

I.K.O. KYOKUSHIN KUMITE RULES as of April 2023

Judging Principles

The panel of judges, and the Championship Committee, shall have equal authority in judging the events, but the final decision rests with the Supreme Judge. Kumite bouts shall be limited to three minutes (the elimination bouts to two minutes) and extension rounds (if any) to two minutes. When deemed necessary, the Supreme Judge may allow for extra time. The Supreme Judge, after consultation with the Executive Judge, has the ultimate authority to change, alter or delay the tournament schedule. The Supreme Judge may convene a meeting with the Championship Committee if necessary.

Free-style Fight (Kumite)

A. Basic Principles

- 1) One bout shall last three minutes (elimination rounds two minutes) and extensions (if any) last two minutes.
- 2) Victory is awarded to the contestant:
 - who has scored one full point. (Ippon)
 - who has scored two half points, which make one full point. (2 x Waza-ari = Awase Ippon)
 - who won by decision.(Hantei-Gachi)
 - whose opponent loses by illegal techniques (Hansoku-Make), is disqualified (Shikkaku), or failed to take part in the bout without good reason (Kiken).

B. Full-Point (Ippon) Victory

- 3) Excluding the techniques listed as fouls, a thrust (tsuki), kick (keri), elbow strike (hiji uchi), etc., that damages and vigorously downs the opponent, for more than three seconds, or results in the opponent's loss of his will to fight, scores one full-point.

C. Half-Point (Waza-ari) Awarding.

- 4) Excluding the techniques listed as fouls, a thrust (tsuki), kick (keri), elbow strike (hiji-uchi), etc., which damages and downs the opponent, or results in the opponent's loss of his will to fight, for less than three seconds, after which he stands up and resumes the fight, scores Waza-ari. Similarly, when one opponent loses his balance due to damage, but does not fall down as a result of the other contestant's thrust, (tsuki), kick (keri), elbow strike (hiji uchi), etc., Waza-ari is declared.
- 5) Clean hit and Zanchin: If, after jodan-geri cleanly hit the opponent's face with any technique, including jodan-geri (jodan-mawashi-geri, jodan-mae-geri, jodan-ushiro-geri, jodan-ushiro-mawashi-geri, and jodan-hiza-geri, etc) but the opponent does not fall down or lose balance, a well focused, non-contact, punch with well-controlled distance, (Tsuki and Zanshin with Kiai) that follows immediately as part of a combination, might be awarded Waza-ari on the basis of the timing and other criteria.
- 6) (Gedan-Zuki): When an opponent is downed with any technique, including chudan-geri (chudan-mae-geri, chudan-ushiro-geri, etc), a well-focused Sundome (non-contact) punch (gedan tsuki and Zanshin with Kiai), that follows immediately to the face, or a well-focused Atedome (light-contact) downward punch, (gedan tsuki and Zanshin with Kiai), that follows immediately to the opponent's stomach area as part of a combination, might be awarded Waza-ari on the basis of the timing and other criteria.
- 7) (Gedan-Zuki): When an opponent is downed with any technique, including swift foot sweeps (ashi-kake) or counter foot sweeps to jodan-mawashi-geri, a well-focused Sundome (non-contact) punch (gedan tsuki and Zanshin with Kiai) that follows immediately to the face or a well-focused Atedome (light-contact) downward punch,

(gedan tsuki and Zanshin with Kiai) that follows immediately to the opponent's stomach area as part of a combination, might be awarded Waza-ari on the basis of the timing and other criteria.

8) (Gedan-Zuki): After avoiding an opponent's technique, including kaiten-domawashi, and the opponent is on the floor, a well-focused Sundome (non-contact) punch that follows immediately to the face or a well-focused Atedome (light-contact) downward punch, (gedan tsuki and Zanshin with Kiai) that follows immediately to the opponent's stomach area as part of a combination, might be awarded Waza-ari on the basis of the timing and other criteria.

9) Downed opponent may attack such as keri-age (upper kick) from the floor immediately after being fell down. It is possible this keri-age technique may get Waza-ari or Ippon for the downed opponent according to Articles 3 and 4.

10) When an opponent suffers an injury by the other contestant's legal thrusts, Waza-ari might be awarded - as decided by the Supreme Judge.

11) Two declarations of a half-point, constitute a full-point victory. (2 Waza-ari = Awase Ippon)

*** Definition of Downing an Opponent: When any portion of the opponent's hands or body, except the bottoms of feet, touches the floor, as a result of a technique, and the opponent is in a position from which it is impossible to react. (Shini-tai)

*** Atedome: Light-contact punch. If it creates damage, it is a foul.

*** Clean-hit-kick: clean hit kick does not have enough impact or damage to be Waza-ari (Article 4), but should have certain impact and power.

D. Victory by Decision (Hantei)

12) When no clean point victory has been made, the victory is awarded by decision.

13) The decision is valid when at least three of the five-member judging team makes such a determination.

14) The criteria for decision-making is prioritized as follows:

[A] Damage:

Which competitor gives more damage

[B] Effective techniques used, (Yuko-Da), and Defensive Techniques, (Bougyo-Gijutsu): Which competitor lands effective techniques to their opponent? Which competitor avoids/blocks their opponent's attacks, then follows up with effective techniques? Note: Receiving an opponent's attacks without any defensive reaction, even though no damage is suffered, will cause minus points for decision-making.

[C] Aggressiveness (Sekkyoku-sei) and Attitude (Shiai-Taido):

Which competitor not only dominates the match with effective techniques, but also respects the opponent with Budo spirit and a respectful attitude during the match.

15) If one contestant has one penalty (Genten Ichi) and also scored one half-point (Waza-ari), then the half-point shall be offset by the one penalty. If an opponent has no penalties, nor any half-points, the victory is awarded by decision. Genten Ichi = Wazaari

16) Victory by default: the opponent lost by illegal techniques (Hansoku-make), disqualification, or by withdrawal from the match.

E. Extensions (Enchosen)

17) When a decision cannot be reached on the basis of three of five of the judging team, a draw is declared and extensions are granted.

F. Decision by Weight and Board-Breaking (Tameshiwari)

18) If a decision cannot be reached after two extensions, weight difference and the number of boards broken become a criterion in awarding victory.

If the contestants' weight difference is less than 10 kilograms, the victory is awarded to the contestant who breaks more boards. If the contestants' weight difference is less than 10 kilograms and the winner cannot be decided on the number of boards, a single sudden-death extension is granted.

If the contestants' weight difference is 10 kilogram or more, the victory is awarded to the lighter contestant who breaks the same or greater number of boards.

If the contestants' weight difference is 10 kilogram or more, and the heavier contestant breaks more boards, a single sudden-death extension is granted.

G. Fouls (Hansoku)

19) The following actions are considered fouls:

(1) Ganmen-Ouda: Touching the opponent's face and neck even slightly with a hand or elbow attack. However, making feints to the face is allowed.

(2) Kin-geri or Kinteki-eno-kogeki: Groin kicks

(3) Zu-tsuki: Head thrusts

(4) Taoreta-aite-eno-kogeki: Attacking an opponent who is already down, except for the light-contact gedan-tsuki as Articles 6, 7 and 8.

(5) Sebone-eno-kogeki: Attacking the spine or spinal cord.

(6) Kake: Hooking the opponent's neck or body part.

(7) Tsukami: Grabbing and holding the opponent's uniform (dogi), arms and legs. As an exception, grabbing and holding the opponent's dogi (uniform) for the purpose of defense (for instance, against the opponent's ashi-kake-gedan-tsuki, and against ashi-barai after fending off chudan-mawashi-geri), results only in a verbal warning. *Often in these cases, both contestants grab one another, especially as a defensive maneuver, to keep from falling down to the mat. No foul will be called, but a verbal warning will be given to each contestant.

(8) Kakae-komi: Holding the opponent's body parts such as leg. As an exception, grabbing and holding the opponent's body parts for the purpose of defense (for instance, against the opponent's ashi-kake-gedan-tsuki, and against ashi-barai after fending off chudan-mawashi-geri), results only in a verbal warning. However, holding the opponent's neck or head is considered to be fouls, and throwing opponent to the ground from holding position is illegal (Oshitaoshi or Hikitaoshi).

(9) Nage: Throwing the opponent.

(10) Ganmen-eno-Oshi (Kubi-eno-Oshi): Pushing the opponent's face or neck.

(11) Renzoku-Oshi: Multiple pushing.

(12) Osae: Holding the opponent's body parts such as shoulder with hand.

(13) Miichaku: Touching the opponent's hands or chest-to-chest.

(14) Kouchaku: Inactiveness by arm-to-arm for 3 to 5 seconds repeatedly.

(15) Shoukyoku-sei: Clearly inactive attitude and a lack of will to fight hard are displayed.

(16) Kakenige: Such repeated actions as falling down and stepping out right after kicking or punching one's opponent.

(17) Jogai (Out of bounds): Stepping outside the area (both feet) voluntarily, or displaying a lack of will to fight, results in one warning (Chui Ichi). If the contestant steps out of bounds while engaging in the fight, it is not considered a foul.

(18) Yame-no-ato-no-kogeki: Attacking after referee declares "yame" (stop the fight).

(19) Kansetsu-eno-kogeki: Attacking directly to the knee joint from front of it with chusoku, sokuto, or kakato.

(20) Improper Etiquette (Fujuubun na rei): A contestant who does not bow properly results in one warning (Chui Ichi).

(21) Untidy Attire (Chakui no midare): A contestant who keeps a match with untidy attire or drops a belt to the floor, results in one warning (Chui Ichi).

(22) Any other actions that the referees may regard as foul.

(23) The following are considered as actions against Budo Spirit, and Chui/Genten might be imposed:

a. Faking an injury from an opponent's illegal technique (ex: pretending to have received Ganmen-Ouda and Kinteki-eno-kogeki)

b. Exaggerating damage/ injury

c. Provoking opponents' illegal technique such as Ganmen-Ouda and Kinteki-eno-kogeki)

*** Oshi: A momentary, single push, with seiken, shotei, shuto, kote, and hiji, is legal

*** Sabaki: Fending off arms and legs in a second are legal. Twisting or throwing an opponent's body parts such as legs and arms is illegal.

*** Combining Oshi, Sabaki and Ashi-kake in a second is legal.

20) Excluding deliberate actions, fouls result in one warning (Chui Ichi). Two warnings result in second warning (Chui Ni). Three warnings result in one penalty (Genten Ichi). Four warnings result in two penalties (Genten Ni) and automatic loss by illegal techniques (Hansoku-Make).

*** When an opponent suffers an injury by the other contestant's illegal thrusts, which require treatment and resting time, the match may resume after the treatment and resting time, and two warnings (two Chui) might be imposed – as decided by the Supreme Judge

H. Penalties (Genten)

21) The following situations result in automatic one penalty (Genten Ichi):

(1) Deliberate foul

(2) Other actions that the main referee may consider as a bad attitude towards the competition.

I. Loss by Illegal Technique (Hansoku-Make)

22) The following situations result in a loss by illegal techniques (Hansoku-Make):

(1) Two penalties. (Genten Ni = Hansoku-Make)

(2) When a competitor suffers an injury by the opponent's illegal thrusts, and which the championships' official physician diagnoses as too severe for the competitor to continue the match, a loss by illegal technique (Hansoku-Make) might be imposed – as decided by the Supreme Judge.

J. Disqualification (Shikkaku)

23) The following situations result in disqualification. Disqualification might nullify the competitor's award placement by the Supreme Judge:

(1) Failing to obey the referee's instructions during a bout.

(2) Actions considered as sheer violence, deliberate serious fouls and deliberate bad attitude.

(3) Weighing in at 10kg or more/less than the weight stated on the championship application.

(4) Being late for a bout or failing to appear.

(5) Not abiding by required attire or protective gears.

K. Shiai Hoki

24) Shiai Hoki: Anyone who fails to take part in the bout as scheduled without good reason shall be fined. The following circumstances are exceptions:

- (1) Lack of the ability to continue the championship decided by the championship main physician after a medical examination.
- (2) Unforeseen misfortune to anyone closely related to the contestants (such as family members, etc.) which happens immediately before or during the bout. Permission to leave the contest area will be given after consultation with the Supreme Judge and the Championship Committee.

[I.K.O. Kumite Rules Adjustment for 15 years old and under]

The following rule adjustments are for Kumite competitions 15yrs and under:

- 1) Oshi: All pushing is illegal.
- 2) Sweeping techniques including Ashi-kake and Ashi-barai are illegal. *However, when an opponent is downed by any technique, including mae-geri, tsuki, etc, that is followed immediately by a well-focused, but non-contact, punch with well-controlled distance, (Tsuki as Zanshin, with Kiai) as part of a combination, Wazaari might be awarded on the basis of the timing and other criteria.
- 3) Light-contact downward punch (gedan-tsuki) is illegal when an opponent's back is on the floor by taking the opponent down. Gedan tsuki is also illegal when an opponent's back is on the floor after avoiding the opponent's technique,
- 4) The downed opponent may not attack from the floor.
- 5) Sabaki (fending off) toward the arm is only allowed to the forearm below the elbow.

[Right of competitor's images during the championships]

- 1) International Karate Organization Kyokushinkaikan (the organizer) may picture, videotape or film competitors during the championships, make those images to public, and media outlets (TV, radio, internet, newspapers, magazines, DVD, etc) designated by the organizer release those images. In addition, those images may include competitor's name, regime, profile, visual image, photograph, voice etc.
- 2) Upon applying to enter the championship, a competitor consents that any pictures, videotape or film furnished by the competitor or for any purpose taken of the competitor in connection with the organizer, shall become the property of the organizer and may be used for publicity, promotion or television showing, at the organizer's discretion, and hereby the competitor waives compensation, acknowledgement and any claim in regard thereto.

I.K.O. STANDARD ACTION OF THE JUDGES

Kumite

Opening of the bout

- 1) The person in charge shall call the competitors out. The competitors shall enter the fighting area from opposite sides.
- 2) The referee shall stand in the middle, 3 meters from the center line. The referee gives the commands of respect: "Shomen ni Rei" and "Otagi ni Rei". The bout starts after the referee has given the command: "Hajime!"
- 3) If the uniforms of both or either of the competitors come undone during the bout, the referee will halt the action, have them assume their original positions and allow them to rearrange their uniform with their backs to each other.

During the bout

- 1) During the bout if there is Ippon, Waza-ari, and foul, made or if a competitor steps outside the fighting area etc, judge(s) shall whistle and, at the same time, raise the flag. The referee shall give the command "Yame!"(stop), and command the competitors to return to their starting positions.
- 2) The flag signals are as follows:
 - (1) Ippon (Full point victory) - The judge raises the flag with the same color as the winner, (red or white) vertically upwards. Whistle loudly.
 - (2) Wazaari (Half point) - The judge holds the flag with the same color as the competitor who took Waza-ari, horizontally out to the side. Whistle: short & loud simultaneously with flag.
 - (3) Hansoku (Foul) - Judge blows whistle to indicate foul: short whistle burst, simultaneously while waving flag up and down Flag color corresponds with the color as the competitor who committed the foul.
 - (4) Jogai (Stepping outside of the fighting area boundary) - The judge(s) nearest the incident lowers either flag to diagonally tap the floor. Whistle: short bursts simultaneously with flag on boundary.
 - (5) Mitomezu (No count or no score) - The judge crosses both flags in front of himself and waves. Whistle: long, medium strength breath
 - (6) Miezu (unclear action): The judge crosses both flags in front of the chest without covering the eyes. No whistle.
 - (7) Hantei (Decision)
Hikiwake, Cyuritsu (Draw) - The judge crosses both flags in front of himself lowering them so they point diagonally downwards.
Aka (red) wins - The judge raises a red flag vertically upwards and whistles loudly.
Shiro (white) wins - The judge raised a white flag vertically upwards and whistles loudly.
- 3) In case of Ippon, Waza-ari, or foul, the referee shall request the judge's decision and announce the final decision, which must have 3 or more of the judge's approval including the referee.

Full-point victory

- 1) When any Ippon occurs, the referee shall return the contestants to the center of the ring, have them assume their original position, and then make a decision.
- 2) The referee shall check the decisions of the judges and shall decide victory on the basis of 3 or more of the judge's approval including the referee.

Victory by decision

- 1) At the signal to stop, the referee shall call "Yame!"(halt) and shall return the contestants to their original positions.

2) The referee shall make the competitors face "Shomen" (front), and call "Hantei" to request the judges' decision. Each judge shall raise his flag with the same color as the person he considers to have won, vertically upwards. In case of a draw, he shall cross the flags in front of himself. The valid decision will be the one with more than three or more of the judges' (including the referee) approval. In cases where there are not 3 or more judges with the same decision, there shall be a draw.

Foul

- 1) In the case of a foul, the referee shall separate the competitors and halt the action.
- 2) When deciding fouls, it is necessary to have 3 or more of the judge's approval including the referee.
- 3) In the case of a foul, if it is not made on purpose, the contestant may get one warning (Chui Ichi). Two warnings result in a second warning (Chui Ni). Three warnings result in the first penalty (Genten Ichi). Four warnings result in the third penalty (Genten Ni) and automatic loss by illegal technique (Hansoku-Make).
- 4) Foul techniques: Refer to Article 19. (Hansoku)

Loss by Illegal Technique (Hansoku-Make)

- 1) A competitor who has gained two penalties (Genten Ni) shall lose by illegal technique. In case of Hansoku-Make, the referee declares "Hansoku-Make" with the Shuto vertically downward to the competitor, and call victory to the other competitor.
- 2) Hansoku-Make criteria: Refer to Article 22. (Hansoku-Make)

Disqualification (Shikkaku)

- 1) In case of Shikkaku, the referee declares "Shikkaku" with the Shuto vertically downward to the competitor, and call victory to the other competitor.
- 2) Disqualification criteria: Refer to Articles 23. (Shikkaku)

Concluding the bout

- 1) In case of Ippon, Hansoku-Make or Shikkaku, the referee shall immediately stop the bout, face the competitors towards each other, announce the outcome of the bout, have the competitors bow towards "Shomen", "Otagai" and let them shake hands. Thereafter, he shall have the competitors leave the ring.
- 2) In case of no Ippon, Hansoku-Make or Shikkaku: at the same time as the signal for end of bout is made, the referee shall stop the bout, face the competitors towards "Shomen", request the judges' decision, and after deciding the winner, the referee shall follow the same procedure as above.