



# **SHIHANCHO GARY VICCARS BRANCH**

## **RULES FOR FULL CONTACT TOURNAMENTS**

### **INDEX**

Match Area.....	Clause 1
Judging.....	Clause 2
Duration of a bout.....	Clause 3
Extensions.....	Clause 4
Result of a bout.....	Clause 5
Full Point victory.....	Clause 6
Half Point score.....	Clause 7
Victory by decision.....	Clause 8
Fouls & Terminology.....	Clause 9
Disqualification.....	Clause 10
Penalties.....	Clause 11
Procedure for starting a bout.....	Clause 12
Procedure during a bout.....	Clause 13
Procedure for ending a bout.....	Clause 14
Declaration of fouls.....	Clause 15
Declaration of decision.....	Clause 16
Strapping.....	Clause 17
Competitor Safety.....	Clause 18
Criteria for decision.....	Clause 19
Weight Limits .....	Clause 20

**1. Match Area:** The match area shall be 8 meters square (or as decided by the tournament committee) and devoid of hazard.

**2. Judging:** The panel of judges and the review panel shall have equal authority in judging the events, but the final decision rests with the review panel.

**3. Duration of a Bout:**

Kumite bouts shall be 2 minutes. (Please note that at national level bouts are 3 minutes).

The time will stop whenever the referee calls "yame" and recommence when the referee restarts the match with "zokko".

**4. Extensions:**

1. When a decision cannot be reached by a majority of the match officials, a draw is declared and an extension is granted.

2. One extension only is permitted except in the case of a final where 2 extensions are permitted.

3. The bout must continue immediately the decision to grant an extension is taken. There will be no rest period allowed.

4. The tournament officials may decide that the extension bouts be of a shorter duration than the original match.

5. At the end of the extension in a non-final match, and the second extension in a final match, the judges cannot declare the bout a draw and each judge must declare a win to one of the fighters.

**5. Result of a Bout:** The result of a bout shall be determined by a contestant scoring:

1. Ippon (full point);
2. Two waza ari (2 half points make 1 ippon);
3. By obtaining a kiken (the opponent gives up or does not appear);
4. By shikkaku (the opponent is disqualified);
5. By Hantei (decision of the judges and/or referee).

## **6. Full Point Victory:**

A full point victory is awarded for a legal technique that:

- a. vigorously downs an opponent for more than 3 seconds
- b. results in the opponent's loss of will or ability to fight for more than 3 seconds
- c. causes the opponent to lose\_balance for more than 3 seconds AND the competitor remains standing and is unable to resume the bout.

A contestant gaining two waza-ari (half points) shall be awarded a full point victory.

## **7. Half Point Score (Waza Ari):**

A Half Point Score (Waza Ari) is awarded for a legal technique that:

- a. vigorously downs an opponent for less than 3 seconds
- b. results in the opponent's loss of will or ability to fight for less than 3 seconds
- c. causes the opponent to lose balance for less than 3 seconds AND the competitor remains standing and resumes the bout.

If a competitor breaks off fighting because they have been hit and returns to the starting spot without the referee calling "Yame" the competitor **may** have a waza-ari awarded against him/her.

A contestant gaining two waza-ari (half points) shall be awarded a full point victory.

## **8. Victory by Decision (Hantei):**

1. When no full-point victory has been declared victory is awarded by decision of the four corner judges and the referee as follows:
  - a. When three or more judges award the bout to the same competitor that competitor must be declared the winner.
  - b. The referee has a vote and must cast it. If there are 2 flags for red or white or a draw the referee must use his/her vote and declare for one of the fighters or call a draw. If the referee casts a vote for a draw he/she will declare "Shushin Hikiwaki"
  - c. No decision can be declared unless there are at least 3 of the 5 officials (referee & four judges) are in favour. A decision of the judges cannot be overturned unless there has been an error under the rules (e.g. there was no score and red had a genten but the judges voted for white).
2. If there is no score and one competitor has had a genten awarded against him/her the judges **MUST** declare victory to the other competitor.
3. If a competitor has been awarded both a waza-ari **AND** a genten the judges **MAY** declare victory to that competitor. In this situation the Genten may be considered as - 0.5 and the waza-ari as + 0.75, thus leaving a score of + 0.25. IF the genten was scored **BEFORE** the waza ari the judges must consider IF the genten was a contributing factor to the waza ari.
4. If both competitors have scored a waza-ari, but one competitor has also had a penalty the judges shall declare victory to the competitor that does not have the penalty. Using the formula expressed in 3, the competitor with the waza-ari would have + 0.75 whilst the competitor with the waza-ari and the genten would only have + 0.25
5. If a competitor executes a foul technique and the competitor fouled cannot continue the match the judges must first decide on the appropriate penalty for the foul. Provided the competitor who fouled is not disqualified he/she will be awarded the match. The usual criteria is that IF the doctor rules that the competitor cannot continue the other competitor is disqualified. However, officials must consider whether any other "incident" prior to the foul had a effect.
6. If a competitor causes an injury to himself/herself and cannot continue (e.g., trips and hurts the knee) the match is awarded to the other competitor.

## **9. Fouls and Terminology:**

1. Attacking the opponents face or head with any part of the arm (ganmen kogeiki);
2. Groin kicks (kin geri or kinteki oshi);
3. Head thrusts (atama tsuki or zutsuki)
4. Attacking the opponent whilst the opponent is on the floor. For the purposes of this clause an opponent is considered "on the floor" when 3 parts of his/her body are touching the floor.
5. Attacking the opponents back whilst it is turned towards his/her opponent. This does not extend to a technique commenced prior to the opponent executing a turning technique (e.g. back kick);
6. Holding, pushing or shoving with fist or open hand (shotei or shotei oshi). It should be noted that this rule does prohibit a competitor from using open hand techniques, as long as they are used for strike purposes and not pushing or shoving.
7. Any technique the match officials regard as foul, unfair or not in the spirit of the tournament.
8. Grabbing the opponent's clothing (tsukami).
9. Direct attacks to the knee.
10. If a competitor contributes to his own injury by avoiding a legal technique, the technique shall not be deemed a foul (e.g... If a competitor blocks upward when being punched in the body and pushed it fist into his/her own face).
11. If a competitor is so over-excited or aggressive and becomes a danger to himself/herself or the opponent.
12. Feigning an injury or exaggerating the effects of an injury.
13. Taking a drink at any time whilst the match is in progress. For the purposes of this clause a match is deemed to be in progress from the time the competitor enters the competition area until the referee announces the winner of the match and indicates for the competitor to leave the competition area. This "in progress" time includes all extensions of the match.
14. Mubobi chui. A competitor must offer a defense at all times during the match.

## **The following should be kept in mind when an official considers awarding a score.**

1. An effective technique delivered at the same time as the end of the bout is signaled is considered to be valid. An attack, even if effective, delivered after yame or stop, shall not be scored and may result in a penalty being imposed.
2. No technique will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants is outside the competition area and the opponent delivers an effective technique whilst still inside the competition area, and before the referee calls "YAME", the technique will be scored.

## **10. Disqualification:**

1. A contestant who fails to obey the referee's instruction/s during a bout;
2. A contestant who is late or who fails to appear for a bout.
3. A contestant who has received 2 genten;
4. A contestant who has received shikkaku.
5. A contestant who remains facing his/her opponent, and does not or is not prepared to engage in fighting, for more than 30 seconds will be regarded as lacking the will to fight and will be disqualified.

## **11. Penalties:**

- 1. Private Warning:** no penalty applies;
- 2. Chui:** public warning to the competitor
- 3. Genten:** This is a serious foul and is a minus half point.
- 4. Shikkaku:** This is disqualification.

## **12. Procedure for starting a bout:**

**STARTING:** The referee, judge and arbitrator shall take their prescribed positions following an exchange of bows. The referee announces "kamaete" the fighters and the referee take up a fighting position and the referee announces "hajime" the referee punches the air with the rear fist and the bout commences.

1. Shomen Ni Rei: – The contestant faces the official seats and bow.
2. Shushin Ni Rei: - The contestants face the referee and bow.
3. Otagai Ni Rei: - The contestants face each other and bow.
4. Kamaete: - The contestants assume their fighting positions.
5. Hajime: - Begin.

## **13. Procedure during a bout:**

1. Yame: stop immediately;
2. Kamaete: after stopping the fight, take up your fighting position;
3. Zokko: continue (go on, attack).

## **14. Procedure for ending a bout:**

1. Yame: stop immediately.
2. Both contestants face the official seats.
3. The referee calls for the decision of the judges.
4. After the decision has been announced (see Declaration of a Decision);
  - a. Shomen ni rei: – The contestant faces the official seats and bow;
  - b. Shushin ni rei: - The contestants face the referee and bow;
  - c. Otagai ni rei: The contestants face each other and bow;
  - d. The contestants shake hands and leave the fighting area.

## **15. Declaration of Fouls:**

The referee shall announce the reason for the foul (tsukami, etc) and then;

1. Chui Ichi (first warning): The referee points to the abdomen of the contestant and declares: Aka (Shiro) Chui Ichi.
2. Chui Ni (second warning): The referee points to the abdomen of the contestant and declares: aka (Shiro) chui Ni. The referee then points to the face of the contestant and declares genten Ichi (minus half point).
3. The procedure for the third chui is the same as for the first chui.
4. Chui ni (second warning for the second time): The referee points to the abdomen of the contestant and declares aka (Shiro) chui ni, then points to the face of the contestant and declares genten ni – shikkaku. The referee then immediately points to the outside of the fighting area and the contestant should leave the fighting area immediately.
5. Declaration of genten without a prior chui being awarded:  
genten ichi (first foul): The referee points to the face of the contestant and declares: aka (shiro) genten Ichi.  
Genten ni (second foul): The referee points to the face of the contestant and declares genten ni – shikkaku. The referee then immediately points to the outside of the fighting area and the contestant should leave the fighting area immediately.
6. Shikkaku (disqualification): The referee points to the face of the contestant and declares – aka (shiro) shikkaku, the referee then immediately points to the outside of the fighting area and the contestant should leave the fighting area immediately.

## **16. Declaration of a Decision:**

1. The referee stands in a position so that he/she can see all of the judges flags.
2. The referee then announces "Hantei Torimasu" (I will take your decision), then calls hantei. At this time the judges indicate their decision with their flags.
3. The referee will then count the flags, declare his/her vote and then announce the winner or declare a draw.
4. In the case of a drawn bout the referee shall declare hikiwaki (draw) and indicate by crossing both arms down in front of the body. The extension bout must begin immediately following this decision.
5. The referee cannot override a majority decision of the judges. If a decision contravenes the rules (e.g., there was no score and one contestant had a genten and the judges voted for the competitor that received the genten) the referee will call in the judges and inform them that they have contravened the rules and then call for the decision again.

## **17. Strapping.**

1. Strapping is allowed to be used by competitors.
2. Any official or competitor may object to over-strapping.
3. The final decision on over-strapping shall rest with the doctor and/or the Head Referee.
4. No contestant may strap over any part of the body that is used to strike or kick the opponent, except for a cut knuckle that is bleeding and in this case a crepe bandage may be put over the knuckle.

## **18. Competitor Safety.**

1. Each competitor must wear a mouth guard and a groin guard. and will not be permitted to compete without these items.
2. The tournament doctor may make a decision that a competitor cannot continue in a bout or enter the next round and that decision is final.
3. A competitor who loses consciousness (as determined by the tournament doctor) for any reason during a tournament shall not be permitted to continue in that tournament.
4. A competitor who loses consciousness (as determined by the tournament doctor) for any reason during a tournament shall not be permitted to enter any other tournament for 30 days.
5. No bout will be permitted to commence without the doctor being present.
6. No competitor shall compete under these rules if they have tested positively for Hepatitis B, Hepatitis C, H.I.V. or Covid 19 OR if they have any disease that may be transmitted to another person through saliva, sweat, touch or bodily contact.

## **19. Criteria for Decision:**

When a bout goes full time the referee will call for a decision of the judges and each judge must vote.

**Competitors should note:** If there has been no score or gents the judges and referee are trained to be capable of making a decision as to who was the best fighter. THERE IS NO GUARANTEE A DRAW WILL BE CALLED.

**IF you place your decision in the hands of the judges you must accept whatever they decide.**



The following criteria (not listed in any order of preference) **may** be used by a judge to assist in determining his/her vote.

1. Has there been a waza ari? (in normal circumstances a waza-ari should be considered sufficient advantage to award a win).
2. Has there been a genten?
4. The ability and skill shown
5. Comparative excellence in strategy
6. Number of escapes from the fighting area (intentional or otherwise).
7. Fighting attitude
8. Number of attacking moves
9. Did one competitor just "survive"?
10. The number of effective impacting techniques.
11. General attitude and demeanor of each contestant

## **20. Weight Category's.**

Tournament organizing bodies have the right to include some or all of these weight categories in a particular tournament.

Normal weight divisions are:

Male Lightweight: Up to and including 70 kilograms;

Male Middleweight: More than 70 kilos and up to and including 80 kilograms;

Male Heavyweight: More than 80 kilograms and up to 90 kilograms;

Male Superheavyweight: More than 90.01 kilograms

Female Lightweight: Up to and including 60 kilograms;

Female Middleweight: 60.01 – 65 kilograms

Female Heavyweight: 65.01 – 70 kilograms

Female Super Heavyweight: More than 70 kilograms.

Some divisions may be merged or cancelled at the discretion of the organizing committee. If this occurs all competitors affected will be notified prior to the tournament.

Competitors who weigh in at a weight different to that stated on their application AND that puts them into another weight category can only enter the new category IF there is a space in the draw.