators shall be as per normal karate match requirements. (See Appendix 1).

2.3 Contest area should be covered with semi-hard matting (as per Olympic Judo Mats).

3.0 METHODS OF MATCH

3.1 The types of match shall be as follows:

1. Individual match,

3.2 In all the men's matches the following three weight categories shall apply:

Category 1 - Lightweight - under 68kg

Category 2 - Middleweight - under 78kg

Category 3 - Heavyweight - over 78kg

3.3 In the women's division the following two weight categories shall apply:

Category 1 - Lightweight – under 58kg

Category 2 - Heavyweight – over 58kg

3.4 In the Lightweight category the minimum weight requirements will be at the discretion of the doctor when examining the contestants. In all categories the minimum age shall be 16 years and the maximum 17 years of age.

4.0 REFEREE, JUDGES AND ARBITRATORS

4.1 Each contest shall have four judges, one referee (who gives all commands) and one arbitrator. However, provision may be made for the match to be operated by a Match Referee, Mirror Referee and an Arbitrator.

4.2 In a decision upon the outcome of a contest each judge shall have one vote.

4.3 The referee shall also have one vote.

4.4 An arbitrator shall be appointed to ensure the fairness of the conduct of matches and judgment rendered thereon. The arbitrator will not be entitled to vote.

5.0 DURATION OF THE MATCH

5.1 Each kumite bout shall last 1 ½ or 2 minutes.

5.2 If no decision in favour of either opponent is made by the judges or in the event of a draw by the referee not exercising his vote in favour of either contestant, then the referee will authorize an extension (sai-shai), such an extension to be limited to the same duration as the 1st rd.

5.3 If the judges and referees are still unable to make a positive decision after the extension period, the lighter of the two contestants shall be declared the winner. Providing there is a difference in weight between the two contestants of not less than 3 kilos in the light and middleweight categories, and of 5 kilos in the heavyweight category. (Women - 3 kilos - both categories.)

5.4 If they are of approximately equal weight then they must fight one more round (encho-sen) when a positive decision must be made.

5.5 In the case of team events only paragraphs 1 and 2 will apply. If after the sai-shai there is still no positive decision, then the match shall be declared a draw.

6.0 CRITERIA FOR DECISION

6.1 The winner shall be determined on full point (ippon) or at time one half point (waza-ari). Two half points will constitute one full point.

(i) Full point (ippon) win:

- (a) Any legal technique with the legs to the head that is well focused will score a full point.
- (b) With the exception of techniques which are fouls and not allowed by the contest rules, any technique to the body or legs that connects and impairs the opponents ability to defend themselves scores a full point.
- (c) When the contestant informs the referee and judges that he/she is beaten as the result of techniques allowed within the contest rules, his opponent shall be awarded a full point.
- (d) Serious foul by or the disqualification of a contestant will automatically give the other contestant the win in a contest.

(ii) Half point (waza-ari) win:

(a) A waza ari can be awarded for a focused legal technique to the head, body or legs that is deemed by the judging panel to be not quite the standard of an ippon.

(b) When an opponent is downed with any technique including foot sweeps and a well focused but non-contact technique is followed through, waza-ari is awarded. A waza-ari may be awarded for a technique (within the contest rules) that does not down an opponent, but clearly incapacitates them, or renders them unable to defend themselves.

(iii) Decision win:

When no definite "Ippon" or "Waza-ari" has been scored, the judges may award a win by decision on the basis of superior technique, technical skill and fighting spirit.

7.0 PROHIBITED ACTS AND TECHNIQUES

7.1 The following matters may merit disqualification at the entire and absolute discretion of the referee of the contest, after consultation with judges. The contestant disqualified may give notice through his manager to the contest Arbitrator, of his wish to appeal to the Chief Referee who, after consultation with the judges, may reinstate the disqualified contestant or endorse and confirm the Match Referee's decision. The tournament's Chief Referee's decision will be final.

- (a) Any attack to the opponent's head, face, neck with the open hand, fist or any part of the arm. Except in exceptional circumstances, this will merit an automatic disqualification.
- (b) Kicks to the groin.
- (c) Head thrust or butts.

- (d) Kicks to any part of the knee joint.
- (e) Knee kicks whilst grabbing.
- (f) Elbow strikes to any part of the opponent's back.
- (g) Striking or kicking an opponent who has been downed, unless the attack or strike immediately follows the sweep or downing technique, in which case contact is not allowed.
- (h) Making an attack from the floor after having been downed by the opponent, (this should not be confused with an opponent defending himself whilst on the floor).
- (i) Grabbing or holding an opponent or his gi.
- (j) Failing to obey the referee's instructions during a bout.
- (k) Any other techniques or practices that the referee of the contest shall decide is improper or unfair.

8.0 WARNINGS

8.1 The following matter may merit a warning at the discretion of the contest referee:

- (a) Frequently retreating from or out of the contest area or moves that waste time.
- (b) Pushing the opponent with the open hand.
- (c) Persistent bad behavior or violence.
- (d) Chui is a term used by the referee at the same time pointing to the offenders feet. (This is a private warning).

9.0 THE FOLLOWING CAN MERIT AUTOMATIC DISQUALIFICATION

- (a) Contestants who arrive late for bouts or who fail to appear at all.
- (b) Contestants who refuse to engage in kumite during a match after 3 calls by the referee. Physical disability arising during the tournament shall allow a contestant to withdraw after examination and verification of the injury by the tournament physician. The decision is final.
- (c) Any competitor considered to be feigning injury, exploiting or exaggerating a contact or injury, in the opinion of the referee and judges e.g. to gain a rest for themselves, penalty or disqualification of his/her opponent, will themselves be penalised or disqualified.
- (d) Any competitor deemed not to be fighting to his/her own ability will be warned three times by the referee, if after the third warning his/her attitude or effort has not changed sufficiently in the opinion of the officials Hantie will be called and the match awarded to Aka or Shiro.

10.0 THE ORDER OF WARNINGS WILL BE AS FOLLOWS

- (i) CHUI ICHI
- (ii) GENTEN ICHI

- (iii) GENTEN NI
- (iv) GENTEN SAN – HANSOKU - SHIKKAKU

(All these warnings must be noted by the arbitrator and table officials).

Any penalty incurred in the match will be carried forward and if appropriate escalated in the Sai-Shai and Encho-Sen.

11.0 TERMINOLOGY USED BY THE REFEREES

11.1 Opening of the bout

Rei	Cross arms in front of the chest and say
“osu”	
Shomen ni rei	Face the official seats
Shushin ni rei	Face the referee
Otagai ni rei	Face each other
Kamaete	Take fighting stance
Hajime	Start the bout

11.2 During the bout

Yame	Stop the bout immediately
Kamaete	After stopping the fight take fighting stance
again	
Zoko	Continue
Shiro (white)	First competitor entering the arena
Aka (red)	Second competitor entering the arena
Atoshabaraku	30 seconds remaining

11.3 Fouls

Chui Ichi	First warning - point to offenders chest
Genten Ichi	Second warning point to chest then face
Chui ni	Penultimate warning point to chest
Genten ni Hansoku - Shikkaku	Final warning with disqualification - point to face the obliquely behind

11.4 Declaration of fouls

The referee designates the competitor who made the foul as Aka or Shiro and he declares the foul, and its nature (eg “Aka, kicking the knee - chui ichi”) The competitor who has committed the foul has to say “osu” when hearing the referees declaration.

11.5 Full point and half point

Ippon Full point and victory. The referee designates the competitor as Aka or Shiro and declares “ippon”,

Waza-ari Half point. An effective attack which is deemed by the match officials to be effective but not well focused enough to warrant an ippon. Two declarations of Waza-ari

constitutes a full point (ippon). Waza-ari is declared in the same way as ippon. (eg “Aka - waza-ari”),

Awase-ippon Ippon by two waza-ari is declared in the same way as ippon (eg “Aka - waza ari, awase-ippon).

11.6 Decision

When no full clear point has been scored, the victory is awarded by decision. The procedure is as follows:

Shomen - muite	Fighters face to face
Hante -o- onegashimasu	The referee asks the decision of the judges – then blows his/her whistle
Shiro (white) Aka (red)	The judge raises the same colour flag as the competitor who they consider to be the winner
Hikiwake	Draw – Flags crossed down in front of judge
Referee counts the flags	
Ichi	One flag
Ni	Two flags
San	Three flags
Shi	Four flags
Shushin, aka/shiro/hikiwake	The decision of the referee. The referee counts the number of flags and states his/her decision. (eg 1.“hikiwake ichi, shiro ichi, ni, san, shushin shiro” In this case shiro wins by 4 to 0.

11.7 Declaration of decision

The referee counts the number of flags and gives his/her own decision, he/she points obliquely with his/her hand to the winner. In the case of a draw the referee crosses his/her arms obliquely downwards.

11.8 End of the bout

The referee declares the winner, then gives the commands below. This is the end of the bout.

Shomen ni rei	Face the official seats
Shushin ni rei	Face the main judge
Otagai ni rei	Face each other

After bowing to each other the competitors shake hands and exit the arena.

11.9 Complete change of officials

Fuchushin Shugo
Shomen ni rei

Calling the judges together
Officials in a line bow to the front

Maware migi

Turn and walk to the right side of the area

Face replacement officials across the saijo. Referee then gives the command: "Shimpan ni rei - maware hidari" - turn to the left and move off, the replacement referee gives the command "Maware migi", the officials turn to the right and take up their positions at the front.

Appendix 1 - Match Area

Note: The safety area and competitors mat to be red if possible

