

# WORLD KUMITE ORGANIZATION

## RULES FOR the 6<sup>th</sup> WORLD KUMITE CHAMPIONSHIPS 2023

**Full contact Karate is a martial arts discipline that originated in Japan. It is known for its rigorous training methods and emphasis on full-contact Kumite.**

**The following are a summary of rules that govern the 6<sup>th</sup> WKO WORLD KUMITE CHAMPIONSHIPS held on the 27<sup>th</sup> Day of August 2023**

- 1. Weight Divisions:** the the 6 th World Kumite Championships Competitors are divided into two weight divisions to ensure fair matchups being that of 75kgs and under (Middleweight) and Over 75kgs (Open Weight).
- 2. Fighting Area:** The fighting area is a professional size boxing ring , made of a padded surface or canvas 7 m x 7 m.
- 3. Attire:** Competitors wear a traditional gi (uniform) consisting of a jacket, pants, and a belt. Protective gear such as mouthguards, groin protectors, hand wraps are not permitted , and shin guards are also not permitted .
- 4. Scoring:** The Kumite is knockdown karate,therefore Points are awarded for clean strikes (Ipon) delivered to specific target areas that lands with sufficient force and control to knock the opponent down or unable the opponent to continue.Target areas include the head (excluding the back of the head), body, and legs. Strikes to the face with any part of the body with the exception of the Leg or Knee are not allowed.
- 5. Knockdowns:** A knockdown occurs when a competitor is knocked to the ground by a strike and is unable to get up within a specified count (usually 10 seconds). Knockdowns result in immediate victory for the standing competitor by way of Ipon. If the Karateka has a clear strike with enough force, that the opponent shows signs of injury, and wazari will be issued upon the instructions of the Referee the fight will continue.
- 6. Techniques:** the WKO Kumite allows a wide array of techniques, including punches, kicks, knees, and sweeps. Grappling is prohibited, and fighters. Continuously clinching will be warned, and eventually appoint will be deducted.
- 7. Prohibited Techniques:** Techniques that are strictly prohibited include strikes to the groin, back of the head, throat, and other vulnerable areas. Eye gouging, biting, and strikes with elbows to the head are also not allowed.
- 8. Referee and Judges:** Competitions are overseen by a referee who enforces the rules and ensures fair play. Judges are responsible for scoring the techniques and determining the winner in the event of a time limit. The Kumite scoring system is unlike other competitions. Executive

members, minimum of five confidentially will place a coloured marble representing the fighter they saw to be technically more skilled, and showed more aggression into a holder, the marbles will be collected and counted publicly to determine the winner. In the case of a draw two minutes will be required.

**9. Time Limit:** Matches typically have a specified time limit, usually ranging 2 minutes per round. Four preliminary round there can be no draw (no extension) , this will be secured by and an uneven number of executive judges on the panel .One extension (draw) will only be allowed after the first level of the tournament is completed . in the finals, a maximum of three extensions are allowed. After the third extension the judges must make a decision.

**10. Sportsmanship and Respect:** The WKO promotes a strong emphasis on sportsmanship, respect, and discipline. Competitors are expected to display courtesy towards their opponents and officials. Any fighter protesting the decisions of officials is immediately banned from WKO competition , any competitors or coach's displaying inappropriate behavior their names will be publicized in the Japanese, Karate Magazine's and on the WKO website publicizing their expulsion.

Competitors and coaches should familiarize themselves with the rules set forth by the governing body for the event.

#### **HANSOKU (Fouls)**

The following actions are considered as HANSOKU (Fouls) by WKO ( World Kumite Organization )

- a) Attacks with techniques using hands or elbows to the opponent's face or neck. (Even a slight touch may result in HANSOKU. However, making faints to the face is allowed.)
- b) KINTEKI-GERI (groin kicks).
- c) ZU-TSUKI (head thrusts or Head Butt).
- d) TSUKAMI (grabbing of the opponent's dogi or hand/foot).
- e) KAKE (hooking). (To grapple or hook the opponent's neck, head, shoulders, or body , pulling the head into a knee strike)
- f) OSHI (pushing). (Pushing with open hands, closed hands, head or with the body is not allowed. It will be considered as HANSOKU in the kumite a push with with a closed fist only one hand is allowed only if it is a part of an attack however if used as method of evading and attacking opponent this will be deemed Hansoku.)
- g) OSAE (holding). (to hold the opponent with the hand or arm)
- h) KAKAEKOMI (hugging and holding). (The person who puts their arms around the other one first will be given a foul.)
- i) To attack while leaning the head or body against the opponent.
- j) Attacks from the back.
- k) To attack an opponent who is already down.
- l) KANSETSU-GERI, throwing the opponent.
- m) Running away by repeatedly doing JOGAI. (Step outside area.)
- n) When a competitor avoids contact with the opponent for more than 10 seconds, and does not resume contact even after the ZOKKOU (continue) command.

- o) Any action that may be considered as bad attitudes towards the competition.
- p) Attacks after the YAME command.
- q) Any other actions that the referees may regard as fouls.

### **MITOMEZU (No count)**

When IPPON (one full point), WAZA-ARI (one half point),

### **CHUI (warning)**

- a) A foul is charged with one warning CHUI ICHI.
- b) When any action is considered as a deliberate or malicious foul, or when a severe damage has been caused by a foul, a CHUI NI (Geden Ichi) (two warnings) may be given (results in SHIKKAKU (disqualification)).

### **SHIKKAKU (Disqualification)**

#### **The following cases result in SHIKKAKU;**

- a) Failing to obey the referee's instructions during the bout.
- b) Being late for a bout.
- c) Facing each other for more than one minute without engaging in fight. This shall be regarded as a lack of will to fight and both competitors shall be disqualified.
- d) Any actions considered as sheer violence, seriously deliberate fouls or deliberate bad attitude towards the competition.
- e) When the competitor vomits during the bout (after the HAJIME command, and before the HANTEI).
- g) In case of CHUI NI .

### **Giving up Competition**

Anyone who fails to take part in the bout as scheduled without any good reason shall be fined no more than 100,000 Japanese Yen. However, the following circumstances are exceptions;

- a) When the Tournament Doctor has, after medical examination, made the decision that the competitor cannot continue the bout.
- b) If any unforeseen misfortune to anyone closely related to the competitor (such as family members, etc.) happens immediately before or during the bout, permission to leave the competition area will be given after consultation between the Head Judge and Chairman of the Tournament Executive Committee.

### **Standard Actions of Referees**

#### **Requests to Referees**

1. The most important thing for the WKO referees is to respect the life of the competitors and give it the highest priority during the bout. In case of any accident during the bout, the referee shall have the capacity to stay calm, and to see clearly the situation in order to take quick and appropriate actions.
2. The referees must not be biased in judging, and must have the capacity to make fair judgments.
3. The referees must give signs and actions clearly and promptly.

### **KUMITE (fighting)**

#### **Opening of Bout**

1. Both competitors will be called to enter the competition mat by the tournament assistant.
2. The Main Referee shall stand in the center between both competitors, and give the

commands SHOMEN NI REI (Bow to front), SHUSHIN NI REI (Bow to Main Referee), OTAGAI NI REI (Bow to each other), and then the bout will start with his commands KAMAETE (Take fighting position) and HAJIME (Start).

### **During the Bout**

1. Unlike a normal Karate tournament, the Center ring referee controls the entire bout similar to boxing. Therefore, it is essential that appointed referees do so with the highest diligence and non-bias.

#### **a) IPPON**

Main Referee – Shall stop the bout by the command YAME, state the technique that resulted in IPPON, and raise upwards his arm of the winner's side and declare IPPON.

#### **b) WAZA-ARI**

Corner Referee –

Main Referee – Shall stop the bout by the command Yame, state the technique that resulted in WAZA-ARI, and raise horizontally his arm of the competitor's side and declare WAZA-ARI.

#### **c) From WAZA-ARI to IPPON**

If the competitor does not stand up within three seconds or does not regain their will to fight within three seconds;

Main Referee – Shall state IPPON.

#### **d) HANSOKU**

Main Referee – In case of a foul being a CHUI, he shall stop the bout by giving the command YAME, state the color of the fighter, state the action that resulted in HANSOKU, pointing with his forefinger at the competitor who got the CHUI and declare CHUI ICHI. The same action shall be taken in case of CHUI NI.

(In case of directly giving CHUI NI or SHIKKAKU at one foul, the Main Referee must consult with the Match Supervisor first.)

#### **e) TSUKAMI-AI, KAKAEKOMI-AI (grappling and clinching each other at the same time)**

Main Referee – Shall stop the bout by giving the command YAME, separate both competitors, and in the same manner as the HANSOKU article, give both competitors a verbal warning, if the actions continue then the fighter in question or both fighters will receive CHUI ICHI.

#### **F) HANTEI-GACHI (victory by decision)**

Main Referee – Shall ask the executive Board of Masters for their decision by stating HANTEI O TORIMASU (take decision), HANTEI (decision), the executive masters will place a colored ball into a container, representing the fighter they felt was more technical and showed more aggression.

These will be handed to the supervisor who will count the balls publicly and announce the winner of the [bout](#). At this time the referee will raise the hand of the winner..

#### **j) HIKI-WAKE (draw)**

If the executive masters come to a decision without fight, is the equal than an extension or record for being out of two minutes.

Main Referee- indicating a draw and cross diagonally downwards his arms in front of himself, and declare HIKI-WAKI

### **k) SHIKKAKU (disqualified)**

Main Referee – the main referee has the right to disqualify a fighter, however, he must request permission from the supervisor of the bout. He shall raise diagonally upwards his arm on the side of the competitor who has been disqualified, and then point with his finger in the direction outside the competition mat and declare SHIKKAKU.

3. In case the dogi of the competitor comes into disorder during the bout, the Main Referee may stop the bout, bring back the competitors to their original positions, and adjust the dogi of the competitor or have them adjust it on their own.

#### **End of Bout**

1. In case of IPPON or SHIKKAKU;

The Main Referee shall stop the bout and make both competitors face to the front and declare IPPON or SHIKKAKU, and give commands SHOMEN NI REI (Bow to the front), SHUSHIN NI REI (Bow to Main Referee), and OTAGAI NI REI (Bow towards each other). Then he shall instruct the competitors to leave the competition mat.

2. In case of no IPPON nor SHIKKAKU;

Main Referee- Shall give the command YAME and stop the bout immediately, get the competitors back to their original positions, and make them face the front, and request the the Supervisors for their decision by stating HANTEI O TORIMASU, HANTEI.

#### **Time for Bouts**

##### **Early Rounds (1st Level ):**

Main Bout: 2 minutes

Extension: No Extension Allowed

##### **Later Rounds (from Quarterfinal)**

Main Bout: 2 minutes

2 x Extension: 2 minutes

Final Extension: 1.30 minutes