

IKU SHOBU IPPON
NEW COMPETITION RULES
Approved in Fortaleza – Brasil on Oct. 18th 2019

Introduction: the kumite competition is a sporting event.

Karate has as its foundation in some principles and values related to Japanese martial arts, therefore the fighter must maintain an impeccable and respectful attitude towards his opponent, referees, coach, public and follow the competition rules.

To obtain a point, in addition to performing a correct and valid technique, with the right distance and time, competitors must demonstrate the application of kime and the attitude of zanshin.

The attack must be powerful and decisive. Thanks to the self-control of the competitors the techniques will not cause any damage.

LOGISTICS

1. **Competition area:** the use of tatami is mandatory, it shall measure 8x8 m. with an additional safety area of 1 m. all around. Aka will stand to the right of kansa, Shiro to the left at a distance of 3 meters. Four referees sitting at each outer corner, with a red and a white flag, central referee and kansa.
The Jury table behind the kansa.

2. **Protection equipment:** gum shield, white curved mitts, breast protector for women, groin protector for men.

3. **Categories:**

CADETS female and male (age 14/15) minimum blue belt.
OPEN weight for both.

JUNIORS female and male (age 16/17) minimum blue belt.
OPEN weight for both.

SENIORS female and male (age 18/40) minimum blue belt.
OPEN weight for both.

MASTER female and male (age +41/55) minimum blue belt.
OPEN weight for both.

Duration:

Each match will last 2 minutes effective time, including 30" for atoshibaraku, except in case a competitor wins before the time is up.

In the event of a draw (official warnings shall not be taken into account) the match will be extended for 1' effective time (enchosen).

The first competitor who scores one waza-ari at least, will be declared the winner.

In the event that at the end of the extension the draw continues, the referee panel shall make a decision (hantei). At this point the referees shall take into consideration the possible official warnings, the fight attitude and the "initiatives" taken by the athletes during the match extension.

When the central referee calls for hantei, all the corner judges shall express their decision by flags.

Scoring techniques:

- Tzuki
- Geri
- Uchi
- Haito

Forbiddentechniques:

- All open-hand techniques (nukite, shuto, kumade, etc.), except haito
- All hittsuigeri
- All enpiuchi
- Kakatogeri

Scoringareas:

- Jodan, head and face, neck
- Chudan, all the area included within the belt and the armpit, in the front, back and side.

Forbidden targets:

- Groin
- Throat
- Joints

Forbidden actions:

- Hitting without control.
- Overexcited, uncontrolled competitive spirit.
- Blocking, pushing the opponent.
- Unsporting and disrespectful behavior towards the opponent and the referees.
- Ignoring, failing to obey the orders of the referees, discussing with them.
- All the actions that can obstruct the smooth conduct of the match.
- When a PUNCH hits a target, the athlete delivering the punch shall NOT be jumping (NO JUMPING).
- Leg sweeping techniques (deashibarai) are allowed as long as a technique immediately follows the action of sweeping. It is not allowed to deliver a deashibarai ending in itself.
- Throws are allowed as long as the “opponent thrown” does not exceed with his hips the height of the opponents’s shoulder. A time limit of 5” is allowed from the beginning of the throw action to the end, if this time limit is exceeded the referee shall stop the match.
- All forbidden techniques and actions shall be stigmatized and penalized by the referees, according to their seriousness.

Criteria to score a waza-ari

A waza-ari is awarded when an athlete makes a permitted, powerful and effective technique to a target, with the correct distance and timing and, first of all, when the technique is controlled, to say it shall not injure the opponent in any way.

Foot support and balance must be good. Techniques made without at least one foot on the ground shall not be taken into consideration.

Direct-trajectory techniques(ex. Kizamitzuki or maegeri) shall not be taken into account for scoring. If the competitor making the technique is standing still or is moving backwards, even if the target is hit.

Direct hits shall always have at least a minimum acceleration of the body towards the target.

If two VALID techniques hit the target at the same time, the point MUST be assigned to the athlete moving forwards (and who built the action).

Criteria to score an ippon

To award an ippon, a technique shall have the same criteria as a waza-ari, in addition it shall give the sensation of a decisive blow (todome). The opponent who suffers it, shall not even have a minimum defence (kyo).

JODAN geri (mawashi or uramawashi accurately executed with a minimum distance of 30 cm. between the bodies of the two competitors – it shall not be valid if the bodies are in contact) and throws “concluded” with an effective technique, shall score as an IPPON.

A gyakuzuki (performed moving forward the front leg) made when the opponent starts to move forward, shall score as an IPPON!!

Warnings and penalties

A private warning can only be made once in the event of ate, tsukamu, mubobi, chuimushi, fukei.

As far as the control is concerned (ate), the contact shall be light and shall not injure the opponent.

If a technique performer causes a slight reddening of the skin without an injury (according to the doctor's decision), the judgment shall always be:

- Valid technique

If a technique causes a medium-sized injury with small wounds, but the opponent is able to continue the match (according to the doctor's decision), the judgment shall ALWAYS be:

- Keikoku

If, according to the doctor's decision, a competitor cannot continue the match because of an injury caused by his opponent, the referees shall punish this latter by hansoku.

TERMS AND MEANINGS

- A. Ate control
- B. Tsukamu grabbing (only if not followed by a thrown)
- C. Mubobi dangerous situation for which a competitor shows a lacking of regard for his opponent's and his own safety.
- D. Chuimushi ignoring, not listening to the referee
- E. Fukei very bad behaviour and bad attitude to kumite

All penalties due to excessive contact(ate) follow an increasing scale, therefore the first one will be keikoku, the second one chui, the third one hansoku (C1 category).

All other penalties will be added together. First warning keikoku, second one chui, third one hansoku (C2 category).

Jogai

- Jogai occurs when a competitor or both of them exit the competition area;
- if a competitor is pushed outside the competition area or if he exits it after repeated dangerous actions (mubobi), no jogai shall be imposed;
- if the competitors exit the competition area one after the other before the referee calls yame, the first competitor exiting the area shall be punished with jogai;
- if a competitor makes a valid technique and immediately afterwards he exits the competition area before the referee calls yame, the technique shall be considered valid and no jogai shall be imposed;
- a maximum of three jogai may be awarded in a match. First jogai keikoku, second jogai chui, third jogai hansoku and victory for the opponent.

How to declare victory

- Before the time foreseen in the competition rules (2”) is up, when a competitor scores two waza-ari or one ippon;
- If at the end of a match a competitor has been awarded one waza-ari and the opponent has no points;
- when a competitor makes a point during the enchosen (extension) after a tie, or following the hantei when the enchosen is over;
- following the opponent’s disqualification (hansoku).

In case of direct hansoku who has suffered it will have to wait for medical judgment to continue the tournament.

If the hansoku is the result of accumulated penalties, no medical opinion will be required.

In the final judgment (hantei), the central referee (sushin) must consider the decision of the corner judges (fukushin).

Below the situations and majority table:

AAAA	victory to aka
AAAS	“ “
AAAT	“ “
AATT	victory to aka or tie
SSSS	victory to shiro
SSSA	“ “
SSST	“ “
SSTT	victory to shiro or tie
TTTT	tie
TTTA	“
TTTS	“
AASS	“

