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KUMITE IPPON

One point Match: the participants try to score one point (2 Wazari) before their opponent within the time limit.

ARTICLE 1: Types of Match

The types of Match shall be as follows:

1) INDIVIDUAL MATCH:

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

"**Shobu Ippon**", a one point Match, is a Match where the participants try to score one Ippon (2 Wazari) before their opponent within the time limit.

2) TEAM MATCH:

- a) The number of persons comprising a team (male and female) shall be 3 + 1 reserve.
- b) A team will be allowed to participate only when it comprises of a minimum of two competitors.
- c) Before each team Match, a team representative must hand to the official table, an official form defining 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 amended. Use of a reserve constitutes a change in fighting order.
- d) Matches between individual members of each team shall be held in the predetermined order.
- e) The winner of a team Match shall be decided on the outcome of these individual Matches.
- f) The criteria for deciding the winning Team, on the basis of the individual matches, is as follows (in order of descending importance):
 1. Numbers of wins.
 2. Numbers of Ippons (of the winner only).
 3. Numbers of Wazaris (of the winner only).
 4. Extra Match.



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When a team ties with its opposing team under the methods of decision as laid out above, the decision shall be made on the basis of the result of an extra Match conducted between a representative 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 retirement of the opponent shall be counted as 1 Ippon.

ARTICLE 2: STARTING, SUSPENDING AND ENDING OF MATCHES

- 1) 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 (Shomen ni Rei – Otagai ni Rei), the Referee takes a step back, the Judges turn inwards and all bow together. The Match shall start with the announcement by the Referee of "Shobu Sanbon Hajime".
- 2) 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".
- 3) The Time Keeper shall give signals by a gong or buzzer indicating Atoshibaraku, 30 seconds to go, (one signal) and time-up (two signals).
- 4) Ending: after halting the Match, the Referee shall end the Match by announcing "Soremade". After the formal exchange of bows by contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei), the Match is deemed over.

ARTICLE 3: DURATION OF A MATCH

The duration of a Match shall be 2 minutes (effective time). Before the Tournament the WUKF-DC can modify the duration of the Matches.

ARTICLE 4: EXTENSIONS

- 1) In the event of a draw in an individual Match there will be another Match (Sai Shiai).
- 2) In the event of another draw at the end of the Sai Shiai the Judges must take a decision on who is the winner, based on the Sai Shiai only.



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

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:

- a) Head, Face, Neck, Abdomen, Chest, Side, Back (excluding shoulders).
- b) An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.
- c) 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.
- d) 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 penalized.
- e) 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. If Shiro exits, or has exited as Aka's score is made (with Aka remaining within the area) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.
- f) 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

1) 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.

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

- a) When an attack is delivered with perfect timing as the opponent started to move towards the attacker.
- b) When an attack is delivered immediately as the opponent was unbalanced by the attacker.
- c) When a combination of successive and effective attacks are used.
- d) For combined use of tsuki and geri techniques.
- e) For combined use of tsuki/ gueri and nage techniques.
- f) When the opponent has lost their fighting spirit and turned their back to the attacker.
- g) Effective attacks delivered on the undefended parts of the opponent.

3) 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, a decision (Hantei) is taken on the basis of the following considerations:

- a) Whether there have been Waza-aris.
- b) Whether there have been warnings.
- c) The number of escapes outside the Match area.



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- d) The comparative excellence in the fighting attitude.
- e) The ability and skill.
- f) The degree of the vigor and fighting spirit.
- g) The number of attacking moves.
- h) The comparative excellence in the strategy used.
- i) Fair play.

ARTICLE 9: PROHIBITED ACTS AND TECHNIQUES

The following acts and techniques are prohibited:

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



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

ARTICLE 10: PENALTIES AND DISQUALIFICATION

- 1) When a contestant is about to, or has already committed a prohibited act, the Referee shall issue warning or announce a penalty.
- 2) When a contestant avoids combat, the Referee shall issue a warning or announce a penalty.
- 3) 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.
- 4) 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.
- 5) 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.
- 6) If a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to their opponent.
- 7) If the act or the acts of a contestant are considered as malicious, willfully violating the rules prohibiting them.
- 8) Other acts which are deemed in violation the Rules of the Match.
- 9) Warnings and penalties are the following:
 - a) Private warning: Atenai (without a penalty).
 - b) Official warning: Chui.
 - c) Disqualification: Hansoku.



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- 10)** If a contestant continually escapes out of the Match area:
 - a.** After the first escape, the contestant must be given a private warning (Jogai).
 - b.** After the second escape, the contestant must be given an official warning (Jogai Chui).
 - c.** After the third escape, the contestant will be disqualified (Jogai Hansoku).
- 11)** Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or team.
- 12)** There will be no accumulation of punishment through:
 - a.** Atenai, Chui, Hansoku.
 - b.** Jogai, Jogai Chui, Jogai Hansoku.
- 13)** Penalties must be accompanied by an increase in severity of the penalty imposed (except Atenai).
- 14)** No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.