

COMPETITION RULES

For the 2nd American Full Contact Championship, Las Vegas

Kumite Rules

1. Time of one bout:
 - a) Male: See bottom
 - b) Female: See bottom
2. Use of Protector: As per Appendix.
3. Victory is awarded to the competitor who has scored one full point (IPPON) or the one who has won by decision (including 'WAZA-ARI' - half point) or the one whose opponent has been charged with a foul, or whose opponent has been disqualified.
4. The competitors shall enter the competition mat from opposite sides and stand by two lines, red and white, respectively in the center of the fighting area, taking postures of "FUDODACHI", facing the front. Looking at them from the front (official seats), the competitor for "AKA" – Red – should stand on the left side (the one whose entry number is smaller) and the competitor for "SHIRO" – White – should be on the right side (the one whose entry number is larger).
5. The bout starts with the Main Referee's command "HAJIME" and ends with the Main Referee's command "YAME".
6. In case of any accident during the fight, the Main Referee may stop the bout.
7. When the Main Referee makes the sign of "Time", the bout shall stop for a moment, and when he makes the sign of "ZOKKOU" (continue) the bout shall start again.

IPPON-GACHI (full point victory)

The following cases will be judged as IPPON-GACHI (full point victory).

- a) A thrust (TSUKI), kick (KERI), and elbow strike (HIJI UCHI) or any other technique, excluding actions listed as fouls, which vigorously downs the opponent for more than three seconds.
- b) If the opponent has lost his will to fight for more than three seconds.
- c) When having obtained two WAZA-ARI (half-points), which results in one IPPON (full-point).

WAZA-ARI (half-point)

The following cases will be judged as WAZA-ARI (half-point).

- a) When a thrust (TSUKI), kick (KERI), elbow strike (HIJI UCHI), etc., excluding actions listed as fouls, downs the opponent for less than three seconds, but he stands up and resumes the fight.
- b) If the opponent has lost his will to fight but resumes the fight within three seconds.
- c) If the opponent has received so much damage that he loses his balance, but not that he falls down.
- d) When a well-focused GEDAN TSUKI (downward punch) is followed immediately in good timing after either downing the opponent with foot sweeps (ASHI-BARAI) or dodging the opponent's DOMAWASHI-KAITEN-GERI (rolling kick).

Criteria of HANTEI (decision)

- a) In case there is neither IPPON nor disqualification, the decision supported by three or more out of the five referees (one Main Referee, four Corner Referees) is valid.

- b) In case of one of the competitors having a WAZA-ARI, the WAZA-ARI will be the first priority in a decision. c) In case of no WAZA-ARI, the amount of damage will be the first priority in a decision. d) In case of no damages, the amount of techniques (punches, kicks), including YUKO-DA (point-giving techniques, but not enough for being a WAZA-ARI), will be the criteria for decision.
- e) In case of same amount of techniques, including YUKO-DA, the referees shall give victory to the competitor who is more active or more aggressive in fighting. (This applies to the final extension where a winner has to be decided.)
- f) If CHUI (warning) or GENTEN (penalty) has been given to either of the competitors, the referees shall follow the criteria stated in “Judging Criteria”).

Extension (ENCHO-SEN)

- a) If three or more out of the five referees do not make a decision upon the command “HANTEI”, the bout shall end in a draw, and an extension bout shall follow.
- b) If there is no decision after two extensions, victory shall be awarded to the competitor who is 10 kilograms lighter in weight (For Female category, 8 kilograms lighter in weight).
- c) In case there is no difference in weight, victory shall be awarded to the competitor who has broken more boards at TAMESHIWARI (the breaking test).
- d) If there is no decision in either weight or number of broken boards, there will be a third extension. After this extension a decision must be made.

JOGAI (step outside competition area)

- a) If either of the competitors has stepped outside the area line completely with his both feet, it will be judged as JOGAI.
- b) “JOGAI” will be concluded upon the Main Referee’s command “YAME”.

HANSOKU (fouls)

The following actions are considered as HANSOKU (Fouls)

- 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) Attacks to groin and lower abdomen.
- c) ZU-TSUKI (head thrusts).
- d) TSUKAMI (grappling). (For whatever reason, to grapple the opponent’s dogi is not allowed, neither to clinch hands with each other.)
- e) KAKE (hooking). (To grapple or hook the opponent’s neck, head, shoulders, etc.)
- f) OSHI (pushing). (Pushing with open hands, closed hands or with the body is not allowed. Basically it will be considered as HANSOKU even if you push only with one hand.)
- g) To Attack whilst leaning the head or body against the opponent.
- h) KAKAEKOMI (hugging and holding). (The person who puts his arms around the other one first will be given a foul.)
- i) Attacks from the back.
- j) To attack an opponent who is already down.
- k) KAKENIGE (run-away attack). (Pretend to attack whilst actually running away from the opponent.) l) Kicks to knee joint and throwing.
- m) Running away by repeatedly doing JOGAI. (Step outside area.)
- n) Any action that may be considered as bad attitudes towards the competition.

- o) Any other actions that the referees may regard as fouls.

MITOMEZU (No count)

When IPPON (one full point), WAZA-ARI (one half point), HASOKU (fouls), etc. is not approved of, it will be judged as MITOMEZU (no count).

CHUI (warning) & GENTEN (penalty)

- 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 GENTEN ICHI (first penalty) may be given at the first time.
- c) CHUI NI (two warnings) results in GENTEN ICHI (first penalty), and GENTEN NI (second penalty) results in SHIKKAKU (disqualification).

SHIKKAKU (disqualification)

The following cases result in SHIKKAKU (disqualification);

- a) Failing to obey the referee’s instructions during the bout.
- b) Being late for a bout or failing to appear.
- c) Facing each other for more than one minute without engaging in fight. This shall be regarded as 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) In case of GENTEN-NI (second penalty)

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. The Corner Referees shall show IPPON, WAZA-ARI, HANSOKU and JOGAI by blowing the whistle and showing those judgements with flags. The Main Referee shall give the command “YAME” (stop) and instruct both competitors to go back to their initial positions, and show the judgement result both verbally and physically.
- 2. The signals to be given by the Corner Referees both by whistles and flags, and the judgements and actions to be given by the Main Referee are as follows:

a) IPPON

Corner Referee – Shall raise diagonally upwards the flag with the color corresponding to the competitor who got the IPPON and at the same time blow a single long and loud blast on the whistle.

Main Referee – Shall stop the bout by the command “YAME”, state the color of the raised flags and count them, including himself in the count, 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 – Shall raise horizontally the flag of the competitor who took the WAZA-ARI, giving a single loud blast on the whistle strongly once.

Main Referee – Shall stop the bout by the command “YAME”, state the color of the raised flags and count them, including himself in the count, state the technique that resulted in WAZA-ARI, and raise horizontally his arm of the winner’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 his will to fight within three seconds;

Corner Referee – Shall change the flag position from WAZA-ARI to IPPON, and at the same time blow a single long and loud blast on the whistle.

Main Referee – Shall state “IPPON” if the majority of the referees, including himself (three or more) has made such a judgment. If less than three referees give IPPON, the judgment will remain “WAZA-ARI”.

d) HANSOKU

Corner Referee – Shall wave diagonally downwards the flag with the color corresponding to the competitor who made a foul, and at the same time blow several short, sharp blasts on the whistle.

Main Referee – In case of a foul being equal to “CHUI”, he shall stop the bout by giving the command “YAME”, state the color of the waved flags, count the number of flags including himself, and then he shall state the actions 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 GENTEN ICHI.

(In case of directly giving GENTEN ICHI or SHIKKAKU at one foul, the Main Referee must consult with the Corner Referees first.)

e) TSUKAMI-AI, KAKAEKOMI (grappling and clinching each other)

Corner Referee – Shall wave both flags diagonally downwards, and at the same time blow several short, sharp blasts on the whistle.

Main Referee – Shall stop the bout by giving the command “YAME”, separate both competitors, and start the bout again by the command “ZOKKOU” (continue). Depending on the way of grappling, both competitors may be given CHUI ICHI respectively.

f) JOGAI (out of bounds)

Corner Referee – Tapping the floor several times with the flag of the side of the competitor who got JOGAI, he shall blow several short, sharp blasts on the whistle.

Main Referee – He shall immediately give the command “YAME” and call “JOGAI”, and then bring back the competitors to the center of the fighting area, start the bout again with the command “ZOKKOU”.

g) FUMEI (unclear)

Corner Referee – Shall cross two flags in front of his face, and blow a single short sharp blast on the whistle. Main Referee – Shall let the bout go on without any interruption.

h) MITOMEZU (no count)

Corner Referee – Shall Cross the two flags and wave them back and forth and blow a single long and loud blast on the whistle.

Main Referee – Depending on the situation, he may declare MITOMEZU.

i) HANTEI-GACHI (victory by decision)

Corner Referee – Shall raise diagonally upwards the flag with the color corresponding to the competitor who is considered to be the winner, and at the same time blow a single long, loud blast on the whistle. Main Referee – Shall ask the Corner Referees for their decisions by stating “HANTEI O TORIMASU” (take decision) and “HANTEI” (decision), declare the color of the flag of the winner, count the number of flags including himself, raise his arm diagonally upwards and declare the color of the flag of the winner. (The numbers of flags for a draw and for the opponent shall also be counted, even though the number is not enough for a majority decision.)

j) HIKI-WAKE (draw)

Corner Referee – Shall cross the flags in front of his knees, and at the same time blow a single long, loud blast on the whistle.

Main Referee – Shall count the number of flags indicating a draw and cross diagonally downwards his arms in front of himself, and declare “HIKI-WAKE”. (The number of raised flags shall also be counted, even though they are not enough for a majority decision.)

k) SHIKKAKU (disqualified)

Corner Referee – Especially for seriously vicious fouls, the Corner Referee shall request the Main Referee for consultation.

Main Referee – 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 him adjust it by himself.

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). And then instruct the competitors to leave the competition mat.

2. In case of no IPPON nor SHIKKAKU;

The Corner Referee shall, at the same time as the signal for ending the bout, blow a single long, loud blast on the whistle.

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

Corner Referee – When asked by the Main Referee for “HANTEI”, he shall raise diagonally upwards the flag on the side of the considered winner and at the same time blow his whistle strongly once. In case the bout being a draw, he shall cross the two flags in front of his knees and at the same time blow a single short, sharp blast on the whistle.

Main Referee – Shall declare the color of the flag on the winner’s side, count the number of raised flags including himself, and raise his arm diagonally upwards, declaring the winner if the number of flags of the same color gets the majority. (The numbers of flags for a draw and for the opponent shall also be counted.)

An example (1): “AKA (red) ICHI (1), NI (2) SAN (3), SHI (4) and GO (5)” “AKA (red)” An

example (2): “HIKIWAKE (draw) ICHI (1), NI (2), “AKA (red) ICHI (1), NI (2) and SAN (3)” “AKA (red)”

In case of a draw, the Main Referee shall count the numbers for a draw, crossing his arms diagonally downwards in his front and declare “HIKIWAKE (draw)”. And he shall proceed to an Extension or “Decision by Weight”

An example: “AKA (red) ICHI (1)”, “HIKIWAKE (draw) ICHI (1), NI (2), SAN (3) and SHI (4)” “HIKIWAKE (draw)”

3. The Main Referee shall declare the winner, and give the commands “SHOMEN NI REI”, “SHUSHIN NI REI”, “OTAGAI NI REI” and instruct the competitors to leave the competition mat.

Kid's Gear Requirements – 2 min rounds / 1 min extensions

- Helmet
- Shin guards
- Gloves
- Mouthpiece (optional)
- Groin Protector (optional)
- Chest Protector (female)

Adults Semi Contact Requirements – 2 min rounds / 2 min extensions

- Helmet
- Shin guards
- Gloves
- Mouthpiece (optional)
- Groin Protector (optional)
- Chest Protector (female)

Adults KnockDown Requirements – 2 min rounds / 2 min extensions

- Mouthpiece (optional)
- Groin Protector (optional)
- Chest Protector (female)