

COMPETITION RULES

For the All Japan Fullcontact Karate Championship (ver. 2014)

Judging Criteria

1. The five referees including the main referee shall judge the competition. However, the final decision rests with the Head Judge.
2. Since the decision should be a majority decision, in case of IPPON, WAZA-ARI, HANSOKU, JOGAI, HANTEI, etc, the decision is valid if at least three out of the five referees support it. A decision not supported by the majority, that is less than three of the referees, or a decision supported by only the Main Referee is not valid. However, any of the five referees has the right to protest a decision and claim further discussions. In the discussions, a monitor (video image) might be used as a reference.
3. The weighing shall be done with the attendance of referees before the competition.
4. If there is a weight difference of more than 7kg between the weight in the application and the weight checked before the competition, the competitor will be disqualified.
5. In case a competitor cannot continue the bout due to the opponent's YUKO WAZA (effective attack), HANSOKU WAZA (foul attack) etc., the tournament doctor may give a "doctor's stop" after consulting with the five referees or the Head Judge.
 - a) In case of HANSOKU WAZA, the competitor who made the foul attack loses the bout. The opponent will be the winner of the bout, but will not be able to continue on to the next bout.
 - b) In case of YUKO WAZA (Effective attack), if the opponent is so seriously damaged by the attack that they will not be able to continue on to the next bout, they will lose the bout.
6. The Tournament schedule is to be strictly followed, but in case of an unavoidable situation, the Tournament Executive Committee Chairman may, after consultation with the Head Judge, decide to change the tournament schedule.

Kumite Rules

1. The time of the bouts is as provided later.
2. Victory is awarded to the competitor who has scored one full point (IPPON) or the one who has won by decision (including WAZA-ARI - half point) or the one whose opponent has been charged with a foul, or whose opponent has been disqualified.
3. The competitors shall enter the competition mat from opposite sides and stand by two lines, red and white, in the center of the fighting area, taking postures of FUDODACHI, facing the front.

Looking at them from the front (official seats), the competitor for AKA – Red – should stand on the left side (the one whose entry number is smaller) and the competitor for SHIRO – White – should be on the right side (the one whose entry number is larger).
4. The bout starts with the Main Referee's command HAJIME and ends with the Main Referee's command YAME.
5. In case of any accident during the fight, the Main Referee may stop the bout.
6. When the Main Referee makes the sign of "Time", the bout shall stop for a moment, and when he makes the sign of ZOKKOU (continue) the bout shall start again.

IPPON-GACHI (full point victory)

The following cases will be judged as IPPON-GACHI (full point victory).

- a) A thrust (TSUKI), kick (KERI), elbow strike (HIJI UCHI) or any other technique, excluding actions listed as fouls, which vigorously downs the opponent for three or more seconds.
- b) If the opponent loses their will to fight for three or more seconds.
- c) When having obtained two WAZA-ARI (half-points), which results in one IPPON (full-point).

WAZA-ARI (half-point)

The following cases will be judged as WAZA-ARI (half-point).

- a) When a thrust (TSUKI), kick (KERI), elbow strike (HIJI UCHI), etc., excluding actions listed as fouls, downs the opponent for less than three seconds, but eventually stands up and resumes the fight.
- b) If the opponent loses their will to fight but resumes the fight within three seconds.
- c) If the opponent has received so much damage that they lose their balance, but does not fall down.
- d) When a well-focused GEDAN TSUKI (downward punch) is followed immediately in good timing after either downing the opponent with foot sweeps (ASHI-BARAI) or dodging the opponent's DOMAWASHI-KAITEN-GERI (rolling kick).

Criteria of HANTEI (decision)

- a) In case there is neither IPPON nor disqualification, the decision supported by three or more out of the five referees is valid.
- b) In case of one of the competitors having a WAZA-ARI, the WAZA-ARI will be the first priority in a decision.
- c) In case of no WAZA-ARI, the amount of damage will be the priority in a decision.
- d) In case of no damages, the amount of YUKO-DA (effective techniques, but not enough for being a WAZA-ARI), will be the criteria for decision.
- e) In case of the same amount of YUKO-DA, the referees shall give priority to the competitor with more techniques (punch, kick, etc.).
- f) In case of the same amount of techniques, the referees shall make their decision based on which competitor has the initiative (fighting spirit, moving forward, attacking first) in the bout. The more aggressive competitor shall win.
- g) For the final extension, the referees must make a decision based on the dominance of either fighter.
- h) If a CHUI (warning) has been given to either of the competitors, the referees shall follow the criteria stated in ("Judging Criteria").

JOGAI (Step outside competition area)

- a) If either of the competitors has stepped outside the area line completely with both feet, it will be judged as JOGAI.
- b) JOGAI will be concluded upon the Main Referee's YAME command.

HANSOKU (Fouls)

The following actions are considered as HANSOKU (Fouls)

- a) Attacks with techniques using hands or elbows to the opponent's face or neck. (Even a slight touch may result in HANSOKU. However, making fairs to the face is allowed.)
- b) KINTEKI-GERI (groin kicks).
- c) ZU-TSUKI (head thrusts).
- d) TSUKAMI (grabbing of the opponent's dogi or hand/foot).
- e) KAKE (hooking). (To grapple or hook the opponent's neck, head, shoulders, or body)
- f) OSHI (pushing). (Pushing with open hands, closed hands, head or with the body is not allowed. It will be considered as HANSOKU even if you push with only one hand.)
- g) OSAE (holding). (to hold the opponent with the hand or arm)
- h) KAKAEKOMI (hugging and holding). (The person who puts their arms around the other one first will be given a foul.)
- i) To attack while leaning the head or body against the opponent.
- j) Attacks from the back.
- k) To attack an opponent who is already down.
- l) KAKENIGE (run-away attack). (Pretend to attack while actually running away from the opponent.)
- m) KANSETSU-GERI, throwing the opponent.
- n) Running away by repeatedly doing JOGAI. (Step outside area.)
- o) When a competitor avoids contact with the opponent for more than 10 seconds, and does not resume contact even after the ZOKKOU (continue) command.
- p) Any action that may be considered as bad attitudes towards the competition.
- q) Attacks after the YAME command.
- r) Any other actions that the referees may regard as fouls.

MITOMEZU (No count)

When IPPON (one full point), WAZA-ARI (one half point), HANSOKU (fouls), etc. is not approved of, it will be judged as MITOMEZU (No count).

CHUI (warning)

- a) A foul is charged with one warning CHUI ICHI.
- b) When any action is considered as a deliberate or malicious foul, or when a severe damage has been caused by a foul, a CHUI NI (two warnings) may be given at the first time.
- c) CHUI YON (fourth penalty) results in SHIKKAKU (disqualification).

SHIKKAKU (Disqualification)

The following cases result in SHIKKAKU;

- a) Failing to obey the referee's instructions during the bout.
- b) Being late for a bout.
- c) Facing each other for more than one minute without engaging in fight. This shall be regarded as a lack of will to fight and both competitors shall be disqualified.
- d) Any actions considered as sheer violence, seriously deliberate fouls or deliberate bad attitude towards the

competition.

- e) When the competitor vomits during the bout (after the HAJIME command, and before the HANTEI).
- f) When there is a weight difference of more than 7kg between the weight in the application and the weight checked before the competition.
- g) In case of CHUI YON.

Giving up Competition

Anyone who fails to take part in the bout as scheduled without any good reason shall be fined no more than 150,000 Japanese Yen. However, the following circumstances are exceptions;

- a) When the Tournament Doctor has, after medical examination, made the decision that the competitor cannot continue the bout.
- b) If any unforeseen misfortune to anyone closely related to the competitor (such as family members, etc.) happens immediately before or during the bout, permission to leave the competition area will be given after consultation between the Head Judge and Chairman of the Tournament Executive Committee.

Standard Actions of Referees

Requests to Referees

1. The most important thing for the referees is to respect the life of the competitors and give it the highest priority during the bout. In case of any accident during the bout, the referee shall have the capacity to stay calm, and to see clearly the situation in order to take quick and appropriate actions.
2. The referees must not be biased in judging, and must have the capacity to make fair judgments.
3. The referees must give signs and actions clearly and promptly.

KUMITE (fighting)

Opening of Bout

1. Both competitors will be called to enter the competition mat by the tournament assistant.
2. The Main Referee shall stand in the center between both competitors, and give the commands SHOMEN NI REI (Bow to front), SHUSHIN NI REI (Bow to Main Referee), OTAGAI NI REI (Bow to each other), and then the bout will start with his commands KAMAETE (Take fighting position) and HAJIME (Start).

During the Bout

1. The corner referees shall show IPPON, WAZA-ARI, HANSOKU and JOGAI by blowing the whistle and showing their judgment with flags. The Main Referee shall give the command YAME (stop) and instruct both competitors to go back to their initial positions, and show the judgement result both verbally and physically.
2. The signals to be given by the corner referees both by whistles and flags, and the judgments and actions to be given by the Main Referee are as follows:

- a) **IPPON**

Corner Referee – Shall raise diagonally upwards the flag with the color corresponding to the

competitor who got the IPPON and at the same time blow a single long and loud blast on the whistle.

Main Referee – Shall stop the bout by the command YAME, state the color of the raised flags and count them, including himself in the count, state the technique that resulted in IPPON, and raise upwards his arm of the winner's side and declare IPPON.

b) WAZA-ARI

Corner Referee – Shall raise horizontally the flag of the competitor who took the WAZA-ARI, giving a single loud and strong blast on the whistle.

Main Referee– Shall stop the bout by the command YAME, state the color of the raised flags and count them, including himself in the count, state the technique that resulted in WAZA-ARI, and raise horizontally his arm of the competitor's side and declare WAZA-ARI.

c) From WAZA-ARI to IPPON

If the competitor does not stand up within three seconds or does not regain their will to fight within three seconds;

Corner Referee – Shall change the flag position from WAZA-ARI to IPPON, and at the same time blow a single long and loud blast on the whistle.

Main Referee – Shall state IPPON if the majority of the referees, including himself (three or more) has made such a judgment. If less than three referees give IPPON, the judgment will remain WAZA-ARI.

d) HANSOKU

Corner Referee – Shall wave diagonally downwards the flag with the color corresponding to the competitor who made a foul, and at the same time blow several short, loud blasts on the whistle.

Main Referee – In case of a foul being a CHUI, he shall stop the bout by giving the command YAME, state the color of the waved flags, count the number of flags including himself, and then he shall state the action that resulted in HANSOKU, pointing with his forefinger at the competitor who got the CHUI and declare CHUI ICHI. The same action shall be taken in case of CHUI NI.

(In case of directly giving CHUI NI or SHIKKAKU at one foul, the Main Referee must consult with the Corner Referees first.)

e) TSUKAMI-AI, KAKAEKOMI-AI (grappling and clinching each other at the same time)

Corner Referee – Shall wave both flags diagonally downwards, and at the same time blow several short, loud blasts on the whistle.

Main Referee – Shall stop the bout by giving the command YAME, separate both competitors, and in the same manner as the HANSOKU article, give both competitors CHUI ICHI.

f) JOGAI (out of bounds)

Corner Referee – Tapping the floor several times with the flag of the side of the competitor who got JOGAI, he shall blow several short, loud blasts on the whistle.

Main Referee – He shall immediately give the command YAME and call JOGAI, and then bring back the competitors to the center of the fighting area, start the bout again with the command ZOKKOU.

g) FUMEI (unclear)

Corner Referee – Shall cross two flags, and blow a single short loud blast on the whistle.

Main Referee – Shall let the bout go on without any interruption.

h) MITOMEZU (no count)

Corner Referee – Shall cross the two flags and wave them back and forth and blow a single long and loud blast on the whistle.

Main Referee – Depending on the situation, he may declare MITOMEZU.

i) HANTEI-GACHI (victory by decision)

Corner Referee – Shall raise diagonally upwards the flag with the color corresponding to the competitor who is considered to be the winner, and at the same time blow a single loud blast on the whistle.

Main Referee – Shall ask the corner referees for their decision by stating HANTEI O TORIMASU (take decision), HANTEI (decision), declare the color of the flag of the winner, count the number of flags including himself, raise his arm diagonally upwards and declare the color of the flag of the winner.

(The numbers of flags for a draw and for the opponent shall also be counted, even though the number is not enough for a majority decision.)

j) HIKI-WAKE (draw)

Corner Referee – Shall cross the flags in front of his knees, and at the same time blow a single loud blast on the whistle.

Main Referee – Shall count the number of flags indicating a draw and cross diagonally downwards his arms in front of himself, and declare HIKI-WAKE. (The number of raised flags shall also be counted, even though they are not enough for a majority decision.)

k) SHIKKAKU (disqualified)

Corner Referee – Especially for seriously vicious fouls, the corner referee shall request the Main Referee for consultation.

Main Referee – Shall raise diagonally upwards his arm on the side of the competitor who has been disqualified, and then point with his finger in the direction outside the competition mat and declare SHIKKAKU.

3. In case the dogi of the competitor comes into disorder during the bout, the Main Referee may stop the bout, bring back the competitors to their original positions, and adjust the dogi of the competitor or have them adjust it on their own.

End of Bout

1. In case of IPPON or SHIKKAKU;

The Main Referee shall stop the bout and make both competitors face to the front and declare IPPON or

SHIKKAKU, and give commands SHOMEN NI REI (Bow to the front), SHUSHIN NI REI (Bow to Main Referee), and OTAGAI NI REI (Bow towards each other). Then he shall instruct the competitors to leave the competition mat.

2. In case of no IPPON nor SHIKKAKU;

The Corner Referee shall, at the same time as the signal for ending the bout, blow a single long, loud blast on the whistle.

Main Referee - Shall give the command YAME and stop the bout immediately, get the competitors back to their original positions, and make them face the front, and request the Corner Referees for their decision by stating HANTEI O TORIMASU, HANTEI.

Corner Referee – When asked by the Main Referee for HANTEI, he shall raise diagonally upwards the flag on the side of the considered winner and at the same time blow his whistle strongly once. In case the bout being a draw, he shall cross the two flags in front of his knees and at the same time blow a single short, sharp blast on the whistle.

Main Referee – Shall raise the hand of the side he believes to be the winner simultaneously with the Corner Referees, count the number of raised flags including himself, and raise his arm diagonally upwards, declaring the winner if the number of flags of the same color gets the majority. (The numbers of flags for a draw and for the opponent shall also be counted.)

Example (1): “AKA (red) ICHI (1), NI (2) SAN (3), SHI (4) GO (5)” “AKA (red)”

Example (2): “HIKIWAKE (draw) ICHI (1), NI (2), “AKA (red) ICHI (1), NI (2) SAN (3)” “AKA (red)”

In case of a draw, the Main Referee shall count the numbers for a draw, crossing his arms diagonally downwards in his front and declare HIKIWAKE (draw). And he shall proceed to an Extension.

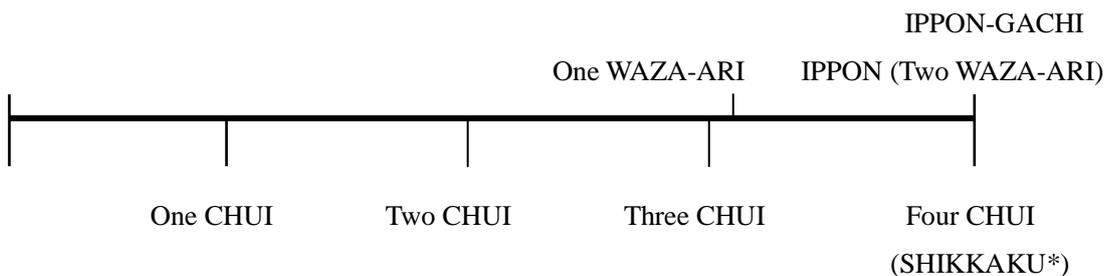
Example: “AKA (red) ICHI (1)”, “HIKIWAKE (draw) ICHI (1), NI (2), SAN (3) and SHI (4)”
“HIKIWAKE (draw)”

3. The Main Referee shall declare the winner, and give the commands SHOMEN NI REI, SHUSHIN NI REI, OTAGAI NI REI and instruct the competitors to leave the competition mat.

JUDGING CRITERIA

Down below is a description of the relation between CHUI (warning) and WAZA-ARI (half-point), which of those two shall be the decisive part in different situations.

1. Judging Criteria (Chart)



* disqualification due to foul

2. Judging Criteria (Description)

① WAZA-ARI and IPPON

0 < One WAZA-ARI < IPPON (Two WAZA-ARI)

② In case there is no CHUI nor WAZA-ARI, and the bout is close

- Damages shall be given the first priority in judging the winner.
- In case of no damage seen in the both competitors, the first priority to judging shall be given to the number of YUKO-DA (effective techniques).
- In case the number of YUKO-DA is the same, priority should be given to the number of techniques (punches and kicks, etc).
- In case there is no difference in numbers of techniques between the two competitors, the one who shows more initiative (fighting spirit, moving forward, attacking first) will win the bout.
- For the final extension, the referees must make a decision based on the dominance of either fighter.

IPPON > WAZA-ARI > Damage > YUKO-DA > Number of Techniques > Initiative (fighting spirit, moving forward, attacking first)

③ In case of one competitor having one CHUI more than the other, this does not influence the decision much. The decision shall be made mainly on the contents of the fight. However, in case of a final extension, if there is no difference in the fighting between the two competitors, the one with one CHUI will lose the bout.

< < <
0 = One CHUI = Two CHUI = Three CHUI > Four CHUI
> > >

④ In case of a difference of two CHUI, the one who has got two more CHUI will lose. However, if he is obviously leading his opponent (on a scale of 8:2 or more), it is possible to make a draw.

0 ≥ Two CHUI
One CHUI ≥ Three CHUI

⑤ In case of a difference of three CHUI, the one who has got three more CHUI will lose, no matter how much he is leading the fight.

0 > Three CHUI

⑥ When one competitor has both WAZA-ARI and CHUI, the WAZA-ARI is prioritized and that competitor will win. However, depending on the number of CHUI and content, it may be judged like down below:

- a) 0 < WAZA-ARI + One CHUI
- b) 0 < WAZA-ARI + Two CHUI
- c) 0 ≤ WAZA-ARI + Three CHUI

In principle, the competitor holding one WAZA-ARI and three CHUI is the winner, but if the opponent is leading the fight very clearly (on a scale of 8:2 or more), it is possible to give a draw.

- d) 0 > WAZA-ARI + Four CHUI

Even if one has one WAZA-ARI, Four CHUI will disqualify the competitor.

Time for Bouts

Men

	Main Bout	Extension	Final Extension
Early Rounds (1 st Day)	2 minutes	2 minutes	2 minutes
Later Rounds (from Quarterfinal)	3 minutes	2 minutes	2 minutes

Women

	Main Bout	Extension	Final Extension
Early Rounds	2 minutes	2 minutes	2 minutes
Later Rounds	2 minutes	2 minutes	2 minutes

Protectors

Men

Tights	Mouth Piece	Groin Protector	Taping
Prohibited	Optional	Must	Prohibited✂

Women

Tights	Mouth Piece	Chest Protector	Groin Protector	Shin Protector	Taping
Optional	Optional	Must	Must	Must	Prohibited✂

✂Taping/bandage with tape, in principle, is prohibited unless the Tournament Doctor gives a stamp of approval

✂"Breathe Right" is prohibited