

## **Competition rules for children, Boys and Girls 14-15 years, for European and International Championships**

1. The competition area will be a square of 8 x 8 m. However the area can be reduced if the competition venue requires it.
2. The standard safety zone lines (Jogai) are with width 1m. However the lines can be reduced if competition venue requires it.
3. The lines for the beginning of fights will be in the middle of the fighting area with 2m. distance between them. The competitor on the right hand side, from the referees table's view, will be in white (Shiro) and the one on the left, will be in red (AKA)

### **Duration of fights**

1. In elimination fights, the time full time will be 1.5 min. In case of extension the time will be 1 min. In case of a draw in the extension, the final extension (Enchosen) will be 1 min.
2. During the semi-finals and finals the full time will be 2min. and the first and second extension will be 1 min each.
3. The countdown of the fights starts with the referees command to begin "Hadjime". The timekeeper who must be a member of the organizing committee. Even in case of one of the competitors to lose consciousness or if the fight stops for any other reason, the timekeeper must not stop the time without the referees signal.
4. All half points (Wazzari), penalties (Genten) or other fouls (Hansoku), become invalid with the end of the full time and with the referees decision (Hantey). Those scores shouldn't be valid in the extensions.

### **Categories by kilograms**

1. In junior and youngster the categories are determined by the organizers of the competition.
2. It is advisable that for those born in 2004, 2003, 2002, and 2001, the categories should be with 3kg. difference. In this case there will be no winner with weight difference after the first extension, but the fight goes straight into a second (final) extension – Enchosen
3. The organizers of the competition have the right to change the category system according to the number of competitors and the competition conditions.

### **Criteria for determining a winner in Kumite**

1. The actions of the competitor in the fight (Kumite), has to correspond to the spirit and principles of the real fight.
2. Acts of disrespect to the opponent must not be allowed on the competition area. It is forbidden to argue against referees decisions in any way.
3. The winner of the fight must be appointed by awarding him with a winning point (Ippon – gachi); winning by acquiring 2 half points (Wazzari) which together form full winning point (AwaseteIpponGachi); winning by referees' decision (Hantey); winning by disqualification of the opponent (Shikaku); or by refusal to fight (Kiken).
4. If the winner is not appointed by a full point (IpponGachi), by disqualifying the opponent (Shikaku), or if the opponent gives up (Kicken), then the winner will be appointed by referees' decision (Hantey)
5. The decision Hantey is valid when 3 or more of the five referees (1 main referee and 4 side) give the same decision.
6. The number of coaches allowed to accompany the fighter to the fighting are is limited to 2.

### **Awarding a full point (IpponGachi)**

1. A full point (IpponGachi) is awarded when a punch or kick hits the body in any part, allowed by the rules, and leaves the opponent on the ground or in knock-down for more than 3 seconds or if the kick or punch becomes the reason, the opponent loses will to fight for more than 3 seconds.
2. A full point (IpponGachi) is awarded when a kick is realized in the head clean. The allowed kicks are: Mawashi Geri, UchiMawashi Geri, HaisokuMawashiKeage Geri, TheysokuMawashiKaege Geri). The kick does not have to put the opponent in knock down.

### **Awarding a Half point (Wazzari)**

1. A half point (Wazzari) is awarded when a punch or kick hits the body in any part, allowed by the rules, and leaves the opponent on the ground or in knock-down for less than 3 seconds or if the kick or punch becomes the reason, the opponent loses will to fight for less than 3 seconds.
2. If a kick reaches the head trough the opponent's guard. In this case the power of the kick does not matter.
3. 2 half points (Wazzari) lead to a full point win

### **Prohibited actions**

1. The following will be considered as prohibited actions:
  - A. Punches with hands and elbows in the head. In some cases even a touch with the fingers can be taken as a prohibited action. Imitating punches to the face is also not allowed
  - B. Punches with hands or elbows in the head and throat, side or back of the neck.
  - C. Any attack to the groin area.
  - D. Attack on the opponent while on the ground.
  - E. Attack to the spine.
  - F. Attack with the elbow to the neck, head .
  - G. Attack with the head.
  - H. Grabbing the GI or any part of the opponent's body.
  - I. Pushing the opponents with open or closed hands or body.
  - J. The referees may consider the competitors avoidance of fighting as a foul (Hansoku).
  
2. Prohibited actions must be penalized by Chui. First warning for prohibited action is Chui – Ichi, the second warning is Chui – Ni and first penalty point Genten - Ichi, the third warning is Chui – San, the fourth Chui – Yon, with a second penalty point AwasateGenten – Ni and disqualification Shikaku. Dangerous and purposely prohibited acts can be penalized straight away with GentenIchi, without previous warnings Chui.

### **Oral warnings**

1. If the main referee notices an act of prohibited behaviour, but is not supported by the remaining referees he can depending on the seriousness of the action award Chui if it is serious and Keikoku – oral warning if the action is not a serious violation of the rules.
2. If a competitor is orally warned by Keikoki, and continues with the same action he was warned for, he may receive a Chui, even if his violation is not dangerous.
3. The oral warnings (Keikoku) must not be taken in consideration when referees make a decision (Hantey)
4. If a competitor is awarded with an oral warning Keikoku, because of the behaviour of his coach, the competitor may receive a formal warning (Chui), if the coaches' behaviour persists.

### **Penalty point – Genten**

1. The first penalty point – GentenIchi is awarded in the following cases:
  - A. If the competitor is awarded a second formal warning Chui – Ni.
  - B. In a case of dangerous violation of the rules.
  - C. If the competitor shows disrespectful behaviour towards his opponent or the referees. The competitor is also responsible for the behaviour of his coaches,
2. If the competitor is awarded a second penalty point – Genten – NI, this will lead to his disqualification (Shukaku).

### **Disqualification (Shikaku)**

1. Disqualification of competitor is announced when:
  - A. He is awarded a second penalty point (AwasateGenten – Ni).
  - B. If the competitor does not follow the commands of the referees.
  - C. In case of rude and disrespectful behaviour or serious violation of the rules.
  - D. If the competitor is 1min. late for his fight or does not show up at all.
  - E. If the competitor is heavier than the category he is in.
  - F. If there is a direct purposeful punch to the opponents head.

### **Constant awareness**

1. Hearing the side referees whistle, when signaling violations (Hansoku) or entering the safety zone, the competitors should not by any circumstances stop the fight or lose awareness of the fight.
2. The competitor must at all time follow the main referees' commands.
3. The competitor must remain aware even after the command “Yame” (Stop).
4. If after command Yame, the competitor receives a strike from his opponent, and is still in condition to fight, the competitor may be given: disqualification (Shikaku), first penalty point (Genten), formal warning (Chui) and oral warning (Keikoku):
  - A. If after command Yame, the competitor receives a strike from his opponent, and is knocked out and loses consciousness, or receives an injury which may affect the fight later on, the competitor who has committed the strike must be disqualified (Shikaku), even if his opponent stands up.

- B. If after command Yame, the competitor receives a strike from his opponent, but does not lose consciousness, or does not receive any injuries, the competitor who has committed the strike will receive a penalty point (Genten)
- C. If after command Yame, the competitor receives a strike from his opponent, but the strike is not serious and dangerous, the competitor who committed the strike will receive a formal warning (Chui)
- D. If after the command Yame, the competitor strikes, but does not hit his opponent, he will receive an oral warning (Keikoku)

### **Fighting without spirit**

If a fighters, show slow and passive actions, and is in total contrast with their previous fights, the main referee can, without consulting with the side referees, punish both competitors with a formal warning (Chui). If this does not help to change the fighting style, the main referee may consult with the head of referees and disqualify (Shikaku) both competitors.

- 1. If disqualification (Shikaku), is decided in fights for 1<sup>st</sup> and 2<sup>nd</sup> place, then those places remain free, if disqualification (Shikaku), is decided in fights for 3<sup>rd</sup> and 4<sup>th</sup> place, then those places remain free.
- 2. If disqualification (Shikaku), is decided in elimination fights, than the losers of the previous fight of the disqualified competitors continue in the next round.

### **Equipment**

- 1. All competitors must wear a clean Gi
- 2. All girls must wear shinpads, chestprotectors /approved by IFK/, gloves /ichi-geki type/ and helmets blue and red.
- 3. Boys born in 2004 and 2003 must wear shinpads, chestprotectors /approved by IFK/, gloves /ichi-geki type/ and helmets blue and red.
- 4. Boys born in 2002 and 2001 do not wear chest protectors.

The whole equipment must be in white apart from the helmets