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## CHAMPIONSHIPS KUMITE RULES

### Content

Content and time schedules are decided by the organizer with the main officiating leader of the event. If event includes Kumite and Kata challenge, Kata category must be finished before the first fight of the same category.

### Places

FKOK branches can organize 'Open championships', 'Continent Championships' or 'World Championships'. All Branch-Chiefs can organise FKOK's event, with possibility to invite FKOK's technical Advisors or leaders of his own choice for the Fame or/and for the help of the event.

### Organization

The Branch-Chief organizing the event must provide:

- Required place for the event in a Dojo or gymnasium.
- Material necessary, depending of content schedule (detailed above).
- Place and time for an officiating seminar (minimum 4 hours), before the event.

### Fees

There is no organization fee to pay to FKOK for such an event.

There is no fee to pay to the technical Advisors and FKOK's leaders for such an event.

The only cost will be paying following points for official invitation (leaders, Advisors, officiating teachers):

1. Accommodation full board.
  - a. Room and/or Hotel with:
    - i. Bath and/or shower in the room
    - ii. Wifi access
    - iii. Restaurant
2. Local costs necessary for the event.

### Officiating Team

#### Responsibilities of Officiating Team

Staying fair in decisions.

#### Supreme Judge (Saiko Shinpan-Cho)

The Supreme Judge selects officiating teams, decides championship brackets, and makes the final decision on appeals.

#### Judge Chairman (Shinpan-Cho)

The Judge Chairman is a member of the review Panel and supports the Supreme Judge.

Judge Chairman will act as a second and assume all responsibility of the Supreme Judge in his absence.

#### Judge Vice-Chairman (Fuku Shinpan-Cho)

The Judge Vice-Chairman is a member of the Review Panel and supports the Supreme Judge and Judge Chairman.

Judge Vice-Chairman will assume responsibility of Supreme Judge if both Supreme Judge and Judge Chairman are busy.

#### Referee (Shushin)

The Referee officiates in the ring and supervises a judging team consisting of four corner Judges.

Referee's responsibilities are as follows:

1. Conducting entrance and exit of the judging team and fighters.
2. Beginning and finishing the match.
3. Assessing the Judges' calls and decisions and publicizing this judgment to the spectators.
4. Make clear decisions to the fighters and spectators.
5. Calling Judges meetings when necessary to examine any claim.
6. Must support and respect the Supreme Judge's decision making authority above.

#### Judge (Fukushin)

Each judging team has four Judges, judging from the four corners of the ring. Judge's responsibilities are as follows:

7. Making clear decisions to fighters and spectators.
8. Must support and respect the Supreme Judge's decision-making authority above.

### Official dress

9. Referees and Judges must dress black pants and dark blue shirt with short sleeves and plastic officiating card for licenced officiates on the chest pocket. "Jeans" textile is not allowed for pants and shirts.
10. Referees must wear a white bow tie and corner Judges must wear yellow bow tie.
11. Officials must be barefoot.
12. Judges and Referee must have a whistle.
13. No piercings, jewels or watches are allowed during acting

## Draw

14. Draw is under supreme Judge direction.
15. Category of only 2 fighters can be joined to the nearest category. In case of impossibility, the 2 fighters will fight a final with "one match fight" rules.
16. Category of 3 fighters follows Playoffs rules, each fighter fight against each fighter with rest time between 2 fights.
  - a) Ippon win the fight.
  - b) If there is no Ippon during the fight, usual rules decision after each round.
  - c) The fighter with the best total of victories win the Playoffs.
  - d) In case of draw, the fighter with the best total of points win the Playoffs.
    - 1) Victory with Ippon: 10 points vs 0.
    - 2) Victory with Waza Ari or Genten Ni: 8 points vs 2.
    - 3) Victory with Genten Ichi: 7 points vs 3.
    - 4) Draw: 5 points vs 5 (Note that the supreme Judge can decide impossibility of draw for benefit of the Playoffs).
  - e) In case of draw, the fighter with the lowest total of penalties win the Playoffs.
  - f) In case of draw, the fighters must fight again the Playoffs.
17. Category of 4 or 5 fighters and more follows usual eliminatory rounds.
18. Category of 6 fighters follows usual eliminatory rounds or 2 Playoffs of 3 fighters, and the 2 first places of one Playoffs will fight semi-final against the 2 first places of the other Playoffs.
19. Category of 7 fighters and up follows usual eliminatory rounds.

## Usual Match Duration

Decisions are made in the following order:

20. Juniors & Seniors - Three minutes with possibility of 2 extensions of two minutes
21. Seniors+ & Cadets - Two minutes with possibility of 2 extensions of one minute
22. Benjamins & Minimes - 1 minute 30 with possibility of 1 extension of one minute
23. Poussins & Pupilles - 1 minute with possibility of 1 extension of one minute
24. Weight difference: 3 kilos or more for weight categories and 10 kilos or more for Open Category, will determinate lighter as winner.
25. Officiating staff decision (after final extension) will determinate the winner.

It is customary to set shorter match lengths for the elimination rounds of major events.

## One Match Fight Duration and decision

26. Fighters fight 3 rounds of 2 minutes (Cadets, Juniors & adults) or 3 rounds of 1 minutes (children).
27. Ippon win the fight.
28. If there is no Ippon during the fight, usual rules decision give a temporary decision after each round.
  - a) The fighter with the best total of flags win the fight.
  - b) In case of draw, the fighter with the best total of Waza Ari win the fight.
  - c) In case of draw, the fighter with the lowest total of penalties win the Playoffs
  - d) In case of draw, the fighters must fight again 1 minute with mandatory decision

## Registration fees

29. FKOK Fees for an open championship are maximum 20 € per fighter member of FKOK
30. FKOK Fees for an open championship are minimum 15 € & maximum 50 € for not federal members.

## Participation

31. Students must represent only their Branch or their school.
32. All FKOK's events are "Opening" to any outside invitation under organiser supervision.

## Official Ring Dimensions and Layout

33. Ring should be 8 x 8 meters.
34. Ring can be 6 x 6 meters for children categories.
35. The out-of-bounds area encircling the ring should be 10 x 10 meters (12 x 12 if the Tatami is on a podium).
36. The out-of-bounds area should be preserved for the safety of the fighters.

## Corner and starting lines

37. The ring should have a red side and white side.
38. White is on the right side of the head table and red is on the left side.
39. The starting lines for the fighters should be at centre ring, at a distance of 2 meters apart, measuring mark with a 1 meter line.

## Position of coaches chairs

40. There should be a chair at each centre of white and red sides just outside the ring for the two coaches.

### Position of judges chairs

41. There should be a chair at each corner within the out of bounds area just outside the ring for the four judges.

### Bandage

42. For injuries, bandages are permitted after Official Championship Doctor's examination and with the prior consent of the Supreme Judge, and only after the first fight.
43. Bandage must be signed by the official Doctor.

### Decision

Referee and Judge have equal authority in judging matches.

Victory is awarded to a contender in the following cases:

#### Ippon

44. Excluding the techniques listed as fouls, a thrust (Tsuki), kick (Geri)... which downs the opponent for 3 seconds or longer, or results in the opponent's loss of his will to fight for 3 seconds or longer scores Ippon with immediate victory.

#### Waza-Ari Awasete Ippon

45. Two Waza-Ari during the fight constitute a victory.

#### Waza-Ari

46. Excluding the techniques listed as fouls, a thrust (Tsuki) kick (Keri)... which downs the opponent for less than 3 seconds or results in the opponent's loss of his will to fight for less than 3 seconds, after he/she stands up and resumes the match, scores one Waza-Ari.
47. A Waza-Ari is valid when at least three of the five members judging team make such a decision.

#### Victory by decision (Hantei)

48. When Waza-Ari has been awarded, victory is awarded by decision.
49. When Genten has been awarded, defeat is awarded by decision.
50. The decision is valid when at least three of the five judging team make such a decision.
51. Criteria for decision making are prioritized as follow:
  - a) Points and/or penalties
    - All reciprocal identities of points or penalties cancel each other out.
    - Genten Ichi or Ni lose the fight
    - Genten Ichi < Waza-Ari
    - Genten Ni = Waza-Ari
    - Victory to one competitor needs a difference at least of two faults.
  - b) Damages
  - c) Effectivity and power of the allowed techniques
  - d) Number of allowed techniques

In case of points and penalties:

#### Extensions

When a decision cannot be reached on the basis of three of five-member judging team, a draw is declared follow by maximum 2 extensions (Fight → 1<sup>st</sup> extension → scale decision → 2<sup>nd</sup> extension).

#### Warnings (Chui)

52. Any fault announced by at least three of the four judges must be given.
53. Giving a fault require that at least two of the four judges announce a fault.
54. Excluding deliberate actions and severe fouls, fouls result in one warning (Chui).
55. Illegal or repeated exits from mat, refusing to compete can be announced as faults until Penalty:

#### Announcements

- a) Chui
- b) Genten-Ichi
- c) Genten-Ni
- d) Genten-San/Shikkaku

#### Fouls

The following actions are considered fouls (Hansoku):

56. Touching or feints to the opponent's neck and face with a hand or elbow (Ganmen Ouda).
57. Groin kicks (Kinteki Kogeki).
58. Head Thrusts (Zu Tsuki).
59. Dangerous techniques such as attacking the knee joint on direct attacks.
60. Attacking an opponent who is already down.

61. Attacking an opponent from behind.
62. Grabbing or hooking the opponent's neck, uniform (Dogi), arms, legs, or hair (Tsukami).
63. Pushing the opponent (Shotei Oshi).
64. Such an repeated actions as falling down excessively after throwing a technique or otherwise obvious no-contact techniques suggesting the fighter has loss the will or strength to participate (Kakenige).
65. Frequently and intentionally going out of bounds (Jogai).
66. Being inactive and not throwing any techniques (Mubobi).
67. Displaying manners that would be considered as having a poor attitude towards competition such as spitting, using foul language, and untying belt or intentionally disrobing.
68. Any other actions that referees regards as a foul.

#### **Penalties (Genten)**

69. Any fault announced by at least three of the four judges must be given.
70. Penalties require that at least two of the four judges announce a fault.
71. Any fault may justify the main referee to be immediately announced as a penalty (Chui, Genten Ichi, Genten Ni or Shikkaku).

Main referee announces the level of the Penalty, depending of the level of the fault:

72. Second warning result as Genten Ichi.
73. Third warning result as Genten Ni.
74. Fourth warning result as Genten San Shikkaku.

Main referee must announce at least a Penalty for following faults.

75. Any foul that results in a decrease in the physical or technical abilities of the opponent.
76. Any deliberate or severe foul.
77. Any other actions that referee consider as a bad attitude towards the competition.

#### **Disqualification (Shikkaku)**

The following actions shall result in a disqualification:

78. Three penalties. (Genten-san/Shikkaku).
79. Falling to comply with the referee's instructions during a bout.
80. Actions considered as sheer violence, deliberate serious fouls and a bad attitude towards the competition.
81. Fighting for more than one minute without engaging really the fight (this shall be regarded as lacking the will to fight. Both contestants shall be disqualified, without any possibility of podium place).
82. Interacting with coaches without the referee's permission.
83. Venturing outside the ring for any reason without the referee's permission.
84. Being late for a bout or failing to appear after 3 calls (30 seconds between each call).

#### **Failing to take part in the bout (Kiken)**

The following circumstances are exceptions:

85. Physically lack the ability to continue as determined by medical examination of the Official Championship Doctor.
86. Unforeseen misfortune to the contestant or anyone closely related to the contestant such as family member, which happens immediately before or during the bout.
87. Permission to leave or withdraw from Championship will be granted after consultation with the Supreme Judge.

#### **Review Panel and Decisions Appeal**

88. The Review Panel consists of the Supreme Judge, Judge Chairman and Judge Vice Chairman.
89. The duty of the Panel is to adjudicate written official appeals on decisions rendered by the Referee or judging team.
90. Review procedure can be made by a contestant when the decision of the judging team is highly or clearly questionable, any contestant can make an appeal to the Review Panel.
91. A deposit of 20 to 50 € can be requested for the filing of a claim. This citation will be returned only if the claim is deemed valid by the committee.
92. The contest can be done only by a Judge or a referee member of his own team.
93. The ruling of the Review Panel shall announce immediately after the review and the decision shall be final.
94. When the decision of the judging team is highly or clearly questionable, the Review Panel may, during the bout, stop the bout and review the decision (they may also review the decision after the fight).

#### **Age categories**

- Children                      Less than 18 years old (consult Children specific rules).
- Seniors                        18 years old and up.
- Seniors +                      40 years old and up.

### Level Categories and protections

Approved examples of models (no derogations possible) can be consulted on the web page: <http://www.kyokushinkai-france.com/1train.htm>

#### Optional guards

Teeth and Knee guards are optional in all categories.

#### Mandatory guards and categories

- D1 (1<sup>st</sup> division) is open to everybody.
  - D1 guards are removable plastic cup groin &/or removable plastic cup Bra, under the Dogi.
- D2 (2<sup>nd</sup> division) is open to fighters who never results in the 4 first places in a national or international official or Open D1 Kyokushin championship (except One Match Fights).
  - D2 guards are the same than D1 guards, more:
    - Kyokushin white fingers cut gloves (<http://www.kyokushinkai-france.com/1gloves.htm>).
- D3 (3<sup>rd</sup> division) is open to fighters who did not results in the 4 first places in a national or international official or Open D1 or D2 Kyokushin championship (except One Match Fights).
  - D3 protection are the same than D2 guards, more:
    - White shin pads covering all the feet.
- Senior+' guards are the same than D1 guards more:
  - Optional Kyokushin white fingers cut gloves
  - Optional white shin pads covering all the feet.
- Junior's guards are the same than D2 guards.
- Cadets' guards are the same than Juniors guards, more:
  - White or black Grid helmets (<http://www.kyokushinkai-france.com/1train.htm#protec>).
- Poussins, Pupilles, Benjamins' guards are the same than Cadets' guards, more:
  - Red or blue protective breastplate (<http://www.kyokushinkai-france.com/1train.htm#protec>).

#### Weight Categories

The following are "Senior" and "Senior +" standard Weight Categories. Categories can be grouped or decided by the match refereeing committee in the interests of the participants, depending on the entries received:

##### Men's division

1. - 65 kg
2. 65 to 70 kg
3. 70 to 75 kg
4. 75 to 80 kg
5. 80 to 85 kg
6. 85 to 90 kg
7. 90 to 100 kg
8. + 100kg

##### Women's division

9. - 50 kg
10. 50 to 55 kg
11. 55 to 60 kg
12. 60 to 65 kg
13. 65 to 75 kg
14. + 75 kg.

#### Official Weigh-In

15. When the Official Weigh-in is performed on the day of the Championship, each contestant must be within the maximum weight limit for his/her division before the time limit, or will be automatically disqualified.
16. When a decision is made according to weigh differences, the victory in the weight categories Championships is awarded to the contestant who is lighter.

#### Officiating rules

17. Referees and Judges must be honest and impartial towards contestants. If they feel they cannot perform their duties completely and fairly, they must withdraw.

#### Entering the mat

18. Four Judges led by the Referee will enter the ring to the near right of the head table. Upon entering the mat, each official must bow ("Osu") to the tatami, then to the head table.
19. If there is no other judging team in the ring, the officiating team must proceed the bows directly to the far side of the ring face the head table.

20. The Referee stands at the far centre ring face to the official table and the Judges stand in the out of the bounds area both sides of the Referee.
21. The Referee shall give the command “Shomen Rei”, “Mawate”, “Rei” “Mawate” and “Rei” with appropriate motions.
22. The Judges shall follow the Referee’s commands and bow “Osu” after the command of “Rei”.
23. The Referee and Judges will then proceed to the assigned corner chairs.

#### Exiting the mat

24. When the judging team completes their shift, they will proceed the bows to the far side of the ring and repeat the entering ritual.
25. If they are not replaced by a new judging team, they will proceed to the near left side of the head table, stop to bow “Osu” to the head table, then to the Tatami, and exit the ring.
26. Should the judging team about to enter be replacing and exiting team currently in the ring, upon entering the mat, the new team will bow (“Osu”) to the head table, then to the tatami, and proceed to the right of the head table, with the Referee centre within the ring and the Judges in the out of bounds area, all facing the left white side of the head table.
27. The withdrawing judging team, after bowing out at the far side of the ring, will proceed to the left of the head table and face the right side with the Referee at centre within the ring and the Judges in the out of bounds area, all facing the right white side of the head table.
28. The Referee of the withdrawing team will give the command “Rei” and the two teams will bow.
29. The withdrawing team will then exit the ring as described in while the entering team follow the entering ritual.

#### Contestants entering the mat

30. When contestants are called, they shall enter the ring from their respective sides (first is Shiro, left side of Referee).
31. The contestants will stand face to table at their start line and wait for the Referee’s command.
32. The Referee will stand at the centre between the two fighters facing the head table.

#### Referee Procedure

##### Starting the Match.

33. “Shomen Ni rei”: Fighters face the head table and bow.
34. “Shushin Ni rei”: Fighters face the Referee and bow.
35. “Otagai Ni rei”: Fighters face each other and bow.

##### Finishing the Match.

36. “Shomen Ni rei”: Fighters face the head table and bow.
37. “Shushin Ni rei”: Fighters face the Referee and bow.
38. “Otagai Ni rei”: Fighters face each other and bow.
39. “Akushu”: Fighters shake hands and exit on their own side.

#### Procedure during the Match

40. “Yame”: Stop the bout immediately. (The Referee comes between the contestants)
41. “Kamaete” Adopt fighting stance.
42. “Zokko”: Resume fighting after stopped match or if there is no action between the contestants.
43. “Jikan wo Tomote Kudasai”: stop the clock stated to official time keepers.
44. If and when the contestant’s uniforms become unfastened, the Referee must stop the clock and direct the competitors to their starting lines. When both contestants’ uniforms become unfastened, the Referee must go at their starting lines facing their respective corners and fix their uniforms.

#### Procedure for Illegal Techniques

45. When illegal techniques are thrown, Referee must stop the match, confirming judges’ decision.
46. The Referee may give warnings (Chui → Genten Ichi → Genten Ni → Genten San / Shikkaku) for illegal techniques when it is based on the judgment of at least three of the five member judging team.
  - e) “Ganmen Ouda”: Attacking the face with the hand or elbow.
  - f) “Tsukami”: Grabbing or hooking the opponent.
  - g) “Shotei Oshi”: Pushing the opponent.
  - h) “Zu Tsuki”: Head thrust.
  - i) “Kinteki Kogeki”: Kick to the groin.
  - j) “Kakenige”: Such an repeated actions as falling down after throwing technique to the opponent.
47. The Referee directs the two contestants back to the starting lines and calls an illegal technique.
48. The commands begin with the contestant’s corner that committed the illegal technique, followed by counting the number of the judge’s flags; name the illegal technique and its classification.

### Procedure for Ippon, Awasete Ippon, and Waza-Ari

49. Under these circumstances, the Referee must check the competitor's condition before making the call due to injury and severe damage sustained during these incidents.
50. The Referee directs the contestant to the starting line and makes the call.
51. The commands begin with the contestant corner (red or white) who scored the point, followed by counting the number of judge's flags, name of the technique and its score.

### Procedure for Decision - "Hantei"

The victory is awarded by decision.

52. The Referee stand up and must direct the contestants to the starting lines facing to himself.
53. When the contestant's uniforms are undone, the Referee will instruct them to tidy up first.
54. The Referee then calls the decision "Hantei O Onegai Shimasu", pause and then "Hantei".
55. The Judges and the Referee will then immediately indicate their decisions by raising the appropriate flag without any whistle sound.
56. The Referee will then count the flags starting his back and right, and in a counter anti clock wise direction from his position, finishing by himself, inside knife hand on his chest.
57. The Referee will verbally state the decision while indicating the winning side (red or white) with the appropriate hand clearly rose.

### Judge's Procedure

During the bout, the Judges indicate their decision by using their flags as well as whistles, following Referee's directions.

#### Conduct

58. The Judges must show good posture while seated.
59. The whistle must be held in the mouth for immediate use during the bout.
60. The red flag will be held on the red side and the white will be held on the white side.
61. Both flags must be held out at downward angle from the front of each knee, ready for use.

#### Standard Procedure of the Flags and Whistles

62. "Ippon" - Flag rose horizontally from the shoulder, and up the shoulder after 3 seconds, whistle is given two loud blasts.
63. "Waza-Ari" - Flag rose horizontally from the shoulder and the whistle is given one loud blast.
64. "Hansoku" - Flag is shaken at a low angle away from the body and whistle repeatedly blown with short small blasts.
65. Judges stop whistling when the Referee calls the decision.
66. "Jogai" - Flag taps floor along boundary line and the whistle is given short small blasts.
67. "Mitomezuru" - Flags waved horizontally in front of the knees.
68. "Miezu" - Flags crossed and held in front of the face.
69. "Hikiwake" - Flags crossed and held in front of the knees.
70. "Shiro" or "Aka" - The correct flag rose up above the shoulder.
71. When the bout is to be determinate by decision, the Referee will declare "Hantei O Onegai Shimasu", pause and command "Hantei". The judges will then immediately indicate their decision by raising the appropriate flag.
72. The Judges must be decisive and use the flags and whistle with confidence and focus utilizing significant and illustrative arm motions (not just wrist motions).
73. The flag actions must be maintained until the Referee clearly recognizes and declare the result.

#### Complaint

74. Any complaint regarding an officiating foul must be done to the refereeing officer of the match (Shinpan Sho) through a judge or a referee of the club doing the complaint.
75. A club without a member of the refereeing team will not be able to lodge a protest.
76. The protest must be filed before the start of the next fight.
77. A deposit of 50 € can be fixed by the person in charge of the meeting. In case of refusal of the complaint, the deposit cannot be returned.

#### Final

Any other matters not detailed on these rules, will be discuss between the competition Referees and the Supreme Judge.



## CHILDREN RULES

It is the solely responsibility of the parents' competitor to arrange an individual insurance before the competition starts.

### Categories

#### Sex

Sex categories are mandatory, but organiser of the event can choose to keep or not the two categories

#### Age

Age categories are mandatory, but organiser of the event can choose to keep or not all categories.

- 6 - 7 years - Poussins
- 8 - 9 years - Pupilles
- 10 - 11 years - Benjamins
- 12 - 13 years - Minimes
- 14 - 15 years - Cadets
- 16 - 17 years - Juniors

### General rules

General rules are the same than for adults except the following articles.

#### Fouls

All adults fouls are fouls also for children, but specific following actions will be considered fouls in children categories:

- Knock-out (knock-down stay allowed)
- Going often out of the fighting area.
- Dangerous action as lack of Kamae, violence, and so on.
- Incorrect attitude.
- Refusing to fight without any injury.

