

EUROPEAN KARATE ORGANIZATION

(SHIN) KYOKUSHINKAI KARATE KUMITE RULES

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Article 1: RULES FOR CONTESTANTS

- 1.1 These rules are for both men's and women's tournaments.
- 1.2 The minimum age for competitors must be 18 years on or before the day of competition. Members of the E.K.O. must be at least 4th Kyu grade to be eligible to compete.
- 1.3 The maximum age will be left to the discretion of the tournament doctors who will examine all competitors before the eliminations begin.
- 1.4 It will also be up to the discretion of the examining doctors as to the minimum weight permitted in the lightweight category.
- 1.5 If a fighter loses by K.O. to the head and is declared unconscious by the tournament Doctor it must be recorded in their European passport and they can not compete again for at least 6 months.
- 1.6 All competitors must have a valid EKO membership.

Article 2: GENERAL RULES

- 2.1 Each contestant must wear a clean white karate-gi. When competing one competitor will wear his/hers own belt plus an extra red belt or string. The other competitor will only wear his/hers own belt.
- 2.2 Finger and toe nails must be cut short, no protective clothing, bandages or guards must be worn other than a genital guard for men under the do-gi. Women must also wear breast protector (Cups) under a white T-shirt and white shin protectors and a genital guard. Teeth protectors are optional. All protectors must be approved by the judges responsible for weight control.
- 2.3 Is not allowed to fight with glasses; the use of contact lenses are optional.
- 2.4 In case of injury to a competitor, the wearing of bandages or other protective materials is at the absolute discretion of the tournament doctor and the head referee, whose decision shall be final and binding upon the competitor. In principle no support, bandages or tape shall be worn in the first round and thereafter at the discretion of the doctor.
- 2.5 The competitors shall enter the competition mat from opposite sides and stand by two lines, red and white, respectively 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).
- 2.6 Coaches should wear their official national track suite during the competition.
- 2.7 Representatives of teams should be in official wear carrying national emblems.
- 2.8 Any change of these rules for tournaments, because of any particular reason (Country Laws, or others), must be written down in the formal invitation for a tournament.
- 2.9 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.
- 2.10 Neither the European Karate Organization, nor the officers of the Organization will be in any way responsible for any injury or accident that may occur during the tournament.
If insurance is wished, then it is upon the individual competitor to secure and make his own arrangements for the cover. This is the total responsibility of the individual contestant.
- 2.11 The contestant disqualified may give a written notice through his Country Representative or coach to the official table, of his wish to appeal to the tournament Chief Referee who, after consultation with the judges,

may reinstate the disqualified contestant or endorse and confirm the match referees decision. The tournament Chief Referee's decision will be final.

Article 3: THE FIGHTING AREA

- 3.1 The match area shall be an 8-meter square and 1 more meter on every side for safety.
- 3.2 If the match area is built up on a platform, the safety area must have a minimum of 2 meters for each side. The recommended height is 60 cm. The competitor must be able to step of the platform (with stairs of few footsteps).
- The marking out and the positioning of the contestants, referee and judges shall be as per normal (Shin)Kyokushinkai karate match requirements. (See appendix).
- 3.3 The contest area must be covered with semi-hard mats approved by the EKO.
- 3.4 Mats also can be covered by special covering with area marking. On this area the EKO emblems and sponsors' symbols etc. can be placed.

Article 4: WEIGHT CATEGORY'S

- 4.1 In all matches for men the following 5 weight categories shall apply:
- | | | |
|------------|-------------------|---|
| Category-1 | Lightweight | inclusive 70 kilos. |
| Category-2 | Middleweight | more than 70 kilos and inclusive of 80 kilos. |
| Category-3 | Heavyweight | more than 80 kilos and inclusive of 90 kilos. |
| Category-4 | Super Heavyweight | more than 90 kilos. |
| Category-5 | Open | no weight limit. |
- 4.2 In all matches for women the following 4 weight categories shall apply:
- | | | |
|------------|--------------|-------------------------------------|
| Category-1 | Lightweight | inclusive 55 kilos. |
| Category-2 | Middleweight | more than 55 kilos and inclusive 65 |
| Category-3 | Heavyweight | more than 65 kilos. |
| Category-4 | Open | no weight limit. |

Article 5: REFEREES, JUDGES and JUDGING CRITERIA

- 5.1 Each contest shall have four judges and one referee (who gives all commands); however, the final decision rests with the Head Judge.
- 5.2 The clothes for referees and judges will be: Black trousers, Blue shirt and White bow tie. Every judge must have his own trig whistle.
- 5.3 In a decision upon the outcome of a contest each judge shall have one vote.
- 5.4 The referee shall also have one vote.
- 5.5 Since the decision should be a majority decision, in case of "IPPON", "WAZA-ARI" "HANSOKU", "JOGAI" and "HANTEI", etc, the decision is valid if at least three out of the five members of the referee team support it. A decision not supported by the majority, that is less than three of the judges (referee), or a decision supported by only referee is not valid.
- However, any of the fore judges and referee has the right to make a protest against a decision and claim further discussions. On the discussions, a monitor (videotape-recording image might be used as a reference).
- 5.6 In case a competitor cannot continue the bout due to his opponent's "YUKO WAZA (effective attack)", "HANSOKU WAZA (foul attack)" etc., the tournament doctor may give a "doctor's stop" after consulting with the four judges and referee or the head judge.
- 5.7. In case of "HANSOKU WAZA", the competitor who made the foul attack loses the bout.

- 5.8. The opponent will not be able to continue on to a next bout if he is seriously damaged and given a “doctor’s stop”.

Article 6: DURATION OF A MATCH

- 6.1 Each Kumite shall last 3 minutes.
- 6.2 If no decision in favor of either opponent is made by the 4 judges and the referee, and then the referee will authorize an extension, such extension to be limited to 2 minutes duration.
- 6.3 If after the first extension there is still no decision a further two minutes, ENCHO is given.
If after this second two minutes a draw is given the contestants must be weighed.
If one of the competitors is lighter than the other for a value described below, such will be declared a winner.

Men:

Category-1	Lightweight	5 kg or more
Category-2	Middleweight	5 kg or more
Category-3	Heavyweight	5 kg or more
Category-4	Super Heavyweight	10 kg or more
Category-5	Open weight	10 kg or more

Women:

Category-1	Lightweight	4 kg or more
Category-2	Middleweight	4 kg or more
Category-3	Heavyweight	8 kg or more
Category 4	Open weight	8 kg or more

Examples (for men): 1) Aka 75,0 kilos, Shiro 80,0 (difference = 5 kilos) → Aka wins;

2) Aka 75,0 kilos, Shiro 79,9 (difference = 4,9 kilos) → Hikiwake (difference in weight is unimportant).

The weighing must be in do-gi and compulsory protectors used during the bouts. If no decision can be made after the weighing then a further 2 minutes ENCHO-SEN is awarded.

- 6.4 For men’s tournaments, in the case of their weights being equal the contestant who has broken the greater amount of boards will be declared the winner.
- 6.5. For women at the moment there is no tameshiwari test.
- 6.6 If the weight’s and boards are equal, they must fight one more extension of 2 minutes duration and a decision must be made.
- 6.7 In the first rounds (up to quarterfinals) consider of number of contestants it is possible to hold both men’s and women’s bouts per the following formula: main boat (3 minutes), first extension (2 minutes), weighting and last extension (2 minutes). The given information is to be sent (spread) after preliminary applications have been received.

Article 7: TIMEKEEPING

- 7.1 The time of a match shall be taken from when the referee signals the start of a match with the referee command HAJIME. The match clock is only stopped when the referee commands it (Time-stop), or when the time is up.
- 7.2 A red beanbag will be used to signal the end of the contest when the time-up bell rings by throwing the bag into the fighting area at the end of each match.
- 7.3 In case of any accident during the fight, the Referee may stop the bout.

7.4. A main judge of the competition and a chief tatami judge can stop the fight if necessary.

Article 8: CRITERIA FOR DECISION

Full point win (IPPON-GACHI):

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

- 8.1.1 With the exception of techniques which are fouls and not allowed by the contest rules, any technique that connects and instantaneously downs the opponent for longer than 3 seconds, scores a full point (Counting one thousand and one, one thousand and two, etc.).
- 8.1.2 If the opponent has loss of his will to fight for more than three seconds.
When a contestant informs the referee or judges that he is beaten as the result of techniques allowed within the contest rules, his opponent shall be awarded a full point and the match.
- 8.1.3 When having obtained two WAZA-ARI (half-points), which results in one IPPON (full-point).
- 8.1.4 The disqualification of a contestant will automatically give the other contestant the win.

Half point win (WAZA-ARI):

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

- 8.2.1 Where a contestant is knocked down by a technique allowed within the contest rules and regains a standing position within 3 seconds, a half point will be awarded to his opponent. The (downed) opponent will be allowed to continue with the contest, only if in opinion of the referee and the doctor he is able to do so.
- 8.2.2 This will be after consultation with the doctor, who can, on medical grounds stop the continuation of the match.
- 8.2.3 If the opponent has lost his will to fight but resumes the fight within three seconds;
- 8.2.4 If the opponent has received so much damage that he loses his balance, but not that he falls down.
- 8.2.5 When an opponent is downed with any allowed technique including foot sweeps (ASHI-BARAI) or dodging the opponent's DOMAWASHI-KAITEN-GERI (rolling kick) which are followed up by a well focused non-contact technique to the body, WAZA-ARI is awarded

Decision win (HANTEI):

- 8.3.1 In case there is no IPPON nor disqualification, the decision supported by three or more out of the five referees (one referee, four corner judges) is valid.
- 8.3.2 In case of one of the competitors having a WAZA-ARI, the WAZA-ARI will be the first priority in a decision. In case of no WAZA-ARI, the amount of damage will be the first priority in a decision.
- 8.3.3 In case of no damages, the amount of techniques (punches, kicks), including YUKO-UCHI (point-giving techniques, but not enough for being a WAZA-ARI), will be the criteria for decision.
- 8.3.4 In case of same amount of techniques, including YUKO-UCHI, the referees shall give victory to the competitor who is more active or more aggressive in fighting. (This applies to the final extension where a winner has to be decided.)
- 8.3.5 If CHUI (warning) or GENTEN (penalty) has been given to either of the competitors, the referees shall follow the criteria stated in "DECISION CRITERIA".

JOGAI (Step outside competition area)

8.4.1 If either of the competitors has stepped outside the area line completely with his both feet, it will be judged as JOGAI.

“JOGAI” will be concluded upon the referee’s command “YAME”.

MITOMEZU (No count)

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

CHUI (warning) & GENTEN (Penalty)

8.6.1 A foul is charged with one warning “CHUI ICHI”.

8.6.2 When any action is considered as a deliberate or malicious foul, or when a severe damage has been caused by a foul, a GENTEN ICHI (first penalty) may be given at the first time.

8.6.3 CHUI ICHI (second warnings) results in GENTEN ICHI (first penalty), and GENTEN NI (second penalty) results in SHIKKAKU (disqualification).

Article 9: PROHIBITED ACTS and TECHNIQUES

The following actions are considered as HANSOKU (fouls). The following matters depending on a foul’s gravity may merit Chui, Genten or disqualification at the entire and absolute discretion of the referee and judges of the contest.

9.1 Attacks with techniques using hands or elbows to the opponent’s head, face or neck. (Even a slight touch may result in HANSOKU. However, making faints to the face is allowed.)

9.2 KINTEKI-GERI (groin kicks including any kind of the attack to the groin) .

9.3 ZU-TSUKI (head thrusts).

9.4 TSUKAMI (grappling). (For whatever reason, to grapple the opponent’s dogi is not allowed, neither to clinch hands with each other.)

9.5 KAKE (hooking). (To grapple or hook the opponent’s neck, head, shoulders, etc.)

9.6 OSHI (pushing). (Pushing with open hands, closed hands or with the body is not allowed. Basically it will be considered as HANSOKU even if you push only with one hand.)

9.7 To Attack whilst leaning the head or body against the opponent.

9.8 KAKAEKOMI (hugging and holding). (The person who puts his arms around the other one first will be given a foul.)

9.9 Direct attacks to any part of the knee joints.

9.10 Any intentioned attack to any part of the opponent’s spine from behind.

9.11 To attack an opponent who is already down.

9.12 Making an attack from the floor after having been downed by the opponent.

9.13 KAKENIGE (run-away attack). (Pretend to attack whilst actually running away from the opponent.)

9.14 Running away by repeatedly doing JOGAI. (Step outside area.)

9.15 Failing to obey the referee’s instructions during the bout or making comments to the referee.

9.16 Any action that may be considered as bad attitudes towards the competition.

9.17 Any other actions that the referees may regard as fouls.

Article 10: WARNINGS

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

- 10.1 Frequently retreating from out of the contest area or avoid fighting.
- 10.2 Persistent bad behavior or violence.
- 10.3 Contestants who refuse to fight for more than 30 seconds shall be regarded as lacking the will to fight and both contestants can be disqualified.

Article 11: AUTOMATIC DISQUALIFICATION AND WITHDRAWAL OF A COMPETITOR

The following matters can merit automatic disqualification (SHIKKAKU):

- 11.1 Contestants who arrive late (the maximum time is 1 minute) for bouts or who fail to appear at all.
- 11.2 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, and agreement between the Tournament Physician, the tournament Head Referee and the Country Representative. This decision is final and must be documented in the passport (in case KO at the head).
- 11.3 Failing to obey the referee's instructions during the bout.
- 11.4 Facing each other for more than one minute without engaging in fight. This shall be regarded as lack of will to fight and both competitors shall be disqualified.
- 11.5 Any actions considered as sheer violence, seriously deliberate fouls or deliberate bad attitude towards the competition.
- 11.6 In case of GENTEN-NI (second penalty) = SHIKKAKU.
- 11.7 When the total number of broken boards at TAMESHIWARI is 0 (zero), or when TAMESHIWARI is deliberately given up.
- 11.8 If there is a weight difference of more than 7.0 kg between the weight in the application and the weight checked before the competition, the competitor will be disqualified.

Article 12: ORDER OF WARNINGS

The order of warnings will be as follows:

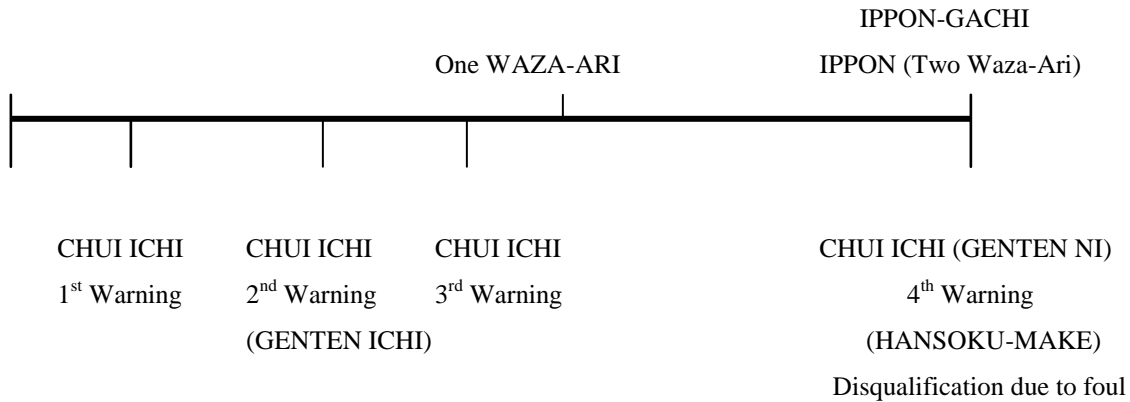
<u>TERMS</u>	<u>MEANING</u>	<u>ACTION OF REFEREE</u>
12.1. CHUI ICHI	First warning	Point with the finger to offender's stomach
12.2. CHUI ICHI	Second warning	Point with the finger to offender's stomach
AWASETTE GENTEN ICHI	First penalty	Point with the finger to offender's face.
12.3. GENTEN ICHI	First penalty	Point with the finger to offender's face.
(when penalty for a grave violation is announced , immediately without warning CHUI ICHI)		
12.4. CHUI ICHI	Third warning	Point with the finger to offender's stomach
12.5. CHUI ICHI	Fourth warning	Point with the finger to offender's stomach
AWASETTE GENTEN NI		Point with the two fingers to the offender's face.
12.6. GENTEN NI	Second penalty	Point with the two fingers to the offender's face.
12.7. SHIKKAKU	Disqualification	Point with the finger from the offender's face and indicate that he or she must leave the mat area.

The table officials must note all these warnings.

Article 13: DECISION 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.

13.1. Judging Criteria (Chart)



13.2. Judging Criteria (Description)

WAZA-ARI and IPPON

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

13.3. In case there is no CHUI nor WAZA-ARI with no difference in the fighting between the two competitors. Damages shall be given the first priority in judging the winner.

13.4. In case of no damage seen in the both competitors, the first priority to judging shall be given to the number of punches and the number of kicks.

13.5. In case there is no difference in numbers of punches and kicks between the two competitors, the one who shows more fighting spirit will win the bout (in case of a final round where a winner has to be decided).

13.6. 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 the CHUI ICHI will lose the bout.

<	<	<
0 = One Warning	= Two Warnings	= Three Warnings > Four Warnings
> (CHUI ICHI)	> (CHUI ICHI) > (CHUI ICHI)	(CHUI ICHI) (CHUI ICHI)
	(GENTEN ICHI)	(GENTEN NI)

13.7. In case of a difference of two CHUI, basically the one who has got two warnings more will lose. However, if he is obviously leading his opponent, there may be possibility for a draw.

<u>Fighter 1</u>		<u>Fighter 2</u>
0	≥	Two Warnings (GENTEN ICHI)
One Warning (CHUI ICHI)	≥	Three Warnings (GENTEN ICHI + CHUI ICHI)

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

<u>Fighter 1</u>	<u>Fighter 2</u>
0	> Three warnings (GENTEN ICHI + CHUI ICHI)

13.9. When one competitor has both WAZA-ARI and CHUI, basically the WAZA-ARI is strongest and that competitor will win, however, depending on the number of warnings and contents, it may be judged like down

below:

Fighter 1 Fighter 2

- a) 0 < WAZA-ARI + One Warning
- b) 0 < WAZA-ARI + Two Warnings (GENTEN ICHI)
- c) 0 ≤ WAZA-ARI + Three Warnings (GENTEN ICHI + CHUI ICHI)

Basically the one holding a WAZA-ARI is the winner, but if fighter 1 is leading the fight very clearly, it is possible to give a draw.

- d) 0 > WAZA-ARI + Four Warnings (GENTEN NI)

Even if one has a WAZA-ARI, GENTEN NI will disqualify him.

ARTICLE 14. VARIANTS OF DECISIONS TAKEN BY A REFEREE AS TO A BOUT'S RESULT

(EXTENSION'S RESULT)

14.1 Judgment about a draw is valid if it takes ground on a judgment of three or more referees, including the main referee, but in some situations such as 3), 14), 15), Table № 1, decision about a draw can be taken by referee based upon like ruling of two members and himself of the referee team.

14.2 Variants of taking decisions by a referee as to the result of a bout (extension) depending on given judgments of other judges and his own decision are shown in a Table № 1 (meaning the situations when judges don't take the final decision in the last extension in favor of "Shiro" or "Aka"):

Table № 1

№	Judges' decision	Final referee's decision depending on the referee vote	№	Judges' decision	Final referee's decision depending on the referee vote	№	Judges' decision	Final referee's decision depending on the referee vote
1)	□□□□	□	6)	x x x x	x	11)	□□□ x	□
2)	□□□■	□	7)	x x x □	x	12)	■■■ x	■
3)	□□■■	1) □ 2) ■ 3) x	8)	x x □□	1) x 2) □	13)	x x □■	x
4)	□■■■	■	9)	x x x ■	x	14)	x □□■	1) □ 2) x
5)	■■■■	■	10)	x x ■■	x ■	15)	x ■■□	1) ■ 2) x

Comment:

A) symbols used in Table № 1 stand for the following decisions:

- - Shiro (white) win;
- - Aka (red) win;
- x - draw.

B) final decisions pointed out for situations 1)-2), 4)-7), 9), 11)-13), are to be announced by a referee apart from his own personal decision that can be "Shiro", "Aka" or "Hikiwake";

C) final decisions pointed out for situations 3), 8), 10), 14)-15), are to be announced by a referee with taking into consideration his own personal decision that can be "Shiro", "Aka" or "Hikiwake".

Article 15: TAMESHIWARI

- 15.1 Normally the Tameshiwari will not commence before the 1/8. Finals (16 best fighters) in open weight category championship or before 1/4 (8 best fighters) or minimum before 1/2 (4 best fighters) in championship in weights categories.
- 15.2 The materials used for the breaking test shall be boards of pine and the size shall be 33 centimeters (13 inches) long, 21 centimeters (8 inches) wide and 24 millimeters (0,9 inches) thick.
The tournament Chief Referee shall check whether the materials correspond to the standards set by the European Karate Organization.
- 15.3 Points are awarded on the basis of the number of boards broken. The winner of the Tameshiwari competition need not be the same as the tournament winner, but shall be the person completing all four required breaking tests who has gained the highest number of points.
- 15.4 Each contestant must break a minimum of 2 boards in all categories with each of four different techniques:
SEIKEN (Forefist)
SHUTO (Knife hand)
HIJI (Elbow)
SOKUTO (Knife foot)
The total number of broken boards will be the base on which “Decision by TAMESHIWARI” will be made.
- 15.5 The Boards for the breaking test must be placed across the top of two stable blocks set at designated place.
- 15.6 A contestant may attempt to break the minimum requirement or in excess of this minimum up to any number in the first attempt.
If he fails to break any the boards, he shall have one more attempt at the minimum requirement. If after this second strike the contestant fails to break his minimum requirement he will then be given 0 points.
- 15.7 Only support apparatus supplied by the tournament organizers and approved buy the EKO, will be used, i.e. stands or blocks.
- 15.8 Contestants are not allowed to touch or move the boards or the supporting blocks. This can only be done by one of the Tameshiwari officials.
- 15.9 Towels or other materials may be placed on the top of boards to be used as protection, subject to the permission of the tournament Tameshiwari Head Referee.
- 15.10 The time allowed to complete each break in the Tameshiwari event is 1 minutes, all contestants will be warned 30 seconds before the expiration of the time limit. Overtime is considered a failure to break the boards.
- 15.11 In the case of successfully break the contestants sit down in Seiza. In the case of failure to break the contestants keep standing.
- 15.12 If tameshiwari is performed on 4 sides of the platform that after each breaking, the competitors shall move up two settings counter-clockwise.
- 15.13 No way, a contestant can refuse to break. If he refuses, he must be disqualified.
- 15.14 In the case of two or more competitors breaking the same number boards during the competition the lighter competitor wins.

16.1 Requests to referees and judges

- 16.1.1 The most important thing for the referees and judges 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 and judge shall have the capacity to stay calm, and to see clearly the situation in order to take quick and appropriate actions.
- 16.1.2 The referees and judges must not be biased in judging, but must have the capacity to make fair judgments.
- 16.1.3 The referees and judges must give signs and actions clearly and promptly.

16.2 Standard Actions of Referees

KUMITE (fighting)

Opening of Bout

- 16.2.1 Both competitors will be called to enter the competition mat by the tournament assistant.
- 16.2.2 The Referee shall stand in the center between both competitors, and give the commands “SHOMEN NI REI” (Bow to front), “SHUSHIN NI REI” (Bow to 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

- 16.2.3 The corner judge shall show IPPON, WAZA-ARI, HANSOKU and JOGAI by blowing the whistle and showing those judgments with flags. The referee shall give the command “YAME” (stop) and instruct both competitors to go back to their initial positions, and show the judgment result both verbally and physically.
- 16.2.4 The signals to be given by the corner judges both by whistles and flags, and the judgments and actions to be given by the referee are as follows:

IPPON

- 16.2.5 Corner judge– 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. 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 diagonally upwards his arm of the winner’s side and declare “IPPON”.

WAZA-ARI

- 16.2.6 Corner judge – Shall raise horizontally the flag of the competitor who took the WAZA-ARI, giving a single loud blast on the whistle strongly once.
- 16.2.7 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 winner’s side and declare “WAZA-ARI”.

From WAZA-ARI to IPPON

- 16.2.8 If the competitor does not stand up within three seconds or does not regain his will to fight within three

seconds;

16.2.9 Corner judge – 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.

16.2.10 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”.

HANSOKU

16.2.11 Corner judge – 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, sharp blasts on the whistle.

16.2.12 Referee – In case of a foul being equal to “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 actions 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 GENTEN ICHI.

16.2.13 In case of directly giving GENTEN ICHI or SHIKKAKU at one foul, the Referee must consult with the Corner judges first.

TSUKAMI-AI, KAKEKOMI (grappling and clinching each other)

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

16.2.15 Referee – Shall stop the bout by giving the command “YAME”, separate both competitors, and start the bout again by the command “ZOKKOU” (continue). Depending on the way of grappling, both competitors may be given CHUI ICHI respectively.

JOGAI (out of bounds)

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

16.2.17 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”.

FUMEI (unclear)

16.2.18 Corner judge – Shall cross two flags in front of his face, and blow a single short sharp blast on the whistle.

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

MITOMEZU (no count)

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

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

HANTEI-GACHI (victory by decision)

16.2.22 Corner judge – 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 long, loud blast on the whistle.

16.2.23 Referee – Shall ask the corner referee for his decision by stating “HANTEI O TORIMASU” (take decision) and “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.)

HIKI-WAKE (draw)

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

16.2.25 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.)

SHIKKAKU (disqualified)

16.2.26 Corner judge – Especially for seriously vicious fouls, the corner judge shall request the referee for consultation.

16.2.27 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”.

UNIFORM

16.2.28 In case the dogi of the competitor comes into disorder during the bout, the Referee may stop the bout, bring back the competitors to their original positions, and adjust the dogi of the competitor or have him adjust it by himself.

End of Bout including announcing of the winner

16.2.29 In case of IPPON or SHIKKAKU:

The 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). And then instruct the competitors to leave the competition mat.

16.2.30 In case of no IPPON nor SHIKKAKU;

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

Referee shall give the command “YAME” and stop the bout immediately, get the competitors back to their original positions, and make them face to the front, and request the Corner judge for his decision by stating “HANTEI O TORIMASU” and “HANTEI”.

Corner judge – When asked by the 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.

Referee – Shall declare the color of the flag on the winner’s side, 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.)

An example (1): “AKA (red) ICHI (1), NI (2) SAN (3), SHI (4) and GO (5)” → “AKA (red)”

An example (2): “HIKIWAKE (draw) ICHI (1), NI (2)”, “AKA (red) ICHI (1), NI (2) and SAN (3)” → “AKA (red)”.

In case of a draw, the 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 or “Decision by Weight” or “Decision by TAMESHIWARI”.

An example: “AKA (red) ICHI (1)”, “HIKIWAKE (draw) ICHI (1), NI (2), SAN (3) and SHI (4)” → “HIKIWAKE (draw)”.

16.2.31 The 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.

16.3 TERMINOLOGY OF THE REFEREE

Term	Action
<u>Greeting (AISATSU):</u>	
SHOMEN NI REI	The referee team face the official table and bow.
KOHO NI REI	The referee team turns to another side and bow.
OTAGAI NI REI	The referee team members turn and bow to each other.

Opening the bout (SHIAI KAISHI):

NAKAE	The main referee calls the fighters to enter in the match area.
AKA	Red. First competitor entering the arena.
SHIRO	White. Second competitor entering the arena.
SHOMEN NI REI	The fighters face the official table and bow. (The referee too).
SHUSHIN NI REI	The fighters face the main referee and bow. (The referee too).
OTAGAI NI REI	The fighters face each other and bow.
KAMAETE	Take fighting position, including the main referee.
HAJIME	Start the bout. (The main referee punching gyaku tsuki).

During the bout (SHIAI-CHU):

YAME	Stop the bout immediately.
ZOKKO	Continue the bout.
ZOKKO	Attack, Fight. (When the competitors do not fight, just stand and look at each other).
FUKUSHIN SHUGO	Calling judges together.
ENCHOSEN	Extension.

Fouls-names:

GANMEN-KOGEKI	Attacking the face with the hand or elbow.
or GANMEN	
TSUKAMI	Grabbing the karate-gi.
KAKAEKOMI	Hugging and holding.
KAKENIGE	Pretend to attack whilst actually running away from the opponent.
SHOTEI-OSHI	
or SHOTEI	Pushing the opponent with the open hands.
KINTEKI-KOGEKI	Kick to the genitals.
ZUTSUKI	Head thrust.
KAKE	Hooking (To grapple or hook the opponent's neck, head, shoulders, etc.).
AKUSHU	Shake hands.

Declaration of fouls:

The referee designates the competitor who made the foul as Aka or Shiro and he declares the foul, and its nature.

E.g.: "Aka, tsukami, chui-ichi".

The competitor who committed the foul must say "Osu!" when hearing the main referee's declaration.

Declaration of full point and half point:

IPPON.	The referee designates the competitor as Aka or Shiro and declares "Ippon" and its nature. E.g.: "Shiro, migi-mawashi-geri, Ippon".
WAZA-ARI	Effective attacks which damages the opponent, but not to the same extent as an Ippon. Waza-ari is declared in the same way as Ippon. E.g.: "Aka, migi-mae-geri, Waza-ari". Two declaration of Waza-ari constitutes a full point. E.g.: "Shiro, chudan-tsuki, waza-ari" (For the first) "Shiro, migi-mae-geri, waza-ari" (For the second) and immediately "awasete, Ippon".

End of the bout (SHIAI SHURYO):

Decision:

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

YAME	Stop the bout.
SHOMEN-MUITE	The fighters face the front to the official table.
HANTEI-O TORIMASU	The referee asks the decision to the corner judges.
HANTEI	When hearing this, the corner judges must use the flags and the whistle to show their decision.
SHIRO/AKA	White/Red. The corner judges raise the flag having the same color as the competitor whom they consider the winner, diagonally upwards.
HIKIWAKE	Draw. The corner judge crosses both flags in front of himself downwards.
ICHI, NI, SAN, SHI, GO	One, Two, Three, Four, to count the flags plus referee decision (Five)
AKA/SHIRO	

or HIKIWAKE Decision of the referee (.Red/White or Draw).

The referee declares the victory. This is the end of the bout.

SHOMEN NI REI	I	
SHUSHIN NI RE	┆	The same procedure as the opening bout
OTAGAI NI REI	I	

Declaration of decision:

The referee counts the number of flags, and gives his own decision and then points with his hand to the winner and say in case of AKA win: AKA and in case of SHIRO win - SHIRO.

In case of a draw, he crosses downwards his arms. And say: HIKIWAKE

E.g.: "Hikiwake ichi; Shiro ichi, ni, san, shi; → Shiro"

In this case "Shiro" wins 4 to 0.

"Shiro ichi, ni; Hikiwake ichi, ni, san; → Hikiwake" In this case there is a draw (2:0).

To win by decision it is required to have three or more of the judge's approval.

How to announce warnings (example):

1-st time:	Aka Ichi, Ni, San, Shi, Go	TSUKAMI, CHUI ICHI
2-nd time:	Aka Ichi, Ni, San, Shi	GANMEN KOGKI, CHUI ICHI, AWASETE GENTEN ICHI
3-rd time:	Aka Ichi, Ni, San	KINTEKI-KOGKI, CHUI ICHI
4-th time:	Aka Ichi, Ni, San, Shi, Go	SHOTEI, CHUI ICHI, AWASETE GENTEN NI, SHIKKAKU.

How to announce WAZA-ARI, IPPON (examples):

Shiro	Ichi, Ni, San, Shi, Go	GEDAN MAWASHI-GERI, WAZA-ARI
Shiro	Ichi, Ni, San, Shi	CHUDAN-ZUKI, WAZA-ARI, AWASETE IPPON
Aka	Ichi, Ni, San, Shi, Go	JODAN MAWASHI-GERI, IPPON.

KUMITE ACTIONS (Corner judges) :

IPPON	The judges raise the flag diagonally and blow a single long and loud blast on the whistle.
WAZA-ARI	The judges raise the flag horizontally to the side and blow a single long and loud blast on the whistle.
HANSOKU	The judges 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, sharp blasts on the whistle. Used for all other situations for Chui, Genten or Shikaku.
JOGAI	The judges lowers either flag diagonally, tapping the floor, and blow several short, sharp blasts on the whistle.
MITOMEZU (no count)	The judges cross both flags in front of themselves waves them from side to side and blow the whistle.
FUMEI (unclear)	The judges cross both flags at eye level and blow the whistle.

In case when time of the fight is up the judge makes a short loud signal by blowing a whistle.

TAMESHIWARI ACTIONS:

Start the Tameshiwari:

SHOMEN NI REI	The same as the opening of the bout.
MAWATTE REI	Turn around,, bow and say “Osu”.
KAMAETE	Stand by.
HAJIME	Break the boards.

Declaration of results:

KANSUI	All the boards have been broken. The Tameshiwari official raises his arm 45°. E.g.: Competitor’s number or name and indicates the number of broken boards, Kansui.
SHIPPAI	The breaking test has failed. The Tameshiwari official cross their arms in front and waves from side to side indicating a failed attempt. E.g.: Competitors number or name, Shippai.

CHANGE OF THE REFEREE TEAM

FUKUSHIN SHUGO	Calling judges together.
MAWATE MIGI	The judges and referee turn to the right. The old team must turn to the right and walk to the edge of the mat and face the new team. The entering Main Referee will give the following order:
SHIMPAN NI REI or OTAGAI NI REI	Bow between both referee teams.
MAWATE MIGI	Both referee teams will move to the right and the entering team will occupy the place of the leaving team. This one will walk out of the arena.

FINAL.

Any matter not contemplated in this referee rules, and that could happen in a tournament, will be discussed between The Referees and the Tournament Chief Referee.

Article 17: JUNIOR RULES

17.1. Amendments for the Junior EKO rules

All basic principles of the senior EKO rules apply for the juniors, referees commands etc. There is no tameshiwari for the juniors.

17.2. Definition of a junior

A competitor is considered as a junior from the 16th birthday till the 18th birthday (the upper age limit to be defined according to the year of birth pointed out in invitations to tournaments). The junior, who has turned 18 and has the right to participate in a tournament according to the year of birth pointed out in a corresponding invitation, shall not have the right to take part in Senior competitions as well at the same tournament, if the tournament is of a joint character (Seniors and juniors together for several days). If a tournament is separate, such participant shall have the right to participate as a junior or Senior respectively.

17.3. Criteria for competing

All competitors under the age of 18 must have written permission from their parents to compete in the Junior tournament.

A competitor can be asked for proof of age by producing an ID card or country passport.

Competition system

- kumite for junior-men and junior-women
- kata competition for junior-men and junior-women

17.4. Grade

Members of the E.K.O. must be at least 6-th Kyu grade to be eligible to compete.

If members of other Associations and styles wish to compete in the (Shin)Kyokushinkai Open Tournaments, any grade will be allowed to enter. Providing they sign a disclaimer stating that they have practiced a Martial Art for at least two years.

17.5. Fighting time

Fighting time for both junior-men and junior-women will be:

Main bout shall last two minutes in running time.

In case of draw (hikiwake) there will be extension (enchosen) lasting for 2 minutes.

In case of no decision in favor of either opponent is made then the competitors must be weighed with all those equipments he wore during the bout. In case the weight difference is 3.0 kg + for junior-men and for junior-women in all weight categories, save for heavyweights, for whom the difference must be 5 kg +.

If no decision can be made after the weighing then a further 2 minutes extension is awarded (last enchosen). At the end of this final extension a decision must be made to declare the winner.

17.6. Weight categories

Weight categories for junior-men: under 55, 55-60, 60-65, 65-70, 70-75 and 75 +.

Weight categories for junior-women: under 55, 55-60, 60-65 and 65 +.

All weights are kilograms.

17.7. Protection for junior-men

Leg and groin are compulsory. A compulsory EKO unified helmet to protect the chin, most of the face, top and back of the head, helmets to be provided by hosts. Teeth protectors are optional but recommended.

17.8. Protection for junior-women

Leg, groin and breast (cups to be worn under a white T-Shirt) are compulsory. A compulsory EKO unified helmet to protect the chin, most of the face, top and back of the head, helmets to be provided by hosts. Teeth protectors are optional but recommended.

17.9. Prohibited acts and techniques (Hansoku waza)

The following actions are added as prohibited to those set for Seniors:

- attack to the spine;
- attack to the knee joints;
- kicking an opponent's head (helmet) or neck with full strength (only clap on the head is acceptable);
- frontal kick (mae-geri) to the head (helmet) or neck;
- side kick (yoko-geri) to the head (helmet) or neck;
- downfall kick (oroshi-geri) to the head (helmet) or neck;
- rolling kick (do mawashi kaiten-geri) to the head (helmet) or neck;
- knee kick (hiza-geri) to the head (helmet) or neck;
- any other uncontrolled kick to the head (helmet) or neck.

17.10. Ippon

Full point (IPPON) victory

- With the exception of techniques that are not allowed by the rules, any technique that connects and instantaneously downs the opponent resulting that he/she is not able to continue the fight for longer than 3 seconds, scores a full point.
- If a contestant is up within 3 seconds, but the injuries he/she suffered are so serious that not allow him/her to continue the bout, his/her opponent shall be awarded a full point and the match.
- If a contestant gives up the bout, the opponent will win with a full point.

17.11. Waza-ari

- Half point - WAZA-ARI.
- When a contestant is knocked down by one or more effective techniques allowed within the contest rules and regains a standing position within 3 seconds, a half point will be awarded to his/her opponent.
- When a contestant is not knocked down yet by techniques but is staggered, a half point can be awarded to the opponent.
- When an opponent is downed with any allowed technique including foot sweeps which are followed up by a well focused non-contact technique to the body, a half point is awarded.
- Second WAZA-ARI automatically means AWASATE IPPON.
- After a half point gained by a contestant only the referee can give the permission to continue the bout.
- Clap kick to the helmet.

17.12. Victory by decision win (HANTEI)

- When no definite IPPON or WAZA-ARI has been scored, the judges may award a win when time is up by decision on the basis of (with taking into consideration Chui, Genten) superior techniques, technical skill, condition and fighting spirit.
- In case of a draw, at the beginning of each extension all points (waza-ari) and warnings (chui, genten) acquired by contestants in the main bout or previous extension are to be cancelled.

17.13. Disqualification

- In addition to the rules set for Seniors, disqualification is ruled when there is any kick to the head resulting in knock-out for 3 sec or longer.
- In case of K.O. to the head, the contestant will be disqualified (SHIKKAKU).

FINAL.

Any matter not contemplated in this referee rules, and that could happen in a tournament, will be discussed between The Referees and the Tournament Chief Referee.

EUROPEAN KARATE ORGANIZATION

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