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KUMITE MATCHES

1. Kumite matches will be for two (2) minutes running time.
 - a. The Referee/Judge may stop time if needed.
2. Matches are three (3) point matches.
 - a. The first competitor to gain three points or the competitor with the most points at the end of time will be the winner of that match.
 - b. If a tie exists after the two minutes, then the match is extended to a sudden death match to break the tie. The first competitor to score a point is the winner. All match penalties are brought forward.
 - c. Grand Championship Matches will be five (5) points.

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3. To reduce injury, the 4" halo around the head will be scored.
 - a. No contact to the head or helmet is permitted.
(Touch is permitted)
4. If a competitor is disqualified (Hansoku)
 - a. they are out of the division.
 - b. They may no longer compete and no trophy will be awarded.

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5. Competitors will be disqualified and removed from the tournament (Shikaku) for the following:
 - a. Competitor acts maliciously
 - b. Purposely disobeys the orders of the referee and judges
 - c. Commits an act which harms the prestige of karate-do
 - d. Actions that are considered to violate the rules and spirit of the tournament.

A non-malicious disqualification (Hansoku) will disqualify the competitor from the match but may permit the competitor to continue in the division.

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REQUIRED KUMITE EQUIPMENT:
ALL EQUIPMENT MUST CONFORM TO THESE REQUIREMENTS

- 1. All competitors must wear a clean, white gi to compete.**
- 2. Safety Gear Required**
 - a. Foam head gear (all competitors)**
 - b. Safety punch**
 - c. Safety feet**
 - d. Mouth guard**
 - e. Groin cups – (male competitors)**

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f. Shin and instep guards are recommended but not required. Shin and instep guard will not be permitted in place of safety feet

- 3. No Ring Star or other shoes will be permitted**
- 4. No grappling, MMA, or bag gloves will be permitted**
- 5. Any safety gear deemed unsafe by the Officials will need to be replaced**
- 6. No duct tape on safety gear**

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TARGET AREAS

Attacks are limited to the following areas.

1. Head
2. Face
3. Neck
4. Abdomen
5. Chest
6. Side
7. Back (*not the spine area*)

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No contact permitted to head, face, neck

- Techniques within 4 inch halo will be scored
- Techniques that touch these targets will be scored.

TOUCH VERSES CONTACT

Touch (non-injurious, light, controlled touch)

Contact (impacted movement of the target area; injurious impact: rocking movement of the head from a kick or punch will be considered a penalty)
Contact will be considered a penalty to head, face, and neck areas.

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SCORING CRITERIA

A score is awarded when a technique is performed according to the following criteria

1. Good Form
2. Sporting Attitude
3. Vigorous Application
4. Awareness (Zanshin)
5. Good Timing
6. Correct Distance

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EXPLANATION OF SCORING CRITERIA

1. **GOOD FORM** - A technique with good form is said to have characteristics conferring probable effectiveness within the framework of traditional karate concepts.
2. **SPORTING ATTITUDE** – Sporting attitude is a component of good form and refers to a non-malicious attitude of great concentration obvious during the delivery of the scoring technique.
3. **VIGOROUS APPLICATION** – Vigorous application defines the power and speed of the technique and the will for it to succeed.

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4. **AWARENESS (ZANSHIN)** – Awareness is that criteria most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and the awareness of the opponent’s potentiality to counter attack. He/she does not turn their face away during delivery of the technique and remains facing the opponent afterwards.

5. **GOOD TIMING** – Good timing means delivering a technique when it will have the greatest potential effect.

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6. **CORRECT DISTANCE** – Correct distance similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus, if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.

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PROHIBITED BEHAVIOR

1. NO contact to the head, face, neck, groin & spine.
2. NO excessive body contact is permitted.
3. NO sweeps or takedowns. Leg checks are permitted to the back of the leg only.
4. NO kicking to a person on the ground, however you have (2 seconds) to score using hand techniques if the competitor is on the ground. Competitors on the ground may score using hands or feet techniques.
5. NO holding. Competitors may grab and strike immediately (2 seconds) to score a point.

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6. Running out of bounds under one's own power. Any part of the ring line is out of bounds.
7. Avoiding combat as a means of preventing the opponent from having the opportunity to score.
8. NO blind technique
9. NO attacks to arms, legs or joints.
10. NO coaching of competitors is permitted.

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11. NO simulated attacks with head, knees or elbows.
12. Techniques by their nature that cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
13. Failing to obey the orders of the Referee/ Judges, discourteous behavior towards the Officials, or other breaches of karate etiquette.
14. Exaggeration of injury.

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PENALTIES :

**All contact penalties shall be in
*Category I. (contact)***

- a. No contact to the head, face or neck
- b. No excessive body contact
- c. No attacks to the arms, legs, or joints.

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All other penalties shall be in Category II.

- a. No sweeps or takedowns.
- b. No kicking to a person on the ground.
- c. No holding. (2 second grab to score)
- d. No blind techniques.
- e. No attacks with the head, knees or elbows.
- f. Running out of bounds under one's own power.
- g. Avoiding combat as a means of preventing the opponent from having the opportunity to score.

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- h. Techniques by their nature that cannot be controlled for the safety of the opponent.
(dangerous and uncontrolled attacks)
- i. Mubobi (defenseless attitude) – allowing or running into a technique without protecting oneself (not guarding or turning one's back)
- j. Exaggeration of Injury - Overreaction to light contact. (e.g. – staggering about, falling unnecessarily to make the injury appear greater)

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k. Failing to obey the orders of the Referee / judges, discourteous behavior towards the Officials, or other breaches of Karate etiquette.

l. Attacks to arms, legs or joints.

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***Category 1 and Category 2 fouls
do not cross-accumulate***

Category 1 penalties (contact)

***When contact is deemed too strong,
the referee/judges will issue a
warning, penalty point, or disqualification.***

***Blood, immediate redness or swelling will
result in immediate disqualification unless
Mubobi is called.***

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In Category I or 2

- 1. Once warned or penalized in Category I or Category 2, the penalties shall escalate for that category.**
- 2. A point will be awarded to the opponent each times additional fouls occur in that category.**
- 3. All warnings and penalties remain active in a sudden death match.**

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In Category I or 2

- 4. When warnings are issued for the first offense in Category II, any repeated offenses will result in a penalty and a point to be awarded to the opponent.**

Note: Non-injurious, light controlled “touch” contact to head, face and neck area is allowed.

The 4 inch halo around the head should be encouraged to reduce injury.

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RULE EXPLANATIONS

- 1. The referee (center judge) may not award a point without the majority of support from the corner judges.**
- 2. The referee (center judge) may choose not to award a point if he/she clearly sees that the technique did not meet the scoring criteria “even if outvoted” by the corner judges.**
- 3. The referee (center judge) may award a foul if he/she has the support of at least one (1) corner judge.**

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- 4. The referee (center judge) may not center for his/her own students. ***
*** Request a corner judge to take your place. If none of the corner judges are willing to take your place, then you may center your own student.**
- 5. Competitors cannot score from out-of-bounds, but may be scored upon. Note: Any part of the ring line is out-of-bounds.**

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REFEREE (CENTER JUDGE) RESPONSIBILITIES

- 1. Bow in and out the divisions.**
- 2. Review rules with judges and ensure that the judges use the flags properly.**
- 3. Ensure everyone has the proper equipment.**
- 4. Start and stop the matches.**
- 5. Ensure the scoring is accurate.**
- 6. Ensure that the rules are being followed and applied fairly.**
- 7. Issue points, warnings and penalties**

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- 8. Ensure corner judges are meeting their responsibilities.**
- 9. Replace judges if necessary.**
- 10. Penalize or disqualify competitors for rules violations.**
- 11. Make sure the ring is running smoothly and functioning according to the rules.**
- 12. Announce winners from 1st to 3rd places.**
- 13. Have winners report to score keeper to verify name of the winner.**

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CORNER JUDGES RESPONSIBILITIES

1. Observe the actions of the contestants and call to the Referee (Center Judge) for a point or foul.
2. Aid in the calling of points, warnings and penalties.
 - a. Call a point verbally calling "Ippon" or "Point".
 - b. To call a foul, verbally signal by calling "Foul".
 - c. Do not use your flag to signal a point until the referee signals you to do this by saying: "call for point" or "call for foul".
 - d. Never call "Yame".

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3. Assist in fair application of the rules.
4. Assist in the functioning of the ring.
5. Call attention to the Referee (Center Judge) in cases you deem necessary.

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Procedures used to Stop Matches &
to Award Points and Penalties

1. Only the Referee can stop the match.
 - a. The Referee shall stop the match when a POINT is observed by the judges or the Referee. The Referee may choose not to stop the match if ONLY ONE CORNER JUDGE indicates a point.
2. The Referee and the judges will signal at the same time when the Referee asks for the JUDGES DECISION.

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- a. The Referee may not award a point without the majority support of the judges.
- b. The Referee may choose not to award a point, even if out-voted by the corner judges if the referee clearly sees that the technique did not score or meet the 6 criteria needed for a point. The referee should indicate the reason for over-ruling the judges.
- c. When considering a call, the Referee will determine the call from the flag signals indicating a point, a foul, or a "No Technique" signal.
- e. A "No See" signal by a judge will mean a "No Vote" when voting for points or fouls.

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3. The Referee shall stop the match when an infraction (foul) of the rules occurs. After the Referee stops the action, he/she will ask for “Judges Call for Foul”. The Referee and the judges will indicate the type of foul (category I or category II) and indicate the offender by use of the offender’s color being presented.
 - a. The Referee shall stop the match when he/she or a corner judge observes an infraction of the rules.
 - b. The Referee may choose not to stop the match if **ONLY ONE CORNER JUDGE** indicates a foul or point.
 - c. The Referee may award a foul if they have the support from at least one corner judge.

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In category I fouls, the Referee shall first observe the competitor who was fouled to determine the extent of the foul (looking for redness, swelling, blood) before asking for JUDGES DECISION.

- a. The Referee shall then indicate his/her decision by hand signal and verbally saying either “Warning” or “Penalty” or “Disqualification”. If needed the Referee can call the Judges in to discuss the degree of penalty or disqualification.
 - b. The Referee will then say “Call for Foul”. The judges will indicate the call with their flags.
4. The Referee can stop time during the match if they deem it necessary when the match is being timed

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COACHING IS NOT PERMITTED

Coaching shall result in the following penalties.

First infraction – a warning to the individual or individuals coaching and a general statement to all at ringside.


Second infraction - the individual (s) coaching will be removed from ringside.

Persistent coaching will result in ejection from the event.

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JUDGES' FLAG SIGNALS

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INDICATION OF A FOUL ON RED


The appropriate is flag is waved in a circle, then a category I or II signal is made.



INDICATION OF A FOUL ON WHITE


The appropriate is flag is waved in a circle, then a category I or II signal is made.

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CATEGORY I FOUL ON RED

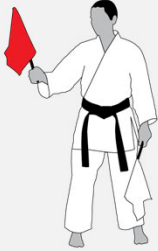
Judge crosses flags at chest level with the red flag in front towards the red competitor.



CATEGORY I FOUL ON WHITE


Judge crosses flags at chest level with the white flag in front towards the white competitor.

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CATEGORY II FOUL ON RED


Judge points the flag with the arm bent toward the red competitor.



CATEGORY II FOUL ON WHITE


Judge point the flag with the arm bent towards the white competitor.

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POINT RED

Judge raises the red flag at a 45 degree angle to the right to indicate a point scored.

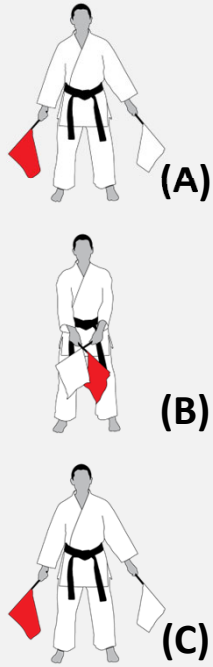


POINT WHITE

Judge raises the white flag at a 45 degree angle to the right to indicate a point scored.

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UNACCEPTABLE SCORING TECHNIQUE



(A)


(B)

(C)

Judge waves the flags (A) letting them cross just above the knees (B) and finishing uncrossed at the sides (C).

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NO TECHNIQUE SEEN





The judge covers the eyes with both flags.


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REFEREES' HAND SIGNALS

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	<p>CATEGORY I FOUL ON RED</p>
	<p>Referee's hands are crossed at chest level in the direction of the red competitor.</p>
	<p>CATEGORY I FOUL ON WHITE</p>
	<p>Referee's hands are crossed at chest level in the direction of the white competitor.</p>

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CATEGORY II FOUL ON RED

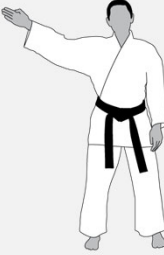
Referee points with a bent arm at the face of the red competitor.



CATEGORY II FOUL ON WHITE


Referee points with a bent arm at the face of the white competitor.

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POINT RED

Referee raises arm to indicate a point for red.




POINT WHITE

Referee raises arm to indicate a point for white.


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UNACCEPTABLE SCORING TECHNIQUE




(A)

The referee waves the hands letting them cross just above the knees (A) and finishing uncrossed at the sides (B).




(B)

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WINNER RED

Referee raises arm to indicate red has won.



WINNER WHITE

Referee raises arm to indicate white has won.

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KUMITE SCENARIOS

FOR THE SAKE OF DISCUSSION, THE COMPETITOR WITH THE RED RIBBON ON THEIR BELT WILL BE AKA (RED) AND THE OTHER COMPETITOR WITHOUT THE RIBBON WILL BE SHIRO (WHITE)

In all situations where contact is called in these exercises we will assume there is no evidence of redness, swelling or blood.

“No call” choices indicate that “no judgment” is given by the referee.

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- _____ 1. Aka throws a punch to the body. Two judges call point, one judge calls no see and the other judge calls a contact penalty. The referee also calls a contact penalty. What is the call?
a. Point for Aka b. No point c. Aka penalty d. No call
- _____ 2. Shiro steps out of bounds as Aka scores.
a. Point Aka b. No point c. Jogai Shiro d. Both A & C
- _____ 3. At the same time Aka throws a kick to Shiro's midsection, Shiro turns away and gets kicked in the spine by Aka.
a. Aka penalty b. Shiro penalty c. Aka point d. No call
- _____ 4. Shiro punches to the face. Three judges call point. One judge calls no see. The Referee calls contact by Shiro.
a. Point Shiro b. Penalty Shiro c. Aka point d. No call
- _____ 5. Aka kicks to the body. Two judges call no see. One judge calls point. One judge calls technique is no good. The referee calls point.
a. Point Aka b. No score c. No call d. Aka penalty
- _____ 6. During a simultaneous attack, Aka hits Shiro in the face as Shiro hits Aka in the body.
a. Point Aka b. Point Shiro c. Penalty Aka d. Point Shiro, penalty Aka

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- _____ 7. Shiro throws a punch to Aka's face. Three judges call no see. One judge calls point. The referee calls contact.
a. Point Shiro b. Penalty Shiro c. No score d. either a or b
- _____ 8. Aka throw a kick to Shiro's head. Two judges call point. One judge calls technique is no good. One judge calls contact penalty. Referee calls penalty.
a. Point Aka b. Penalty Aka c. No score d. either a or b
- _____ 9. Shiro steps out of the ring and throws a punch to Aka's midsection. At the same time Aka throws a punch to Shiro's midsection.
a. Point Shiro b. Point Aka c. Penalty Shiro d. both b and c
- _____ 10. Aka throws a kick to Shiro's back. Two judges call technique is no good. Two judges call a point for Aka. The referee calls no see.
a. Point Aka b. No score c. either a or b
- _____ 11. Aka throws a kick to Shiro's body as Shiro punches Aka. 2 judges call point for Aka. 2 judges call point for Shiro. The referee calls no see.
a. Point Aka b. Point Shiro c. No score

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Isshin-ryu Karate



**“One Heart,
One Mind”**



Shimabuku Tatsuo
9-19-1908 5-30-1975

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