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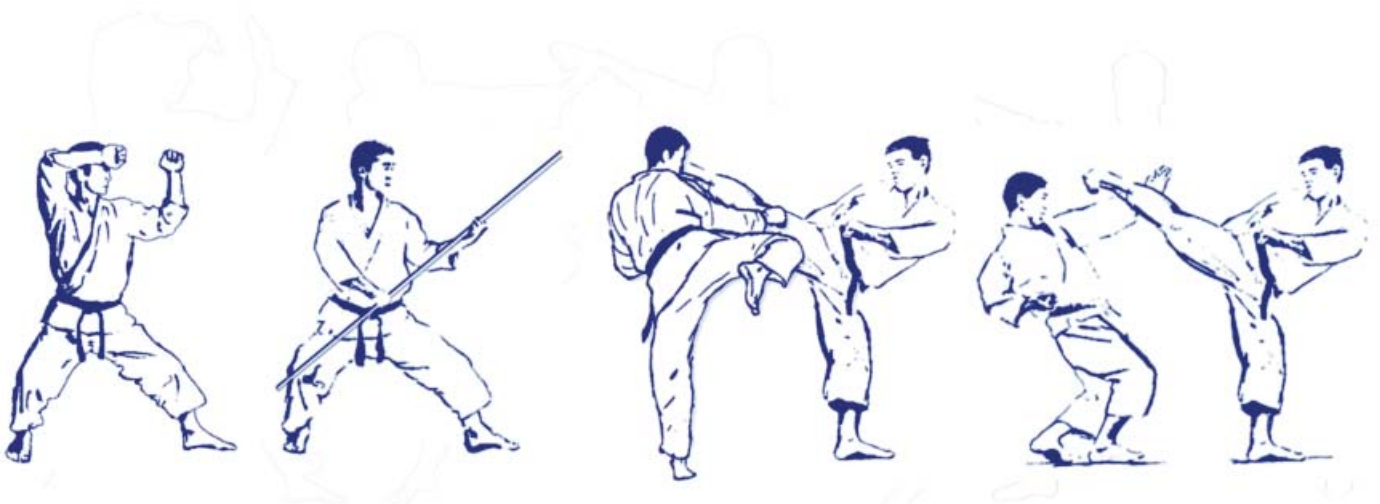
*Ryukyukan*

**Karate and Kobudo Tournament**

C O M P E T I T I O N R U L E S

for

**KATA - KOBUDO - KNOCKDOWN KUMITE - POINTS KUMITE**





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# GENERAL TOURNAMENT RULES

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## TOURNAMENT DIRECTORS

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International Ryukyukan Tournaments are directed by Okinawa Ryukyukan Karate Kobudo Federation. The International Ryukyukan representative and the local Ryukyukan tournament director preside over the tournament. Tournament Directors make efforts to replicate Ryukyukan tournaments held in Okinawa, Japan. Modifications to the Okinawa way are made as necessary to respect local customs, rules and laws. Ryukyukan promotes international friendship through training and competing in the martial arts. We invite all participants to join in the spirit of respect and camaraderie, and work to build lasting relationships. Ryukyukan strives for every competitor to understand the tournament process, and to leave the tournament knowing that they were treated fairly.

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## JUDGING

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Judges for Ryukyukan Tournaments are picked for their experience, and fair attitude. The head referee for each ring (Shushin) is given full authority to apply the rules to a ring and determine the winner. No arguing or disputes are allowed. Issues concerning safety or blatant rule errors should be brought to the tournament director.

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## BEHAVIOR, COMPETITOR

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As a traditional karate-do tournament, all competitors are expected to display respectful behavior at all times. The judge's decision is final. Display an attitude which shows the best in the martial arts.

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## BEHAVIOR, SPECTATOR

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Positive cheering is encouraged.

Foul language or disrespectful behavior is not allowed.

No food allowed in the competition and spectator areas, water only please.

Spectators are asked to help keep the aisle-ways clear for public safety.

Spectators must not enter the competition area without express Director permission.

No coaching during the morning events, positive cheering is encouraged.

Afternoon knockdown events allow up to 2 coaches at mat side (coach area designated by judge), positive cheering and/or verbal coaching from the spectator areas is encouraged.



# KATA RULES, KARATE AND KOBUDO

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## KATA JUDGING

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Ryukyukan selects trained, experienced judges. The decision of the head judge (Shushin) is final.

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## KATA SCORING SYSTEM

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Kata is performed individually. Each judge delivers a score after each kata performance. Winners are determined by the highest total score in their division.

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## ACCEPTABLE KATA

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Competitors will bow (REI) and announce the name of the traditional kata before beginning. Traditional kata are those originating from the original Okinawa kata of Shuri-te, Tomari-te, and Naha-te. All kata divisions will use traditional karate judges, kata must be performed in the traditional Japanese/Okinawan style for the best grade. It is recognized that Okinawan and Japanese kata systems differ; no traditional system's techniques or performance style will be preferred. Kata performances which are preformed in an overly theatrical manner, or kata having obvious changes in the traditional way for the purpose of competition will receive diminished scores. A higher ranking, more difficult kata will not necessarily win, especially at the lower ranks. First consideration in kata is the basic techniques (KIHON). An advanced kata performed by a beginner will be scored primarily on the performance of the basic techniques, not how advanced the kata is.

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## COMPETITOR UNIFORM

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Kata competitors will wear the traditional gi top and trousers (white or black). A white or black tee (or sports bra for women) is allowed under the traditional gi top. Frayed/cut off sleeves, rolled up or excessively short gi pants are not allowed in the kata division. Tournament directors shall determine whether a uniform is or is not acceptable.

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## WEAPONS (KOBUDO) KATA

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Traditional Okinawan/Japanese kobudo katas are acceptable. Weapons allowed: Bo, sai, nunchaku, eku, tonfa. Kobudo performances which are preformed in an overly theatrical manner, or having obvious changes in the traditional way for the purpose of competition will receive diminished scores. All weapons will be traditional size and weight. Competitors using light weight "tournament weapons", such as a light graphite bo, will be given a lower score than if the traditional weapon was used with the same kata. Judges may inspect/hold the weapons during the original competitor line up before the division starts. Correct traditional weapon weight and size may differ according to the size/age of the competitor, judges will make their determination without discussion, and use their decision to weight the final score.

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## SYNCHRONIZED KATA

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Individual kata rules apply, with the additional judging point of synchronization. Each team must have a minimum of two, and maximum of five members. Age and gender of teams can be mixed. A beginning and ending command is allowed. No audible count will be allowed for this competition.

# OPEN KNOCKDOWN COMPETITION



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## JUDGING

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The head judge (SHUSHIN) is given complete control of the match, and is charged with determining the fair winner. Arguing or challenging a decision is not allowed.

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## RULES MEETING:

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Competitors and coaches must attend the rules meeting prior to the Knockdown event. Rules will be thoroughly explained during this meeting.

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## COMPETITION UNIFORM FOR KNOCKDOWN DIVISIONS

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The traditional knockdown karate uniform is a plain white karate gi with belt. Styles other than traditional Japanese and Okinawan full contact and knockdown styles are welcome; competitors from other styles may wear the traditional uniform that represents their style. All uniforms must consist of pants and top. Tournament Director will accept or reject competitor attire considering safety and appropriateness for the event.

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## PROTECTIVE EQUIPMENT

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Knockdown competitors must wear soft safety head gear, soft shin/instep pads, soft cloth fist pads or MMA competition gloves, and a mouthpiece. In the knockdown division, headgear may not include face protection such as a face shield. Men must wear a protective cup, women are encouraged to wear soft chest protectors. Athletic tape or bandages may be used, but wrap tape no more than two times around on hand or foot: boxing or MMA style hand taping or cloth wrapping is not allowed. Wearing cloth hand wraps in lieu of gloves is not allowed. Punching bag gloves, thin knuckle coverings, glove grab bars are not allowed. All protective gear must be approved by the head referee.

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## SCORING IN THE KNOCKDOWN DIVISION

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The winner is declared when a competitor gains one full point (IPPON), two half points (WAZA-ARI), by judges' decision (HANTEI), or by competitor weight after a two round tie.

FULL POINT (IPPON), immediate win:

- Any legal technique that downs the opponent for longer than 5 seconds, scores IPPON, a full point.
- When a contestant informs the referee or judges that he cannot continue as the result of a legal technique (KIKEN), his opponent shall be awarded the winning point (IPPON-KACHI).
- A serious foul with disqualification of a contestant will automatically give the other contestant IPPON-KACHI, the winning point.

HALF POINT (WAZA-ARI) :

- If a contestant is knocked down or sustains an effective legal technique which stops his ability to continue, yet regains a standing position and ability to continue within 5 seconds, a half point can be awarded to his opponent. A downed opponent will be allowed to continue with the contest only if, in opinion of the referee, he or she is fit to do so. Medical consultation will be used upon player request, and at the referees discretion.

JUDGES VOTE (HANTEI):

At the end of each round, judges will be instructed to vote (HANTEI). Judges must consider scoring and penalties in the vote, followed by the assessment of superior techniques, skill and fighting spirit. The match may be won at the end of any round on the basis of judges decision (HANTEI).



# OPEN KNOCKDOWN COMPETITION

## ROUNDS:

Bouts are two rounds. Length of rounds will be determined at the pre-fight rules meeting. A winner may be determined by judges vote after the first round. A tie (hikiwake) after the first round will determine a second round to be fought. At the end of the second round, a winner must be selected by the judges.

## LEGAL STRIKES

Fist (SEIKEN) strikes to the torso including front, back and sides, except the spine are allowed. Torso is above the hip bones, and below the neck.

Kicks (KERI) using any part of foot or leg below the knee. Striking with the knee is not allowed. Kicks may be used to strike the head, torso, or legs. Intentional thrusting kicks to damage the knee joint are prohibited, round kicks (mawashigeri) which strike the knee are allowed.

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## PROHIBITED BEHAVIORS AND TECHNIQUES

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The following acts and techniques listed below will cause a warning (CHUI) to be given. Two warnings for a prohibited behavior or technique will cause the opponent to be given a half point (WAZA-ARI). Another two warnings will cause the opponent to be given another half point, the winning point and end of match (IPPON-KACHI). Different prohibited acts may be warned separately, i.e.; an out of bounds (JOGAI) warning will be tallied separately from an illegal strike warning. The head judge (SHUSHIN) will be control the ultimate decision as to whether a technique or behavior is legal and how warnings are issued, no arguing is permitted.

### PROHIBITED TECHNIQUES:

Any hand attack to the opponents head, face, or neck, whether the attack makes contact or not. A feint to the face is prohibited and will be penalized.

Striking with the knee is prohibited.

Kicks to the groin, spine, throat, thrusting kicks to the knee joint are prohibited. Strikes using parts of the body such as head butts or elbows, not described as legal strikes above are prohibited Striking or kicking an opponent who has been downed is prohibited. Attacking from the floor after having been downed by the opponent is prohibited. (This should not be confused with an opponent defending himself while on the floor).

### PROHIBITED BEHAVIORS

Retreating out of bounds (JOGAI) or avoiding combat.

Grabbing, wrestling, or holding an opponent.

Punching across the face to strike the torso.

Unsportsmanlike behavior as determined by the referee.

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## SEMI-KNOCKDOWN DIVISION

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The Semi-knockdown division is designed for younger, or less experienced competitors wishing to improve and gain experience in their sport. Rules are the same as knockdown, with the following modifications:

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## SCORING IN THE SEMI-KNOCKDOWN DIVISION:

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Full point (IPPON), immediate win: *Any legal technique that, in the judges opinion, damages the opponent's ability to continue safely.*

# OPEN KNOCKDOWN COMPETITION



Half point (WAZA-ARI): *Effective legal techniques. as judged by the reaction of the competitor who is struck, and the opinion of the judges as to the effectiveness of the technique.*

## ROUNDS:

Bouts are two rounds. Round one is 2 minutes, round two is 1 minute. Any changes to round times will be announced at the rules meeting prior to starting the contest.

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## SEMI-CONTACT DIVISION PROTECTIVE EQUIPMENT

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Knockdown competitors must wear safety head gear, soft shin/instep pads, soft fist pads or MMA competition gloves, and a mouthpiece. In the SEMI-KNOCKDOWN division, headgear may include face protection such as a face shield. Men and women may wear soft chest protectors. Men must wear a protective cup. Athletic tape or bandages may be used, but no more than two times around is allowed on hand or foot: boxing or MMA style hand taping or wrapping is not allowed. Wearing cloth hand wrapping as gloves is not allowed. Punching bag gloves with hand support are not allowed. All protective gear must be approved by the head referee.

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## KNOCKDOWN VS SEMI-KNOCKDOWN

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The Knockdown division is for advanced, experienced fighters. Knockdown competitors must wear protective head, hand and foot/shin gear.

The Semi-Knockdown division allows more protective gear, contact without direct damage to the opponent will score at referee's discretion.





# POINT KUMITE RULES

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## TRADITIONAL KARATE KUMITE RULES

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Rules are modified National Governing Body rules and procedures.

SCORING OVERVIEW: First competitor to reach eight points or highest score after the time period end wins.

3 Points (SANBON) - controlled kicks to the head (JODAN) area, slight touch without head movement or injury is allowed.

3 Points (SANBON) - legal sweep to floor followed by score within 2 seconds

2 Points (NIHON)- Kicks to the body (CHUDAN)

1 Point (IPPON) - Punches to the head or body, hands may not make head/face contact.

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## CRITERIA FOR SCORING

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A score is awarded when a technique is performed according to the following criteria to a scoring area:

a) Good form, b) Sporting attitude, c) Vigorous application, d) Awareness (Zanshin), e) Good timing, f) Correct distance

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## PENALTIES

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Warning One: CHUKOKU, no points awarded

Warning Two: HANSOKU, one point awarded to opponent

Warning Three: HANSOKU CHUI, two points awarded to opponent

Warning Four: HANSOKU, opponent wins (NO KACHI)

Penalty categories tallied separately:

### Category I Penalties:

All contact penalties, strikes to illegal areas, prohibited strikes and throws.

### Category II Penalties:

Administrative penalties including out of bounds (JOGAI), behavior penalties, and illegal techniques that do not make contact.

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## COMPETITION UNIFORM FOR POINT KUMITE DIVISIONS:

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Full plain white or black gi with belt. Tournament Director will accept or reject competitor attire as appropriate for traditional karate-do competition.

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## SAFETY EQUIPMENT FOR POINT KUMITE

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Required:

Soft hand pads, foam, or NGB approved. MMA or boxing type gloves not allowed.

Soft shin/instep pads, foam, or NGB approved.

Protective mouth piece.

Protective cup for men.

Protective head gear for minors and beginner divisions

Recommended:

Protective head gear for all divisions

Chest protectors for women