

International Federation of Karate Kyokushinkai Australia Inc

COMPETITION RULES FOR KARATE MATCHES USING THE KYOKUSHIN KNOCKDOWN SYSTEM



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Change register

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1.0 GENERAL NOTES

The purpose of this document is to outline the rules for full contact karate competitions as run by the International Federation of Karate Kyokushinkai Inc (IFKKA). Whilst every effort has been made to cover all situations that may arise during competition there will be some aspects not covered and these will be addressed by the tournament organiser, chief referee & / or arbitrator of the event when they arise.

It is the responsibility of the competitor's instructor / coach to ensure the competitor is ready for the rigours of full contact karate competition.

2.0 GENERAL RULES

2.1 Uniform

Each contestant must wear a clean uniform, and all IFKKA students must wear their association badge on their dogi. When competing, one contestant will wear a red identifying marker, the other *may* wear a white identifying marker and both may also wear an identifying number.

2.2 Hygiene and Protection

Finger and toenails must be cut short and clean, no protective clothing, bandages or guards must be worn other than specified below;

1. **Adult full contact intermediate & open divisions:** compulsory equipment; mouth guard, groin guard (males). Optional for females: chest protector of separate cup type that must not cover the solar plexus.
2. **Adult full contact Novice:** compulsory equipment; mouth guard, groin guard (males), shin and instep protectors. Optional for females: chest protector that must not cover the solar plexus.
3. **Cadets full contact:** compulsory equipment; mouth guard, groin guard (males), shin and instep protectors, soft head-gear. Optional for female's: chest protector of separate cup type that must not cover the solar plexus.
4. **Juniors full contact:** compulsory equipment; mouth guard, groin guard (males), shin and instep protectors, mitts, soft head-gear (no face guard). Optional for females: chest protector of separate cup type that must not cover the solar plexus..
5. **Padded contact :** compulsory equipment; mouth guard, groin guard (males), shin and instep protectors, mitts, foam-dipped soft head-gear (no face guard), foam-dipped chest protection, . Optional for females: chest protector of separate cup type that must not cover the solar plexus.

Note all protective equipment must be approved by the IFKKA chief referee or head arbitrator of the competition on the day. If there is any question with regard to the suitability of equipment, this is to be raised with the chief referee or head arbitrator on the day of the event or with the tournament coordinator prior to the event.

In the event of an injury to a competitor, the wearing of bandages or other protective materials is at the absolute discretion of the head referee or head arbitrator of the competition, whose decision shall be final and binding upon the competitors.

In principle, no support bandages or tape shall be worn in the first round and thereafter at the discretion of the Risk Officer, advice from the FAO, and/or head referee or the head arbitrator of the competition.

Female competitors, may if they so wish, use a single wrapping of tape around the knuckles as approved by the referee.

2.3 Responsibility of the IFKKA and competitors' insurance

Neither the IFKKA nor its officers will be in any way responsible for any injury or accident which may occur during the tournament. Contestants who are not members of the IFKKA must have their own

insurance covering them for the tournament or must join the IFKKA for the day for the purposes of the tournament, for a fee (if any) to be determined on each occasion.

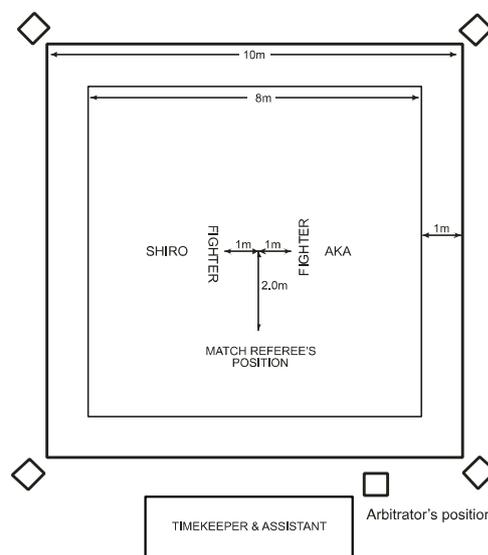
Organisations or competitors from outside the IFKKA may be asked to provide proof of insurance to the tournament organiser prior to their tournament entries being accepted for the event.

2.4 Resolution of undefined situations

Any situation not defined in these rules shall be resolved by the technical or tournament committee/officer on the day - their judgement will be final.

3.0 MATCH AREA

1. The match area shall be 8m x 8m, with a 1 metre safety perimeter. A smaller ring may be used with the required safety zone.
2. Contest area should be covered with semi-hard matting.
3. The marking out and the positioning of the contestants, match referee, judges and arbitrators shall be as per normal karate match requirements, as in the figure at right.



4.0 COMPETITION CATEGORIES

4.1 Adults Full Contact (18 yrs and over)

1. Men and women are not allowed to compete against each other.
2. The competition between adult competitors is held in weight categories
3. Within the weight categories, there are also the Novice, Intermediate, and Open divisions

4.1.1 Divisions

In the men's competition by weight categories, the following weight categories shall be provided for:

1. Category 1 - Lightweight – under 70 kilos;
2. Category 2 - Middleweight - 70 – 80 kilos;
3. Category 3 - Heavyweight - Over 80 kilo;

In the **women's** competition by weight categories, the following weight categories shall be provided for:

1. Category 1 - Under 60 kilos;
2. Category 2 - 60 kilos and over;

In the **male Cadets** division, the following three weight categories will apply:

1. Category I - Lightweight - under 68kg
2. Category 2 - Middleweight – 68 to 78kg
3. Category 3 - Heavyweight - over 78kg

In the **female cadets** division, the following two weight categories shall apply:

1. Category 1 - Lightweight – under 58kg
2. Category 2 - Heavyweight – 58kg and over;

Should it be unfeasible to adopt the above weight divisions for the event, the divisions shall be based on a 10kg weight spread between competitors, or as otherwise determined by the organisers on the day.

The minimum weight requirements will be at the discretion of the organisers of the tournament.

If a tournament is run along grade divisions, competitors will be matched up according to grade as well.

4.2 Padded contact – all ages

Divisions are dependent on the entries for the event, and divisions will be based various factors including age, weight, height, and grade. Competitors in this division will have a minimum grade of 10th kyu. The age of the juniors in this category will be calculated based on the day of the event.

4.3 Junior Contact (11 – 15 years)

1. Junior Girls : 11yrs to 15yrs minimum grade 8th Kyu
2. Junior Boys : 11yrs to 15yrs minimum grade 8th Kyu

Note: the junior divisions are dependent on the entries for the event. This division may be further broken down into age groups e.g. 11 to 13yrs and 14 to 15yrs, or a weight spread of 5 kilograms may be adopted if the students are close in age. The age of the juniors will be calculated based on the day of the event.

4.4 Cadets Full Contact (16-17 years)

Male Cadets division: will be novice up to and including 7th kyu and open 6th kyu and higher with the following three weight categories:

1. Category 1 - Lightweight - under 68kg
2. Category 2 - Middleweight – 68 kg to 78kg
3. Category 3 - Heavyweight - over 78kg

Female cadets division: will be novice up to and including 7th kyu and open 6th kyu and higher with the following two weight categories:

1. Category 1 - Lightweight – under 58kg
2. Category 2 - Heavyweight – 58kg and over

However, where possible in the cadet and adult divisions, the IFK International weight divisions will be adopted, and where this is not possible, the competitors' weights will be evenly matched. Adults and Cadets will be matched within a 10 kilogram range. Every care will be taken to ensure that in an effort to ensure fair and equal competition.

5.0 REFEREE, JUDGES AND ARBITRATORS

1. Each contest shall have four judges, one referee (who gives all commands) and one arbitrator. However, provision may be made for the match to be operated by a Match Referee, Mirror Referee, and an Arbitrator.
2. In a decision upon the outcome of a contest, each judge shall have one vote.
3. The referee shall also have one vote.
4. An arbitrator shall be appointed to ensure the fairness of the conduct of matches and judgment rendered thereon. The arbitrator will not be entitled to vote.
5. The referee, judges and/or arbitrator may stop a full contact bout if they believe a competitor is not up to the rigours of full contact karate competition. If the bout is stopped for this purpose then the referee is to call ring officials together to discuss the concern and make a decision as to whether the bout will continue or not. Should the bout be stopped for this reason then the bout will be awarded to the opponent.

The method for stopping a bout will be as follows: if the referee stops the bout s/he will call time and call the ring officials together to discuss the bout. If a judge wants to stop the bout they will signal the referee by waving both flags vigorously and blowing their whistle in short sharp bursts repeatedly. The referee will stop the bout enquire with the judge the reason for the stoppage and then call all ring officials together as previously described if deemed appropriate.

6.0 DURATION OF THE MATCH

The timing of a bout for all divisions will begin when the referee gives the signal to start with the command "HAJIME!" (Start) and is stopped when the referee calls "YAME!" (Stop). The referee will announce ATOSHIBARAKU for the fighters when the 30 second warning is given.

The end of the time allotted for the contest shall be indicated to the Referee by the official table calling time and by throwing of the small bag in the direction of the Referee's feet.

If a rolling clock system is used, if the bout stops for any other reason, even if a competitor loses consciousness during the bout, the timekeeper may not stop the clock without an appropriate signal from the Referee.

Timing of bout may also be stopped by the Arbitrator if the official decides that the Referee forgot to give a signal to stop the timing in a situation when the bout is to be discontinued due to an injury of a competitor, for putting KARATE GI in order, or for any other reason. In this case the official shall announce "JIKAN-WO TOMETE KUDASAI!" ("Please, stop timing!").

The organisers reserve the right to vary the timing of the bouts for the event, and the competitors will be notified on the day or if possible prior to the event. However, the maximum time limit will not vary from what has been specified.

6.1 Adult & Cadet Divisions

1. Each kumite bout shall last 2 minutes, though tournaments for adults may have 3 minute bouts.
2. If no decision in favour of either opponent is made by the judges or in the event of a draw by the referee not exercising his vote in favour of either contestant, then the referee will authorise an extension (sai-shai). The extension will normally be the same duration as the initial bout duration.
3. If the judges and referees are still unable to make a positive decision after the extension period, they must fight one more round (encho-sen) after which each judge must make a positive decision i.e. no draws can be indicated. If however a decision still cannot be made at this point then the weight difference between the fighters will be considered, and, and if the lighter opponent is more than 5 kg lighter, he or she will be deemed to be the winner. The number of extensions will ultimately be determined at the discretion of the organisers. Generally the maximum number of rounds is three (3).

6.2 Junior Divisions

1. The duration of the bout will be 1.5 minutes, if at the end of the bout there are no points or fouls awarded then it would go to an extension of 1 minute.
2. If at the end of the extension there are no points or fouls to determine a decision or if there is a draw in points or fouls e.g. no clear criteria for a decision, then the event will be determined by 3 kilogram weight difference. Should no decision be reached by adopting the weight difference, then a further extension of 1 minute would be held and a decision must be made at the end of this bout. Generally the maximum number of rounds is three (3).

7.0 CRITERIA FOR DECISION – ADULTS & CADETS

The winner shall be determined on full point (ippon) or, at the end of the match, one half point (waza-ari). Two half points will constitute one full point.

7.1 Full point (ippon) win:

1. With the exception of techniques which are fouls and not allowed by the contest rules, any technique that connects and downs and/or leaves the opponent unable to continue for longer than 5 seconds, scores a full point.

2. When the contestant informs the referee and judges that he is beaten as the result of techniques allowed within the contest rules, his opponent shall be awarded a full point.
3. A serious foul by, or the disqualification of, a contestant will automatically give the other contestant the win.

7.2 Half point (waza-ari) win:

1. Where a contestant shows weakness after receiving a blow or kick prescribed as allowed within the contest rules and regains a standing position within 5 seconds, a half point will be awarded to his opponent.
2. When an opponent is downed with any technique including foot sweeps and a well focused but non-contact technique is followed through, waza-ari is awarded. A waza-ari may be awarded for a technique (within the contest rules) that does not down an opponent, but clearly incapacitates them, or renders them unable to defend themselves temporarily.

7.3 Decision win:

1. When no definite "Ippon" or "Waza-ari" has been scored, the judges may award a win by decision on the basis of superior technique, technical skill, and fighting spirit.

8.0 CRITERIA FOR DECISION - ALL JUNIORS

The intention is not for the competitor to execute a knock-out kick to the opponent's head, but a well placed jodan kick with **light head contact** will be awarded a wazari. Permissible head kicks are;

1. Jodan Mawashi Geri
2. Jodan Uchi Haisoku Geri

Should the competitor show weakness from a legal punch or kick to body or leg then a wazari would also be awarded.

Should a competitor down or incapacitate the opponent with a legal technique that renders them unable to continue for a period of 5 seconds then this would score an Ippon.

Light head contact is defined as a kick that gets through the guard, and lightly taps the head. A kick that drives the guard arm to hit the head could be considered excessive contact.

9.0 PROHIBITED ACTS AND TECHNIQUES

9.1 Adults, Cadets, and Juniors

The following matters may merit disqualification at the entire and absolute discretion of the referee of the contest. Should the disqualified contestant object and wish to be reinstated, he may (via his manager) give notice to the Chief Referee of this. The Chief Referee, after consultation with the judges, may reinstate the disqualified contestant or endorse and confirm the Match Referee's decision. The tournament's Chief Referee's decision will be final.

1. Any attack to the opponent's head, face, neck with the open hand, fist, or any part of the arm. Except in exceptional circumstances, this will merit an automatic disqualification
2. No grabbing or other forms of restraining. This includes grabbing or holding an opponent or his dogi.
3. Knee kicks while grabbing or otherwise restraining.
4. Kicks to the groin.
5. Head thrust or butts.
6. Kicks to any part of the knee joint.
7. Elbow strikes to any part of the opponent's back.

8. Pushing
9. Striking or kicking an opponent who has been downed, unless the attack or strike immediately follows the sweep or downing technique, in which case contact is not allowed.
10. Making an attack from the floor after having been downed by the opponent, (this should not be confused with an opponent defending himself whilst on the floor).
11. Feigning, or exaggerating injury received due to prohibited techniques;
12. Exit from the competition area (JOGAI) not caused by the opponent. JOGAI relates to a situation where a competitor's foot or feet are outside of the contest area. An exception is when the competitor is physically pushed or thrown from the area by the opponent. Also if a competitor's feet (both) are outside the contest area during a quick manoeuvre, after which he immediately returns or assume to return immediately to the contest area, the manoeuvre shall not be deemed as JOGAI. *Warning must be extended for the third instance of JOGAI.*
13. Avoiding combat as a means of preventing the opponent having the opportunity to score. "Avoiding Combat" refers to a situation where a competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behaviour. This may occur during the closing seconds of a bout, when a competitor, who earlier received the winning score, is trying to maintain the advantage.
14. Passivity – not attempting to engage in combat. Passivity refers to situations where one or both of the competitors do not attempt to exchange techniques over an extended period of time.
15. Any discourteous behaviour from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament.
16. Failing to obey the referee's instructions during a bout
17. Any other techniques or practices that the referee of the contest shall decide are improper or unfair.

9.2 Juniors – additional foul techniques

In addition to the prohibited acts, fouls and techniques specified above the following techniques for juniors will also be considered foul techniques, and are therefore prohibited acts that may not be executed during the bouts:

1. Any head kick other than a controlled jodan mawashi geri or a controlled uchi haisoku mawashi geri.
2. Any kick to the head that gets through the guard that is other than a light and controlled tap.

10.0 WARNINGS AND PENALTIES

Referees may give warning when a competitor performs actions and/or techniques which do not warrant a penalty, but which are not acceptable. This is done by saying *Chui* (on its own) forcefully and loudly by the referee while at the same time pointing to the offender's feet.

10.1 Warnings

The following actions may merit a warning (chui) at the discretion of the contest referee. However, if too frequent or excessive, these may lead to penalties, include in chui-ichi, genten, and shikkaku, at the referee's discretion.

1. Frequently retreating from or out of the contest area or moves that waste time.
2. Pushing the opponent with the open hand.
3. Persistent bad behaviour or violence.
4. Faking injury to illegal targets

5. Grabbing the opponent's gi as a means of attack OR defence.

10.2 The Order of Penalties

1. All these warnings must be noted by the arbitrator and table officials. Any penalties incurred in the match will be carried forward, and if appropriate, escalated in the Sai-shai and Encho-sen.
 - a. Chui – unofficial warning
 - b. Chui Ichi
 - c. Genten ichi
 - d. Genten ni
 - e. Genten san – Shikakku
2. Prohibited acts shall be punished with oral warnings (CHUI), which are unofficial penalties meaning that they do not influence the decision of judges, and with official penalties, i.e. with official warning (CHUI-ICHI) and the penalty points (GENTEN ICHI, GENTEN NI, GENTEN SAN) in the following order:
 - a. The first minor infraction shall be punished with the oral warning (CHUI),
 - b. The first serious infraction shall be punished with the official warning (CHUI-ICHI),
 - c. The second infraction shall be punished with the penalty point (GENTEN ICHI)
 - d. The third infraction shall be punished with the penalty point (GENTEN NI),
 - e. The fourth infraction shall be punished with the third penalty point (GENTEN SAN), and with the disqualification of the competitor (SHIKKAKU).
3. Especially dangerous and malicious infractions can be punished with the first penalty point (GENTEN ICHI) straight away, without giving first CHUI or CHUI-ICHI.
4. Penalties are not cumulative. Each penalty must be awarded at its own value. The awarding of any second or subsequent penalty automatically cancels an earlier penalty. Whenever a competitor has already been penalized, any succeeding penalties for that competitor must always be awarded at least in the next higher value than his existing penalty.
5. Whenever a referee awards a penalty, he should demonstrate with a simple action the reason for the penalty.
6. A penalty can be awarded after the announcement of "YAME!" for any prohibited act committed during the time allotted for the contest or, in some exceptional situations, for serious acts committed after the signal to end the contest, as long as the decision has not been given.

10.3 CHUI (Oral Warning)

1. CHUI is imposed to any competitor for the first instance of a minor infraction.
2. The right to impose CHUI belongs solely to the Referee, who does not need support by the Judges and does not need to count their votes.
3. CHUI can be imposed only once for any particular type of infraction, but can be imposed again for other infractions.
4. If the Referee perceives an infraction and halts the bout, but is not supported by the Judges, or if three or four judges showed HANSOKU! (Infraction of rules!), and the Referee stops the bout, but believes the infraction to be minor and not deserving to be punished with CHUI-ICHI, the Referee may award the offender CHUI.
5. CHUI shall not be taken into account when the Judges make their decision on the result of the bout (HANTEI).

10.4 CHUI-ICHI

1. CHUI-ICHI is imposed to any competitor who has committed a serious infraction or having been penalized CHUI commits a second minor infraction of the same kind.

2. CHUI-ICHI can be imposed only when supported at least by three Judges, including the Referee.
3. When imposing CHUI-ICHI (as well as GENTEN ICHI, GENTEN NI and GENTEN SAN) the Referee is obliged to count votes of the Judges.

10.5 GENTEN-ICHI

1. GENTEN ICHI is imposed to any competitor who, having been penalized by CHUI-ICHI, commits an infraction again.
2. GENTEN ICHI may also be imposed to any competitor who commits an especially serious infraction, regardless if he had been penalized by CHUI-ICHI earlier or not.

10.6 GENTEN-NI

1. GENTEN-NI is imposed to any competitor who, having been penalized by GENTEN-ICHI, commits an infraction again.

10.7 GENTEN-SAN

1. GENTEN-SAN is imposed to any competitor who, having been penalized by GENTEN-NI, commits an infraction again.
2. The imposition of GENTEN-SAN leads to the disqualification of the competitor (SHIKKAKU).

10.8 Disqualification (SHIKKAKU)

1. SHIKKAKU is a disqualification from the entire tournament with a possible suspension from competition for an additional time period.
2. A SHIKKAKU can be directly imposed, without warnings of any kind.
3. SHIKKAKU may be invoked:
 - a. When a competitor receives the third penalty point (GENTEN SAN);
 - b. When a competitor fails to obey the orders of the Referee,
 - c. When a competitor comes to the competition area for a bout more than 1 minute later than the time or does not come to it at all;
 - d. When use of doping is detected;
 - e. When a competitor acts maliciously, disrespectfully, or commits an act which harms the prestige and honour of Kyokushin. This also includes the gestures like guts-pose (victory pose = throwing the hand or fist above) after the announcement of the victory or of awarding the WAZA-ARI, which shall be considered the breach of etiquette or demonstration of disrespect to the opponent;
 - f. When the coach or a non-combatant member of the competitor's delegation behave in such a way as to harm the prestige and honour of Kyokushin. A public announcement of SHIKKAKU must be made
 - g. Contestants who arrive late for bouts or who fail to appear at all.
 - h. Contestants who refuse to engage in kumite during a match after 3 calls (zokko) by the referee.
 - i. Physical disability arising during the tournament, which will allow a contestant to withdraw after examination and verification of the injury by the tournament physician. The decision is final.
 - j. Failing to attempt the tameshiwari tests.

11.0 TAMESHIWARI – ADULT DIVISIONS ONLY

1. Normally the tameshiwari will not commence until the last 16 in each category. However this may be altered by the tournament organisers.
2. Only persons who attempt the breaking tests shall be allowed to compete in the next round of the tournament.

3. Each contestant must attempt to break a minimum of 2 boards in all categories with each of 3 different techniques.
4. 2nd Round – Seiken Last 16
5. 3rd Round – Shuto Last 8
6. 4th Round – Hiji Last 4
7. A contestant may attempt to break in excess of the minimum, up to any number but if he fails to break all he shall have one more attempt at the minimum requirement for his category.
8. The size of the materials for breaking and the type of wood to be broken shall be at the discretion of the Chief Tournament Referee, but unless notified to the contestants on the day of the tournament as being otherwise the boards shall be of DAR pine, nominally 300mm wide, 200mm long and 20mm thick. (NOTE: in Australia e.g. thickness is usually 18mm)
9. Contestants are not allowed to touch or move the boards or the supporting blocks without prior permission. Once the bows are taken no boards may be added or removed.
10. Towels or other materials may be placed on the top of the boards for protection, subject to the permission of the tameshiwari officials.
11. The time allowed to attempt each break in the tameshiwari event is 1 minute, all contestants will be warned 30 seconds before the expiration of the time limit.
12. Points are awarded on the basis of the number of boards broken. The winner of the tameshiwari competition need not be the same as the tournament winner, but shall be the person who has attempted all three breaking tests and has gained the highest number of points.

12.0 TERMINOLOGY USED BY THE REFEREES

12.1 Opening of the bout

Rei	Cross arms in front of the chest and say “Osu!”
Shomen ni rei	Face the official seats
Shushin ni rei	Face the main judge
Otagai ni rei	Face each other
Kamaete	Take fighting stance
Hajime	Start the bout

12.2 During the bout

Yame	Stop the bout immediately
Kamaete	After stopping the fight take fighting stance again
Zok-ko	Continue
Shiro (white)	First competitor entering the arena
Aka (red)	Second competitor entering the arena

12.3 Fouls

Chui	Informal warning
Chui Ichi	First warning - point to offender's feet
Genten Ichi	Second warning - point to chest
Genten Ni	Penultimate warning - point to chest then face
Genten San - shikkaku	Final warning with disqualification - point to face then obliquely behind

12.4 Declaration of fouls

The referee designates the competitor who made the foul as Aka or Shiro and he declares the foul and its nature (eg "Aka, kicking the knee - chui ichi") The competitor who has committed the foul ,must acknowledge this with "Osu!" when hearing the referee's declaration.

12.5 Awarding of points and Decision

1. **Points.** These are awarded either as ½ points or full points, depending on the effectiveness of a technique.

Ippon	Full point and victory. The referee designates the competitor as Aka or Shiro and declares "ippon" and its nature (eg "Aka - mae - geri - ippon")
Waza-ari	Half point. An effective attack which downs (or incapacitates) the opponent for less than five seconds. Two declarations of waza-ari constitutes a full point (ippon). Waza-ari is declared in the same way as ippon. (eg "Aka - mae-geri waza-ari")
Awasete ippon	Ippon by two waza-ari is declared in the same way as ippon (eg "Aka chudan mawashi geri - waza ari, awasete - ippon.)

2. **Request for Decision.** When no full clear point has been scored, the victory is awarded by decision. The procedure is as follows:

Shomen-muite	Fighters face to face
Hantei-o-oneigashimasu	The referee asks the decision of the judges - then blows his/her whistle.
Shiro (white) or aka (red)	The judge raises the same colour flag as the competitor who they consider to be the winner

3. **Declaration of decision.** The referee counts the number of flags and gives his/her own decision by patting the appropriate hand on his/her chest. The usual procedure is to count the flags that are in the minority, and then count the flags in the majority. In the case of a draw the referee crosses his/her arms obliquely downwards.

Hikiwake	Draw
Ichi	One flag
Ni	Two flags
San	Three flags
Shi	Four flags
Shushin, aka/shiro/hikiwake	The decision of the referee. The referee counts the number of flags and states his/her decision. e.g. "hikiwake ichi, shiro ichi, ni, san, shushin shiro" In this case shiro wins by 4 to 0 and then s/he raises the hand on the side of the winner up and to the side, with palm facing forwards and announces the winner.
Aka/Shiro no kachi	this is the expression used to announce the appropriate winner. i.e. red (right side) is aka, and white (left side) is shiro.

4. **End of the bout.** This procedure is used to bow out the competitors after the winner has been declared. After bowing to each other the competitors shake hands and exit the arena.

Shomen ni rei	Face the official seats and bow
Shushin ni rei	Face the main judge and bow
Otagai ni rei	Face each other and bow

12.6 Tameshiwari

1. The following are the terms used for the tameshiwari portion of a competition.

Shomen-ni rei	Face the official seats
Mawatte rei	Turn round and say "Osu!"
Ichini-tsuite	Stand by
Hajime	Break the boards

2. Declaration of results

Kansui	All the boards have been broken
Shippai	The breaking test failed

In the case of "kansui" the competitors number and the number of boards broken are recorded. In the case of "shippai" for his second break he must return to the minimum two boards. If he fails again the declaration is again "shippai"

12.7 Complete change of officials

Fukushin shugo	Calling the judges together
Maware migi	Turn to the right

Officials then move to the right side, face replacement officials across the saijo (competition area). The referee then gives the command: "Shinpan-ni rei! Maware hidari" - turn to the left and move off as the replacement officials take up their positions.