



Kyokushin Cup the All-UK Open Karate Tournament

Kumite Rules Age 6 to 15

(1) CATEGORIES

Girls and Boys Age Categories

Age 6-7, Age 8-9, Age 10,11, Age 12,13 and Age 14,15

(2) Requirement for competitors

1. Competitors should present a medical declaration document at the weigh-in and medical declaration that approve participating in full contact fighting.
2. All competitors must provide information and registration requests through your chief Instructor, area Branch Chief or Country Representative.
3. It is the Competitor's total responsibility to make a specific insurance for knock down fighting. The Sekai Budo Karate-do Renmei Kyokushin Karate and Kyokushin Karate Fernando Dojo will not in any way be responsible for any injury or accident that may come about during the Kyokushin Cup All UK Open Karate Tournament.

(3) GENERAL RULES

The following rules and regulations apply for children Category age 6 to 15:

1. Children's participation in the Kyokushin cup All UK Open Karate Tournament is on the junior competitors' parents' responsibility only.
2. Competitors should be a minimum of 8 to 15 years of age on the date of the tournament; and at least 10 th Kyu with 1 years experience in Karate.
3. Children and cadet categories for Kumite are open weight and grades. The tournament organising committee tries their best to matchup competitors with similar weight and grade in first round.
*This must be understood by parents and Instructors prior to submitting applications.
4. It is the Competitor's Parents/Guardians total responsibility to make a specific insurance for knock down fighting. Sekai Budo Karate-do Renmei Kyokushin Karate will not in any way is responsible for any injury or accident that may come about during the Tournament.
5. All competitors must provide information and registration requests through your Instructor/ Branch Chief.
6. Competitors should attend to the weigh-in.

*Any competitor not wearing correct protective equipment may be disqualified.

*All supports (Mitts or Shin pads) must be made of cloth or cotton. No other material will be accepted.

*All participants must wear a white Karate gi.

(4) DURATION OF MATCH

1. Each Kumite shall last 2 minutes.
2. 1st extension -2 minutes.
3. Weight (If there is more than 2 kg weight difference, the lighter competitor shall be declared the winner)
4. If there is less than 2 Kg difference a draw is declared, and a final extension will held.
5. Final extension 1 minute.

(5) MATCH AREA

1. The match area shall be 8 x 8 meters, with one meter safety perimeter.
2. The match area can be 6 x 6 meters for children categories.

(6) COMPETITOR SAFETY

The competitors' safety should always be the main priority of the match officials.

In a case of an accident the referee must stay calm and act promptly to check the state of the competitor and if necessary, call the tournament doctor/first aids.

(7) PROTECTORS

1. Compulsory protective equipment for the Junior Tournament age 6 to 15.
2. Hand mitts, Shin guards, Groin guard, Head guard, Mouth Guard (optional) and Body armour.
3. Female competitors must wear a breast guard (cup type, no breastplate) inside the dogi.
4. Head guard, Shin pad, Hand mitts must be worn.

PLEASE NOTE:

- There is no body armour for the age 14 to 15. These categories must wear Groin guard, shin pads, Hand mitts, head guards and female competitors must wear inner breast guard.

(8) COMPETITION RULES

Techniques Allowed

1. Hand techniques: Punches and elbows to the body and legs
2. Only the Mawashi geri and Uchi mawashi geri will be allowed for high kicks. Wazari can be scored for this.
3. Kicks techniques: Hiza geri, Mae geri, Mawashi geri, Ushirio geri, Ushirio mawashi geri to the body and legs.
4. Sweep techniques followed by an authorized technique

Prohibited Techniques Leads to Hansoku (official warning) and Shikakku (disqualification)

1. Any attack to opponent's head, face, groin or neck with open hand, fist or any part of the arm
2. Kicks to the groin
3. Kicks to the kneecap
4. Head thrusts or butts
5. Any attack to an opponent's back
6. Any attack to a downed opponent, apart from a noncontact hand technique immediately following a sweep
7. Grabbing or holding an opponent or his gi
8. Failing to obey the referee's instructions during a match
9. Frequently retreating from or out the contest area or moves that waste time
10. Persistent bad behaviour or violence

PLEASE NOTE:

FOLLOWING KICKS ARE NOT ALLOWED TO HEAD:

1. Mae geri jodan, Hiza ganmen geri, Kakato toshi geri(uchi and shoto) , Ushirio mawashigeri Jodan, Ushirio geri jodan, Yoko geri jodan or any other jumping kicks.

2. There will be NO Ippon given for any high kicks to the head.

The competitor will be given Wazai or Ippon attacks with techniques using allowed hands or kicks techniques to the opponent's middle or lower parts of the body.

Full-Point (Ippon) Victory

1. Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), elbow strike (hiji ate), etc. which vigorously downs the opponent for more than three seconds or results in the opponent's loss of his will to fight scores one full point.

Half-Point (Waza-ari) Awarding

1. Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), elbow strike (hiji ate), etc. which downs the opponent or results in the opponent's loss of his will to fight for less than three seconds after which he stands up and resumes the fight scores one half-point.
2. Similarly, when an opponent loses balance but does not fall down as a result of the other contestant's thrust (tsuki), kick (geri), elbow strike (hiji ate), etc. one half-point is declared.
3. When an opponent is downed with any technique, including foot sweep (ashi-kake), and a well-focused, but non-contact, downward punch (gedan tsuki) follows immediately as part of a combination one half-point might be awarded on the basis of the timing and other criteria.
4. Two declarations of half-point constitute a full-point victory.

Victory by Decision (Hantei)

1. When no clean one-point victory has been made, the victory is awarded by decision.
2. The decision is valid when it is based on the judgement of at least three referees, out of the, one main referee and the four assistant referees.

(9) WINNING BOUT:

The decision is valid when it is based on the judgement of at least three of five judges.

The decision will be made according to the following order of priority:

1. Ippon (full point)
2. Two Waza-Ari (2 half points make Ippon)
3. By obtaining a Kiken (opponent gives up or does not appear)
4. By Shikkaku (opponent is disqualified)
5. By Hantei (decision of the judges and/or referee)
6. The competitor who made effective attacks more than the opponent.
7. The competitor who fought out the spirit more than the opponent.

(10) DISQUALIFICATIONS

The following circumstances may result in disqualifications Shikkaku:

1. In the case of second penalisation Genten-ni
2. Constant disobeying the referee's instructions.
3. All actions regarded as absolute violence or intentional fouls.
4. Any contender who refuses to engage in fighting during a match after the referee has appealed to the fighter to do so 3 times.
5. If both contenders show unwillingness to engage in fighting for more than 30 seconds, both fighters will be disqualified.
6. No show. If a competitor does appear when called in for a bout within 2 minutes.
7. If a competitor is disqualified in one match, he will have to withdraw from the entire tournament.