

**ISSHINRYU
INTERNATIONAL RULES OF COMPETITION
Competitors**

KUMITE MATCHES:

1. Kumite matches will be for two (2) minutes running time. The Referee/Judge may stop time if needed.
2. All non-grand champion matches are (3) point matches. 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. Five (5) points will be used for Grand Championships.
3. 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 is the winner.
4. A non-malicious disqualification will disqualify the competitor from the match but may permit the competitor to continue in the division. (Hansoku)
5. In the rare case of a competitor acts maliciously, disobeys the orders of the Referee/Judges or commits an act which harms the prestige and honor of Karate-Do, or when actions are considered to violate the rules and spirit of the tournament, the competitor will be disqualified and removed from the tournament; they may no longer compete and no trophy will be awarded. (Shikaku)

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*)

PROHIBITED BEHAVIOR:

- 1. Contact to the head, face, neck, groin or spine.**
- 2. Excessive body contact is not permitted.**
- 3. Sweeps or takedowns. Leg checks are permitted to the back of the leg only.**
- 4. Kicking to a person on the ground is not permitted, 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. Holding. Competitors may grab and strike immediately (2 seconds) to score a point.**
- 6. Running out of bounds under one's own power is not permitted.**
The ring line is out of bounds.
- 7. Avoiding combat as a means of preventing the opponent having the opportunity to score is not allowed.**
- 8. Blind techniques are not allowed.**
- 9. Attacks to arms, legs or joints are not permitted.**
- 10. Coaching of competitors is not permitted.**
- 11. Attacks with head, knees or elbows are not permitted.**
- 12. Techniques that by their nature cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks are not permitted.**
- 13. Failing to obey the orders of the Referee/ Judges, discourteous behavior towards the Officials or other breaches of karate etiquette are not permitted.**
- 14. Competitors cannot score from out of bounds but may be scored upon.**
- 15. Mubobi - defenseless attitude.**
- 16. Exaggeration of injury is not permitted.**

PENALTIES :

1. All contact penalties shall be in Category I. (**contact**)
 - a. Contact to the head, face, neck, groin or spine.
 - b. Excessive body contact
 - c. Attacks to the arms, legs, or joints.

2. All other penalties shall be in Category II. (**non-contact**)
 - a. Sweeps or takedowns.
 - b. Kicking to a person on the ground.
 - c. Holding. (2 second grab to score)
 - d. Blind techniques.
 - e. 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.
 - h. Techniques that by their nature cannot be controlled for the safety of the opponent (dangerous and uncontrolled attacks).
 - i. Failing to obey the orders of the Referee / judges, discourteous behavior towards the Officials, or other breaches of Karate etiquette.
 - j. Mubobi - defenseless attitude.
 - k. Exaggeration of injury.

This means that once warned or penalized in Category 1 or Category 2 the penalties shall escalate for that category. The opponent receives a point thereafter for each offense.

COACHING IS NOT PERMITTED

3. Coaching shall result in the following penalties.
 - A. **First infraction** - a warning to the individual or individuals coaching and a general statement to all at ringside.
 - B. **Second infraction** - the individual(s) coaching will be removed from ringside.
 - C. **Persistent coaching** will result in ejection from the event.

PROCEDURE FOR KATA:

1. The first three kata competitors will perform their kata before being scored. After the 3rd competitor, each competitor will be called back into the ring individually for their scores. Thereafter, each competitor will be score immediately after their performance.
2. Competitors are **only to announce their kata**. They are **NOT** to announce their name, their dojo or request permission to perform.
3. Advanced and Black Belt divisions will be required to perform a different kata to break a tie.
4. Weapon Kata procedure will be the same as the empty hand divisions.
 - a. **Kyu ranks** may compete with **Bo or Sai only**.
 - b. **Black Belts** may compete with **Bo, Sai, and Tonfa**.
 - c. Weapons must be of traditional design and properly sized.
 - d. Weapons will be subject for inspection for proper size, weight and safety.
 - e. **Toothpick Bo and undersized weapons will not be permitted.**

EMPTY HAND KATA LIST

Seisan
Seiuchin
Wansu
Naihanchi
Chinto
Kusanku
Sanchin
Sunsu

WEAPONS KATA LIST

Kyan no Sai
Kusanku no Sai
Chatanyara no Sai
Tokumine no Kun no Dai
Urashi no Kun
Shishi no Kun no Dai
Chei Fa (Black Belt only)
Hamahiga no Tonfa (Black Belt only)

NOTE: Novice children, 8yrs and under, who have trained less than 3 months may perform Seisan kata up to the first break and be scored OR perform a Kihon Kata using Isshinryu Techniques.

REQUIRED EQUIPMENT:

All equipment must conform to these requirements.

1. All competitors must have a **clean white gi** to compete.
2. **Safety gear required:** Foam head gear (all competitors), safety punch and feet, mouth guards, groin cups. **Shin and instep guards will not be permitted in place of safety feet.** Fingers may not be exposed (like with grappling gloves). No MMA/boxing gloves.
4. No Ring star or other shoes will be permitted.
5. Any safety gear deemed unsafe by the **OFFICIALS** will need to be replaced.

COMPETITORS RESPONSIBILITIES

- 1. Competitors are expected to display good sportsmanship and proper karate etiquette at all times.**
- 2. Prior to a division starting, please ask any questions you may have.**
- 3. During your division, please respect your fellow competitors. You will sit on the side of the ring; do not talk excessively or loudly.**
- 4. You need to listen for your name to be called. When on deck, stand at the corner of the ring and wait to be recognized by the competitor bowing out of the ring.**
- 5. Once you have competed, you are to stay at your ring until the division is bowed out by the Referee / Center judge.**
- 6. Kata, weapons and kumite will be assigned to the same ring. Competitors are to bring any weapons, and fighting gear to the ring assigned.**
- 7. The first three kata competitors will perform their katas before being scored. After the 3rd competitor, each competitor will be called up individually for their score. There after each competitor will be scored after their performance.**
- 8. Weapon katas procedure will be the same as the kata divisions.**
- 9. Listen for your name to be called "up to perform" and "on deck ".
Be ready.**