



**The following rules are a summary set based on how to judge a WKO sanctioned bout based on the use of four corner judges and one centre referee.**

In a WKO Tournament, there are five Referees; four corner referees, and one main center referee. In addition to this there is one Head Judge responsible for the event, who is not actively judging during the bout, however, the final decision rests with the Head Judge.

### **1/ Time of bout**

**A:** The time of one Adult Championship bout is one three minute round depending on the organizer (elimination two minutes).

There is a possibility of two extensions, two minutes each. If a decision cannot be reached after two extensions, the victory is awarded to the competitor 10 kg lighter. In the case of no weight difference, then the number of boards broken at the breaking test (Tameshiwari) becomes a criterion in awarding the victory. If there is no difference in either weight or number of broken boards, there will be a third extension, after this extension a decision must be reached.

**B:** The time of one Adult standard bout is one to two minutes depending on the organizer (elimination two minutes).

There is a possibility of two extensions, two minutes each. If a decision cannot be reached after two extensions, the victory is awarded to the competitor 10 kg lighter. In the case of no weight difference, then the number of boards broken at the breaking test (Tameshiwari) becomes a criterion in awarding the victory.

If there is no difference in either weight or number of broken boards, there will be a third extension. after this extension a decision, must be reached.

### **2/ The Winner**

Victory is awarded to the competitor who has scored one full point (IPPON), who has won by decision (including half-point (WAZA-ARI), or whose opponent has obtained a foul, or whose opponent has been disqualified.

### **3/ IPPON**

**A:** Any technique (thrust, kick, elbow strike etc.), excluding the techniques listed as fouls, which vigorously downs the opponent for more than three seconds is regarded as a full-point; IPPON.

**B:** If the opponent has lost his will to fight for more than three seconds, it will be regarded as a full-point; IPPON. Two half-points ((WAZA-ARI) results in a full-point: IPPON.

### **4/ WAZA-ARI**

**A:** Any technique (thrust, kick, elbow strike etc.), excluding the techniques listed as fouls, which downs the opponent for less than three seconds, after which he stands up and resumes the fight, is regarded as a half-point; WAZA-ARI

**B:** If the opponent has lost his will to fight for less than three seconds, after which he continues the fight, it will be regarded as a half-point; WAZA-ARI.

**C:** If the opponent has received so much damage that he loses his balance but does not fall down, it will be regarded as a half-point; WAZA-ARI.

**D:** When an opponent is downed with any techniques, including foot sweeps, and well focused, but non-contact and is immediately followed by a downward punch, one half-point might be awarded.

### **5/ HANTEI (Victory by Decision)**

When no full-point or disqualification, the decision which is supported by at least three out of the five referees is valid.

### **6/ HANSOKU (Fouls)**

- A.** Attack with the hand or elbow to the opponent's face or neck. Even a slight touch may result in HANSOKU. However, making feints to the face is allowed.
- B.** KINTEKI-GERI (Groin kick)
- C.** ZU-TSUKI (Head Thrust)
- D.** TSUKAMI (Grabbing) Whatever reason, to grab the opponent's dogi is not allowed, neither to clinch hands with each other.
- E.** KAKE (Hooking) Grabbing, hooking the opponent's neck, head, shoulders etc.)
- F.** OSHI (Pushing) No pushing is allowed not with open hands, closed hands, or with the body, basically it will be regarded as HANSOKU if you push only with one hand or attack whilst leaning the head or body against the opponent.
- G.** KAKAEKOMI (hugging) The person that puts his arms around the other one first will be given a foul, attack from the back, attack an opponent who is already down.
- H.** KAKENIGE (ran away attack) pretend to attack whilst actually running away from the opponent, running away by repeatedly doing JOGAI (step outside area). Any action that may be considered as a bad attitude towards the contest. Any other actions that the referees may be regarded as foul.

### **7/ CHUI (warning) & GENTEN (Penalty)**

- A.** A foul is charged with one warning "CHUI ICHI". Any action that is considered as a deliberate foul, or when severe damages have occurred from a foul,
- B.** GENTEN ICHI (first penalty) may be given directly at the first time.
- C.** CHUI NI (two warnings) results in GENTEN ICHI (first penalty).
- D.** GENTEN NI (two penalties) results in SHIKKAKU (disqualification)

### **8/ TAMESHIWARI (Breaking) RULES**

- A.** The materials used for the breaking test shall be boards of cryptomeria cedar 33 centimeters (13 inches) long, 21 centimeters (8 inches) wide, and 24 millimeters (0.9 inches) thick. The referees shall check whether the materials correspond to the standards set up by the World Kumite Organisation.
- B.** Each competitor shall use four techniques in the breaking test, SEIKEN (fore-fist), SOKUTO (knife-foot), ENPI (elbow), SHUTO (knife-hand), the total number of broken boards will be the base on which decision by Tameshiwari will be made on.
- C.** The Boards for the breaking test must be placed across the top of two stable blocks. Each competitor must break a minimum of three boards. However, he may attempt to break as many boards as he likes.
- D.** The cloth on top of the boards shall have been approved of by the referee, and placed on the board by assistants. The competitors are not allowed to move the blocks, however, they are allowed to measure the distant.
- E.** The break is only approved of (KANZUI) if the boards are completely broken in two pieces. If they are only half broken it will be regarded as a failure (SHIPPAI)
- F.** In the case of SHIPPAI (failure), the competitor is allowed to try again, but the number of boards is limited to only three. If the competitor fails the second attempt as well, the score of that attempt will be zero.

- G. The TAMESHIWARI test will be held according to the referee's instructions. The time for breaking is set at two minutes. Overtime is considered as SHIPPAL. After each break, the competitors shall move two steps counter-clockwise.
- H. Normally Tamashiwari is only performed in the finals of a championship bout, in some cases, there may be no tamashiware and it's replaced with one more extension and judges are instructed to make a decision with no hikiwaki.

## **9/ STANDARDS ACTIONS OF CORNER REFEREE TERMINOLOGY USED BY JUDGES**

### **(A) Opening the Bout:**

<b>REI (Bow)</b>	Cross the arms in front of the chest and say "OSU"
<b>SHOMENI-NI-REI</b>	Face the official seat and bow.
<b>SHUSHIN -NI-REI</b>	Face to the main judge and bow.
<b>OTAGAI-NI-REI</b>	Face each other and bow.
<b>KAMAETE</b>	Take fighting stance
<b>HAJIME</b>	Start the bout

### **(B) During the Bout**

<b>YAME</b>	Stop the bout immediately.
<b>KAMAETE</b>	After stopping the bout take fighting stance again.
<b>ZOKKO</b>	Start again the about
<b>ZOKKO</b>	Attack (When the competitors do not fight because of looking at each other)
<b>SHIRO</b>	White, First competitor entering the arena
<b>AKA</b>	Red, Second competitor entering the arena.

### **(C) Fouls-Name:**

<b>GANMEN-KOGEKI</b>	Attacking the face with the hand or elbow or GANMEN
<b>TSUKAM</b>	Grasping the dogi
<b>SHOTEI-OSHI</b>	Pushing the opponent with open hands or SHUTO
<b>KINTEKI-KOGEKI</b>	Kick to the groin.
<b>ZUTSUKI</b>	Head thrust

### **(D) Fouls-classification**

<b>CHUI-ICHI</b>	First warning
<b>CHUI-NI</b>	Second warning. This constitutes a penalty
<b>GENTEN-ICHI</b>	First penalty
<b>GENTEN-NI</b>	Second penalty. This actually constitutes disqualification. the main judge says "GENTEN-NI, SHIKKAKU"

## **(10) Declaration of Fouls**

- A. The main judge decides the competitor who made the foul as Aka or Shiro and he declares the foul, and its nature. e.g. "AKA, TSUKAMI, CHUI-ICHI". The competitor who committed the foul has to say "OSU" when hearing the main judge's declaration.
- B. Full point and Half Point. IPPON: The declaration of IPPON entails the victory. The main judge designates the competitor as AKA or SHIRO and declares "IPPON" e.g. "AKA, MIGI-MAE-GERI, IPPON"
- C. WAZA-ARI: Effective attack which damages the opponent, but not to the same extent as an IPPON. WAZA-ARI is declared in the same way as IPPON. e.g. "AKA, MIGI-MAE-GERI, WAZA-ARI"

**(11) Decision:**

**(A)** When no clear full-point has been scored, the victory is awarded by decision, the procedure of decision is as follows:

<b>YAME</b>	Stop the bout
<b>SHOMEN-NI-MUITE</b>	Face the front
<b>HANTEI-O-ONEGAISHIMASU</b>	The main judge asks the decision of the corner referees.
<b>HANTEI</b>	When hearing this, the corner referees must use the flags to show their decision.
<b>SHIRO</b>	White
<b>AKA</b>	Red
The corner referees raise the flag having the same colour as whom they consider to be the winner	
<b>HIKIWAKE</b>	Draw
<b>ICHI</b>	One flag
<b>NI</b>	Two flags
<b>SAN</b>	Three flags
<b>SHI</b>	Four flags
<b>SHUSHIN, AKA/SHIRO</b>	Decision of the main judge. The main judge counts the number of flags and says his decision SHUSHIN, HIKIWAKE. (e.g. "HIKIWAKE, ICHI, SHIRO, ICHI, NI,SAN ,SHUSHIN, SHIRO". In this case "SHIRO" wins 4 to 0

**(B) Declaration of Decision:**

The Main Judge counts the number of flags, and says his own decision. At the same time he points obliquely with his hand to the winner. In case of a draw, he crosses obliquely downwards his hands.

**(12) END OF THE BOUT:**

The main judge declares the victory. Then follow the same procedure as the opening of the bout:

SHOMEN-NI-REI  
SHUSHIN-NI-REI  
OTAGAI-NI-REI

After bowing to each other, competitors shake hands and leave the area from their corner