

# Tournament Rules

## **I. JUDGING PRINCIPLES**

The panel of judges and the review panel shall have equal authority in judging the events, but the final decision rests with the Head Judge. Free-style (Kumite) bouts shall be limited to Two minutes with 2 x 2 minute extensions if required.

When an unavoidable situation arises, the Head Judge may decide to make a change in the tournament schedule after consultation with the Chairman and Vice-Chairman of the Review Panel and the assistant judges. The structure of judging comprises of the following elements:

## **II. KATA**

There will be a panel of four judges plus a centre referee. Each competitor must submit 2 chosen katas. In the event of a tie he/she/the team must perform their second option. The kata selected must be no higher than 2 grades above the competitor/s current grade (selected from the Japanese Syllabus).

## **III. FREE-STYLE FIGHT (KUMITE)**

### **A. Basic Principles**

- 1) Juniors: 1 min 30sec plus 2 extensions of 1 min  
Colts: 2 min plus 2 extensions of 1 min 30sec  
Adults: 2 min plus 2 extensions of 2 mins  
Adults Open: 3 min plus 2 extensions of 2 mins
- 2) Victory is awarded to the contestant;
  - who has scored one full point
  - who has scored two half points, which make one full point
  - who won by decision
  - whose opponent was disqualified or failed to take part in the bout without good reason.

### **B. Full-Point (Ippon) Victory**

- 3) Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), elbow strike (hiji ate), etc. which vigorously downs the opponent for more than three seconds or results in the opponent's loss of his will to fight scores on full-point.

### **C. Half-Point (Waza-ari) Awarding**

- 4) Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), elbow strike (hiji ate), etc. which downs the opponent or results in the opponent's loss of his will to fight for less than three seconds after which he stands up and resumes the fight scores one half-point. Similarly, when one opponent loses his balance but does not fall down as a result of the other contestant's thrust (tsuki), kick (geri), elbow strike (hiji ate), etc. one half-point is declared.
- 5) When an opponent is downed with any technique, including foot sweep (ashi-kake), and a well-focused, but non-contact, downward punch (gedan tsuki) follows immediately as part of a combination one half-point might be awarded on the basis of the timing and other criteria.
- 6) Two declarations of half-point constitute a full-point victory.

### **D. Victory by Decision (Hantei)**

- 7) When no clean one-point victory has been made, the victory is awarded by decision.
- 8) The decision is valid when it is based on the judgement of at least three referees, out of the, one main referee and the four assistant referees.



### **E. Extensions (Enchosen)**

- 9) When a decision cannot be reached on the basis of the judgement of the one main referee and the four assistant referees, a draw is declared and extensions are granted.
- 10) If a decision cannot be reached after two extensions, the victory is awarded to the contestant 5 kilograms lighter.
- 11) From the semi-finals round on, if the winner cannot be decided on the basis of the weight difference, the number of boards broken at the breaking test (Tameshiwari) becomes a criterion in awarding the victory.
- 12) If the winner cannot be decided not even on the basis of the weight difference and the number of broken boards, victory is awarded by the Tournament Supreme Judge and the Head Judge, on the basis of the contestant's technique, fighting spirit and number of penalties etc. They may however recommend another two minute extension.
- 13) Articles 10, 11 and 12 constitute the basic principles but the Tournament Supreme Judge, the Head Judge and the Review Panel may make modifications when they consider them necessary.

### **F. Fouls (Hansoku)**

- 14) The following actions are considered fouls:
  - a) Touching the opponent's face and neck even slightly with a hand or elbow attack. However, making feints to the face is allowed.
  - b) Groin kicks (Kin geri)
  - c) Head thrusts (Atama tsuki)
  - d) Attacking an opponent who is already down
  - e) Attacking from behind
  - f) Grabbing the opponent's neck
  - g) Grabbing and holding the opponent's uniform (Dogi), arms and legs
  - h) Pushing with open hands
  - i) Any other actions that the referees may regard as foul.
- 15) Excluding deliberate actions, fouls result in one warning.

### **G. Penalties (Genten)**

- 16) The following situations result in one penalty:
  - a) Two warnings
  - b) Deliberate foul
  - c) Frequent retreating from the contest area
  - d) Other actions that the main referee may consider as a bad attitude towards the contest
- 17) Two penalties constitute disqualification.

### **H. Disqualification (Shikkaku)**

- 18) The following situations result in disqualification:
  - a) Two penalties
  - b) Failing to obey the referee's instructions during a bout
  - c) Actions considered as sheer violence, deliberate serious fouls and deliberate bad attitude towards the contest
  - d) Facing each other for more than one minute without engaging in fight. This shall be regarded as lacking the will to fight and both contestants shall be disqualified
  - e) Being late for bout or failing to appear.

### **I. Failing to take part in the bout (Shiai Hoki)**

- 19) Anyone who fails to take part in the bout as scheduled without good reason shall be fined no less than \$50.00 NZ. The following circumstances are exceptions:
  - a) Lack of ability to continue the tournament, decided by the tournament medical adviser.