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KUMITE IPPON

One point Match: to win, the participant must score one point - by ippon or 2 Wazari, before their opponent, within the time limit.

ARTICLE 1: Types of Match

The types of Match shall be as follows:

INDIVIDUAL MATCH:

The Individual Match is decided by "**Shobu Ippon**".

"**Shobu Ippon**", a one point Match, (except in the final or championship round where it should be **3 Ippon**), is a Match where the participants try to score 3 points or 6 Wazari before their opponent within the time limit.

TEAM MATCH:

The number of persons make up a team (male and female) shall be 3 + 1 reserve.

A team will be allowed to participate only when the team has a minimum of two competitors.

Before each team Match, a team representative must hand to the official list identifying the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be changed. Use of a reserve will be considered as a change in the fighting order.

Matches between individual members of each team shall be held in the predetermined order.

The winner of a team Match shall be decided on the basis of these individual Matches.

The criteria for deciding the winner of a team Match is based the number of winners of each individual Match.



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Team Matches are decided based on the following criteria (in order of descending importance):

Numbers of wins.

Numbers of Ippon

Numbers of Wazari (only Wazari scored by the winners if individual Matches are counted).

Extra Match

When a team ties with its opposing team under the methods of decision as indicated above, the decision shall be made on the basis of the result of an extra Match conducted between a representatives of the contending teams. In case this extra Match is a draw, another Match (Sai Shiai) will take place. If there is still no score, a decision must be taken by the Judges panel.

Victories through a foul, disqualification or voluntary withdrawal of the opponent shall be counted as 1 Ippon.

IPPON TEAM ROTATION MATCH

Categories will be the following:

- **Cadets:** 15 to 17 years
- **Junior:** 18 to 20 years
- **Senior:** 18 to 35 years
- **Master:** 36 Years and up

The rules of scoring the matches will be same as in Shobu Ippon.



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Competition Procedure

All team members must compete during the required time limit however the coach can change the players at any time as he sees fit, and each contestant can come back again at any time. The reserved player can be substituted in case of injury but only in next round.

The duration of the match will be 3 minutes running time. During the match the team that will acquire 3 Ippon or 6 Wazary will be the winner.

If after the required time limit there is no clear winner, after halting the Match, the Referee shall end the Match by announcing "Soremade". In the absence of 3 Ippon at the end of determined time period, the referee shall step back to the edge of the tatami where he can clearly see all the corner judges and call for HANTEI, upon resolving the decision he will step back inside and announce the decision. After the announcement of result and formal exchange of bows by contestants and Referee Panel (Otagaini Rei - Shomenni Rei), the Match is deemed over.

The number of persons make up a team (male and female) shall be 3 + 1 reserve.

A team will be allowed to participate only when the team has a minimum of three competitors.

Team Matches are decided based on the following criteria (in order of descending importance):

Numbers of wins.

Numbers of Ippon (Ippon= 3 quality point)

Numbers of Wazari=(each Wazary=1 Quality point, 2 Wazari=2 quality point)

Disqualification= (3 Quality points)



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ARTICLE 2: STARTING, SUSPENDING AND ENDING OF MATCHES

Starting: at the start of a Kumite Match the Referee stands on the outside edge of the Match area. The Judges stand on his left and right. After the formal exchange of bows by contestants and Referee Panel (Shomenni Rei – Otagaini Rei), the Referee takes a step back, the Judges turn inwards and all bow together, then position themselves at the four corners of the ring. The Match shall start with the announcement by the Referee of "Shobu Ippon Hajime".

Suspending: by announcing "Yame" the Referee shall halt the Match temporarily and order the contestant back to their positions. When resuming the Match, the Referee announces "Tsuzukete Hajime".

The Time Keeper shall give signals by a gong or buzzer indicating Atoshibaraku, 30 seconds to go, (one signal) and time-up (two signals).

Ending: after halting the Match, the Referee shall end the Match by announcing "Soremade". In the absence of Ippon at the end of documented time period the referee shall step back to the edge of the tatami where he can clearly see all the corner judges and call for HANTEI, up on resolving the decision he will step back inside and announce the decision. After the announcement of result and formal exchange of bows by contestants and Referee Panel (Otagaini Rei - Shomenni Rei), the Match is deemed over.

ARTICLE 3: DURATION OF A MATCH

The duration of a Match shall be 2 minutes (Shobu-ippou uses a "running time" - clock is only stopped at the explicit command of the center referee), the final or championship round it shall be 3 minutes. Before the Tournament the WUKF-DC can modify the duration of the Matches.

ARTICLE 4: EXTENSIONS

In the event of a draw in an individual Match there will be another full Match (Sai Shiai).

All awards or penalties are not carried into the Sai Shiai, as it must be considered as a new Match.



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In the event of another draw at the end of the Sai Shiai, the Referee will announce Encho Sen (sudden death), where the first participant to score a point will be declared the winner.

If at the end of two minutes no winner has been declared, the Judges must take a decision on who is the winner, based on the Encho Sen only.

ARTICLE 5: VICTORY OR DEFEAT

Victory or defeat shall be awarded on the basis of Ippon, victory by decision, defeat due to a foul, disqualification or retirement.

ARTICLE 6: SCORING AREAS

The scoring areas shall be limited to the following:

Head, Face, Neck, Abdomen, Chest, Side, Back (excluding shoulders).

An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.

An attack, even if effective, delivered after the Time-up bell signals the end, shall not be recognized as such, nor shall it constitute a basis for decision.

Jogai: techniques delivered outside the prescribed Match area shall be invalid. However, if the contestant delivering such a technique was within the boundary of the Match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred. If Aka delivers a successful technique and then exits immediately afterwards, Yame should occur at the instant of score. The exit therefore occurs outside of Match time and may not be penalize.

If Aka's attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded. If Shiro exits just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded.

Scoring techniques of the same value simultaneously delivered by both contestants shall not score (Aiuchi).



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ARTICLE 7: CRITERIA FOR DECIDING IPPON AND WAZA-ARI

An Ippon is awarded on the basis of the following requirements:

When an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions: good form, good attitude, strong vigor, zanshin, proper timing, correct distancing.

Effective techniques delivered under the following conditions shall be considered as an Ippon:

When an attack is delivered with perfect timing as the opponent started to move towards the attacker.

When an attack is delivered immediately as the opponent was unbalanced by the attacker.

When a combination of successive and effective attacks are used.

For combined use of tsuki and geri techniques.

For combined use of tsuki/ geri and nage techniques.

When the opponent has lost their fighting spirit and turned their back to the attacker.

Effective attacks delivered on the undefended parts of the opponent.

A Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

ARTICLE 8: CRITERIA FOR DECISION (HANTEI)

In the absence of Ippon, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of Match, judges and the referee must make a decision (Hantei) as to the winner based on the following considerations:



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- Whether there has been Waza-ari.
- Whether there have been warnings.
- The number of escapes outside the Match area.
- The comparative excellence in the fighting attitude.
- The ability and skill.
- The degree of the vigor and fighting spirit.
- The number of attacking moves.
- The comparative excellence in the strategy used.
- Fair play.

ARTICLE 9: PROHIBITED ACTS AND TECHNIQUES

The following acts and techniques are prohibited:

- Uncontrolled attacks.
- Techniques which make excessive contact, having regard to the scoring area attacked.
- Attacks to the upper and lower limbs.
- Open hand techniques to the face, Empi Uchi, Hiza Geri and Atama Uchi.
- Attacks to the groin.
- Attacks to the hip joint, to the knee joints, the insteps and the shins.
- Grabbing (unless immediately followed up by a technique), clinching or bodily contacting against the opponent unnecessarily.
- Dangerous throws.
- Time-wasting.
- Any un-sportsman like behavior such as verbal abuses, provocation or needless utterances.
- Any behavior likely to bring Karate into disrepute (this includes Coaches, Manager and anybody connected with the contestant).
- Lack of regard for the contestant's own safety (Mubobi).



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- Any disrespectful and unnecessary actions are strictly forbidden.
- Exaggerated actions and reactions (i.e. faking injury) are forbidden and will be penalized.

ARTICLE 10: PENALTIES AND DISQUALIFICATION

When a contestant is about to, or has already committed a prohibited act, the Referee shall issue warning or announce a penalty.

When a contestant avoids combat, the Referee shall issue a warning or announce a penalty.

In the case of a contestant displaying a lack of regard for their own safety, the Referee shall issue a warning, or announce a penalty.

In the case of a contestant, after having once been warned, repeating similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.

When a contestant commits an act falling under any of the following case, the Referee shall announce the defeat of the offending contestant: Failing to obey the orders of the Referee.

If a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to their opponent.

If the act or the acts of a contestant are considered as malicious, willfully violating the rules prohibiting them.

Other acts which are deemed in violation the Rules of the Match.

Warnings and penalties are the following:

Private Warning: without a penalty.

Official warning: Chui.

Disqualification: Hansoku.

If a contestant continually escapes out of the Match area:



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After the first escape, the contestant must be given a private warning (Jogai).
After the second escape, the contestant must be given an official warning (Jogai Chui).

After the third escape, the contestant will be disqualified (Jogai Hansoku).

Any unruly behavior from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or team.

There will be no accumulation of punishment through:

Personal Warning, Chui, Hansoku.
Jogai, Jogai Chui, Jogai Hansoku.

Penalties must be accompanied by an increase in severity of the penalty imposed (Atenai).

No point shall be awarded if the competitor injures his opponent, in the performance of the technique, to the extent that he/she could have received a warning.



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APPENDICES

APPENDIX 1: The Terminology

Term Meaning Method of signalling

SHOBU IPPON

HAJIME: Start the Match. The Referee stands on the official line.

SHOBU HAJIME: Start the extended Match. The Referee stands on the official line.

ATOSHI BARAKU: 30 seconds before the Match. An audible signal will end be given by the timekeeper 30 seconds before the actual end of the Match.

YAME: Temporary halt of Match. The Referee chops downwards with one hand. The timekeeper stops the clock.

TSUZUKETE: Fight on. Resumption of fighting, ordered after an unauthorized interruption has occurred.

TSUZUKETE HAJIME: Restarting the Match. The Referee stands on the official line, steps back into Zenkutsu-Dachi and bring the palms of the hands towards each other.

SOREMADE: End of the Match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.

MOTONOICHI: Original position. The Contestants, Referee and Judges return to their respective standing lines.

SHUGO: Judges called. The Referee beckons with one arm to the Judges.

HANTEI: Judgment. The Referee calls for judgment by blowing their whistle, and the Judges render their decision by flag signal.

IPPON: One point. The Referee extends their arm higher than their shoulders, towards the relevant contestant.



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WAZARI: Half point. The Referee extends their arm slightly downwards to the side towards the relevant contestant.

AWASETE IPPON: Two Waza-ari recognised as one Ippon.

AIUCHI: Simultaneous scoring. No point awarded. Technique. The Referee brings his fists together in front of the chest.

HIKIWAKE: A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.

AKA (SHIRO) NO KACHI: Victory of red (white). The Referee obliquely raises an arm on the side of the winner.

ENCHO-SEN: Extension. Referee restarts the Match with the command "Shobu Hajime".

TORIMASEN: Not acceptable as scoring. As per Hikiwake, but technique culminating with the palms facing downwards.

ATENAI: Private warning. The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.

CHUI: Official warning. The Referee points with the index finger to the feet of the offender at an angle of 45 degrees.

HANSOKU: Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.

JOGAI: Exit from fighting area. The Referee points the index finger at a 45 degree angle to the area boundary on the side of the offender.

UKE IMASU: Technique blocked. An open hand touching the elbow of the opposite arm.

NUKETE IMASU: Technique missed a closed hand crossing in front of the body.

YOWAI: Technique too weak. An open hand descending downwards.

HAYAI: Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.



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MAAI: Bad distance. Both the hands are raised open and parallel to the floor, and facing each other.

MUBOBI: Warning for lack of regard. The Referee points with the index finger in the air at a 60-degree angle on the side of the offender.

KIKEN: Disqualification. The Referee points with the index finger towards the contestant.

SHIKKAKU: Disqualification. The Referee points towards the contestant first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

APPENDIX 2: THE TABLE FOR JUDGEMENT

O X Mienai SHIRO (AKA) NO KACHI or HIKIWAKE

In the case of two judges giving a point to Shiro (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

APPENDIX 3: EQUIPMENT

Hand Protectors: Hand Protectors designed by WUKF must be used, with white or red. The fingers must be uncovered. The maximum thickness is 2 cm. This is a special design for Shobu-Ippon kumite.

GUM SHIELDS: Gum shields must be white or clear.

GROIN PROTECTORS: Groin-protectors must be made of plastic or leather. Metallic material is not allowed.

CHEST PROTECTORS: Chest-protectors must protect the chest and side of the chest, not just the bosom.

NO OTHER PROTECTORS WILL BE ALLOWED