

1st International FUJIWARA CUP Championship –

November 23rd, 2019

Rules for fights - KUMITE



General rules :

- 1- Participants must be able to confirm their age with a valid photo ID at check-in (ex: health card, driver's license, passport).
- 2- You must ensure the accuracy of the weight. A difference of +/-5 lbs (+/-2.2 kg) between the weight indicated at registration and the weight during weighing (which will take place on the day of the tournament) could lead to disqualification.
- 3- Registered participants will be grouped into pre-established categories based on the type of event, age, belt level, gender and weight. Consult the categories tables.
- 4- There will be no TAMESHIWARI (breaking test).

Fighting time :

Fighting time	Regular semi-contact fights	Elite semi-contact fights	Full contact fights
4-7 years	1 min. 1 extension - 30 sec.	NA	NA
8-11 years	1 min. 30 sec. 1 extension – 1 min.	NA	NA
12-17 years	2 min. 1 ext. – 1 min. 30 sec.	2 min. 1 extension – 2 min.	NA
18 yrs and up	2 min. 1 ext. – 1 min. 30 sec.	2 min. 1 extension – 2 min.	2 min. 1 extension – 2 min. Weight decision 1 extension - 2 min.

Details : full contact fights :

- 1- If the score is tied (HIKI-WAKI) at the end of the main round, an extension round will then take place.
- 2- If there is an other tie after the extension round, the competitor who has an inferior weight (consult the weight decision table) will then be declared the winner.
- 3- If the weights are too close to declare a winner, a final extension round will take place with no extension possible. A final decision will be required (no HIKI-WAKI) at the end of the round.

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Fighting time (continuation) :

Full contact fights - Weight decision :

Sex	Category	Weight (lbs)	Weight (kg)
Men	Ligth weight	- 11 lbs	- 5 kg
Men	Medium weight	- 11 lbs	- 5 kg
Men	Heavy weight	- 22 lbs	- 10 kg
Women	Ligth weight	- 8 lbs	- 4 kg
Women	Medium weight	- 8 lbs	- 4 kg
Women	Heavy weight	- 17 lbs	- 8 kg

Instant victory – IPPON KACHI :

- 1- An effective strike made by hand or (or elbow if permitted) or a kick delivered to any zone allowed by the rules, which downs the opponent for more than three seconds or results in the opponent losing his desire to continue fighting for more than three seconds. (If the kick is delivered to JODAN and the opponent falls down in a single movement, a IPPON-KACHI will be accorded, even if the competitor stands up and wants to resumes the fight).
- 2- When the competitor got two WAZA-ARI, which results in IPPON (instant victory following the 2nd WAZA-ARI).

Half victory – WAZA-ARI :

- 1- An effective strike made by hand (or elbow if permitted) or a kick delivered to any zone allowed by the rules, which downs the opponent and within three seconds he stands up and resumes the fight.
- 2- An effective strike by hand (or elbow if permitted) or a kick to any zone allowed by the rules, which result in the opponent losing his desire to continue fighting and within three seconds he stands up and resumes the fight.
- 3- The fighter shows that he has damage or pain.
- 4- Except for full contact fights, all JODAN kicks to the opponent's headgear allowed by the rules without his guard up. However, the Referee Commission will decide if the attack is valid or not.
- 5- Except for full contact fights, when an accurate GEDAN or CHUDAN attack allowed by the rules is delivered and the opponent falls in a single movement. If the opponent does not fall down in a single movement, but falls down after he loses his balance, WAZA-ARI will not be accorded.

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Half victory – WAZA-ARI (continuation) :

- 6- Except for full contact fights, if the opponent falls down in a single movement as a result of the other competitor’s kick allowed by the rules to JODAN even though he had his guard up, a WAZA-ARI will be accorded. If the opponent does not fall down in a single movement, but falls down after he loses his balance, a WAZA-ARI will not be accorded. If the opponent had not his guard up, a IPPON-KACHI will be accorded.

Illegal techniques – HANSOKU :

Illegal techniques	Regular semi-contact fights	Elite semi-contact fights	Full contact fights
Strikes to the groin (KINTEKI GERI)	Prohibited	Prohibited	Prohibited
Head strikes (ZUTSUKI)	Prohibited	Prohibited	Prohibited
Attacking fallen opponent or an opponent who is already down	Prohibited	Prohibited	Prohibited
Strikes to the spine	Prohibited	Prohibited	Prohibited
Grabbing or hooking the opponent or the opponent’s Karate Gi (TSKUKAMI)	Prohibited	Prohibited	Prohibited
Push the opponent (whether with the hands, head, body, etc.) (OSHI)	Prohibited	Prohibited	Prohibited
Any attack to the knees	Prohibited	Prohibited	Prohibited
Attacks from behind the opponent	Prohibited	Prohibited	Prohibited
Running away from the opponent	Prohibited	Prohibited	Prohibited

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Illegal techniques - HANSOKU (continuation) :

Illegal techniques	Regular semi-contact fights	Elite semi-contact fights	Full contact fights
Running away by repeating JOGAI (stepping outside area)	Prohibited	Prohibited	Prohibited
Elbows strikes	Prohibited	Allowed	Allowed
Hand and elbow strikes to the face	Prohibited	Prohibited	Prohibited
Hand and elbow strikes to the throat or neck	Prohibited	Prohibited	Prohibited
Attack with the knee	Prohibited	Allowed	Allowed
Any direct kick to the face (ex : MAE GERI, HIZA GERI, YOKO GERI, USHIRO GERI, etc.)	Prohibited	Allowed	Allowed
All jumped kick (TOBI)	Prohibited	Allowed	Allowed
Any actions that may be considered as bad attitudes towards the contest	Prohibited	Prohibited	Prohibited
Any other actions that the Judges/Referee may regard as fouls	Prohibited	Prohibited	Prohibited

KYOKUSHIN
KENBUKAI

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Verbal warning – KEIKOKU / Warning – CHUI / Penalty – GENTEN :

- 1- If the Referee perceived an infraction and halted the fight, but was not supported by the Judges, or if three or four Judges showed HANSOKU and the Referee stopped the fight, but decided that the infraction was not deserving to be punished with HANSOKU, the Referee may impose the offender KEIKOKU.
- 2- KEIKOKU will not be taken into account when the Judges make their decision on the result of the fight (HANTEI).
- 3- CHUI will be imposed to any competitor who commits the same infraction which penalized KEIKOKU, even though the infraction is minor.
- 4- For vicious infractions, GENTEN will be imposed. For other infractions, CHUI will be imposed.
- 5- GENTEN 1 are as follows :
 - Infraction after CHUI;
 - Malicious infractions;
 - Other actions that the Referee consider as a bad attitude.
- 6- GENTEN 2 is a third warning. GENTEN 2 is an infraction after GENTEN 1.
- 7- GENTEN 3 is a fourth warning. GENTEN 3 constitute a disqualification (SHIKKAKU).
- 8- If the competitor delivers an attack after the order of YAME (Stop) by the Referee and the opponent is not able to continue fighting, SHIKKAKU, GENTEN or CHUI will be imposed depending on the degrees of damage.
- 9- Taking a victory pose or shouting after the fight is regarded as acts violating the spirit of Budo and may be penalized as follows :
 - For the gestures clearly regarded as a victory pose will be imposed SHIKKAKU.
 - For shouting or gestures other than a victory pose :
 - Before the result of the fight is determined...CHUI will be added to the score. (The competitor who has obtained CHUI will be imposed GENTEN 1);
 - After the result of the fight is determined...If the competitor wins and repeats the same acts in the next fight, SHIKKAKU will be imposed.

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Disqualification – SHIKKAKU :

SHIKKAKU are as follows :

- When a competitor receives the third penalty point (GENTEN SAN);
- When a competitor fails to obey the orders of the Referee;
- Actions considered as violence or vicious infractions;
- The gestures like a victory pose after the announcement of the victory or of awarding the IPPON-KACHI or WAZA-ARI which will be considered as the breach of etiquette to the opponent;
- When a competitor fails to present himself when called before the fight starts and called again after three fights finished.

Criteria of decision – HANTEI :

When a majority decision by the Referee and Judges is required at the end of the regulatory time (YUSEI KACHI), the following criteria will be used to determine the winner :

- The importance of damage;
- The quantity of techniques (punches, kicks);
- Point-giving techniques, but not enough for being a WAZA-ARI;
- The quality of techniques, the direction of movements and determination;
- The variety of techniques;
- The fighter who is moving forward and backward.

All WAZA-ARI, GENTEN, HANSOKU will be void upon the expiration of the time of the fight and upon announcement of the decision by the Judges (HANTEI). They will not be transferred for the extension. The only exclusion is for KEIKOKU, which will be transferred to the extra time.

Decision table :

WAZA-ARI =	(+ 2 pts)
CHUI =	(0 pt)
GENTEN ICHI =	(- 1 pt)
GENTEN NI =	(- 2 pts)
GENTEN SAN =	Disqualification

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DECISION TABLE			
IPPON – WAZA-ARI – CHUI – GENTEN		DECISION OF THE JUDGES AND REFEREES to determine the winner of the fight	
AKA - Red	SHIRO - White	AKA - Red	SHIRO - White
IPPON		Instant victory *	
WAZA-ARI + WAZA-ARI		Instant victory (following the 2 nd WAZA-ARI)	
WAZA-ARI + 2		Victory at the end of the regulatory time *	
WAZA-ARI + CHUI + 2 + 0 = + 2		Victory at the end of the regulatory time *	
WAZA-ARI + GENTEN ICHI + 2 - 1 = + 1		Victory at the end of the regulatory time *	
WAZA-ARI + GENTEN NI + 2 - 2 = 0		YUSEI KACHI - Majority decision at the end of the regulatory time	
WAZA-ARI + GENTEN NI + 2 - 2 = 0	CHUI 0	YUSEI KACHI - Majority decision at the end of the regulatory time	
WAZA-ARI + GENTEN NI + 2 - 2 = 0	GENTEN ICHI -1	Victory at the end of the regulatory time *	
CHUI 0		YUSEI KACHI - Majority decision at the end of the regulatory time	
GENTEN ICHI -1			Victory at the end of the regulatory time *
GENTEN ICHI -1	CHUI 0		Victory at the end of the regulatory time *
GENTEN NI -2			Victory at the end of the regulatory time *
GENTEN NI -2	CHUI ICHI 0		Victory at the end of the regulatory time *
GENTEN NI -2	GENTEN ICHI -1		Victory at the end of the regulatory time *
GENTEN SAN		Disqualification - SHIKKAKU	Instant victory *

* : Unanimous decision required