

British Wado Federation
Kumite Competition Rules & Regulations



英国和道連盟 - 本部

January 2016

COMPETITION RULES

KUMITE

Match area:

- a. The match area shall have a flat surface, with the correctly recommended standard of Tatami (matting), with necessary measurements taken for the prevention of hazard.
- b. The size of the area, in principle, shall be eight-metres square.
- c. Two parallel lines, each 1 metre long, shall be drawn at a distance of 1.5 metres from, and on both sides, of the centre point of the match area.

Contestants:

- a. The contestants shall wear clean white Karate-gi, each wearing a predetermined belt of either Red (Aka) or Blue (Ao/Aoi).
- b. The contestants shall keep their nails short and shall not wear metallic objects, or the like, on their person.

Allowed Techniques:

- a. Hand techniques; Seiken, Uraken, Tettsui.
- b. Foot techniques; Maegeri, Mawashigeri, Sokuto, Ushirogeri, Ura-mawashigeri, Ushiro-mawashigeri.
- c. Takedowns (not full or hip-lifting throws)*, sweeps.

* A takedown is classified by having at least one leg *fully or partially* on the ground during fall. Supported sweeps and supported take-downs are acceptable.

Target Areas:

- a. Torso (all parts) of semi-contact.
- b. Head (all parts) of short/pulled to acceptable touch-contact.

Protection:

- c. Protection must be worn on the hand, shin, and instep.
- d. Protection must be white, and conform to BWK specifications.
- e. A gum-shield and groin-protector is advised.
- f. Females are also heavily advised to wear Karate chest protection.

Officials:

1. All officials must be licenced and have up to date BWF Referee/Judges Qualifications.
2. Must have up to date BWF or BWF 'recognised' Licences.
3. Be dressed in formal attire (blazer, tie, etc.).

Kumite events:

- a. The types of match shall be: Individual Match. Team Match.
- b. The Individual Match shall be decided by SANBON-SHOBU (senior events) or NIHON-SHOBU (junior events).
- c. The time limit for each match (Team & Individual Events) will be two minutes (junior events) or three minutes (senior events).
- d. The number of persons comprising a team will be THREE or FIVE, plus an extra for the reserve, depending on event.

- e. Team Events will consist of an unlimited-accumulation point system; all team-member bout points will be added together for the end score.
- f. The method of deciding a winning team will be based on the TOTAL SCORE in each team.
- g. Each Team Match will start from 'scratch' when going through to following rounds.

NB: To clarify. Both winner and loser's score, per bout, will be accumulated towards the end of the team match for scoring purposes for a total team point win. The winning team shall then go through to the next round. Scoring will be from scratch for progressing rounds.

Organisation:

- a. The judgement of the match shall be made by: 1 Referee, and 1 [Mirror] Judge. The advice of an Arbitrator may be taken into consideration, at the discretion of the Referee.

NB: An Arbitrator must be made available at all times, for such decisions.

Scorekeeper:

- a. The Scorekeeper has the duty to hold the score of the match. He shall call "SCORE", once the full points (where applicable) have been reached by one of the competitors.

Contestants:

- a. The Contestants shall take up their positions on the aforesaid lines when called. Upon the commands, they will; bow to the Referee, bow to the Judge, then bow to each other. They will be given the command "YOHI", they will wait until the command "SHOBU-NIHON/SANBON-HADJIME", and this will be the signal for the match to start. When the command "YAMAE" is given, which would be followed by "SOREMADE" or "MOTO-NO-ICHI" etc., the contestants must return to their original starting positions.
- b. Exclusively the Referee shall run matches.
- c. In the event of a "HIKIWAKE" (draw), a tiebreaker extension of 1-minute duration may be held to decide the winner. In the event of a 'HIKIWAKE' during the Team event, the Team Captain may select a Team member to fight in the extension match.

Timekeeper:

- a. The 'stopwatch' on the match shall be activated as soon as the command "HADJIME" has been given by the Referee, the command "JIKAN" will be the ONLY command, by the Referee, to pause time. The Timekeeper shall call "ATOSHI BARAKU", to warn that the time is nearly expired in the match, symbolising that only thirty seconds remain.

Scoring:

The scores and the scoring areas are as follows:

- a. IPPON: A controlled technique to the body with Kiai. A foot-sweep or takedown with follow-up.

- b. WAZARI: A controlled technique to the head with Kiai. A singularly-intended foot-sweep or takedown to the floor. Forcing the opponent out of the fighting area using technical prowess.
- c. An Ippon will be awarded to a contestant who was subject to; a low kick or strike, facial contact (not serious), excessive body contact (but still able to continue).
- d. Contestants shall be INSTANTLY DISQUALIFIED for:
 - 1. Hard contact to the head, face, neck, throat, groin, or knee.
 - 2. 'Dangerous' throws or takedowns.

NB: In short: ANY TECHNIQUE WHERE THE OPPONENT IS UNABLE TO CONTINUE AND IN THE VIEW OF THE REFEREE TO BE CONSIDERED DANGEROUS. Both competitors will not be permitted to continue in the event of disqualification due to excessive HEAD CONTACT.

- e. When an exact, effective technique WITH "KIAI" is delivered to the recognised scoring area/s, scores may be awarded. The conditions referred to shall mean:
 - 1. Good form.
 - 2. Good attitude.
 - 3. Strong spirit
 - 4. Proper timing and distancing.

NB: A technique delivered simultaneously to the "TIME" call, may be counted in the score. Techniques delivered from either contestant, out of the fighting area, shall be considered invalid.

- f. In the event of a contestant who loses his fighting spirit, and turns his back on the attacker etc., the Referee may decide to award the match to the attacker, before time has expired.
- g. A win is decided when:
 - 1. A contestant has scored the required points within the time limit
 - 2. A contestant has achieved the highest score within the time limit
- h. There will be 'warnings' for minor offences/fouls, and points will be awarded against those who violate the rules of the Kumite.
- i. Deliberate contact to the excluded areas (throat, neck, groin, and knee) will result in INSTANT DISQUALIFICATION.
- j. Contestants must use, as striking techniques:
 - 1. CLENCHED FIST: Punch, hammer-fist, back-fist, etc.
 - 2. FOOT: Ball, instep (high, low, outer, inner), side-edge, heel.
 - 3. KNEE: *Unless restricted.*
 - 4. ELBOW: *Unless restricted.*
- k. Clinching, pushing and body crashing, wasting time, abuses, provocation, or needless utterances, as well as 'un-sporting' behaviour are prohibited.
- l. Other areas that may result in disqualification:
 - 1. Not obeying the Referee.
 - 2. Arguing with the decision of the Referee, or Judge/s.
 - 3. In the case that the act of a contestant who becomes so 'over-excited', to the extent that he is, or may be considered by the Referee as a danger to his opponent
 - 4. All other acts that are deemed to be violating the Rules of the Match.

Injuries or accidents during the match:

- a. When a contestant who suffered a minor injury, not serious enough to disable him from the match, refuses to continue, he shall be declared the loser.
- b. An injury sustained simultaneously to both contestants to whom both are responsible, the match shall be declared a draw.

Protests:

- a. The Referee's decision is FINAL

Judge:

- a. The Judge shall stand opposite the Referee inside the area at the start of the match. He will assist the Referee. He shall signal his opinion by holding his arm in the air so it is visible to the Referee at the time of the manoeuvre. He shall exercise a right to a vote in the decision of the match.

Arbitrator:

- a. The Arbitrator will be responsible for keeping score (if needed), shouting "SCORE", when the necessary points have been reached, so as the Referee may hear. He shall exercise a right to a vote in the decision of the match.

INJURY

In the event of an injury to a contestant, the Chief Judge shall HALT the match and call for MEDICAL ASSISTANCE. In the event that a competitor is unable to continue, the Chief Judge shall suspend/terminate the match. In the event of injury where a competitor is unable to continue, the individual/team shall be disqualified.

Injuries.

Competitors must be in a personal peak condition on day of competition. In the event of prior injuries, whether temporarily or permanent, individuals will not be permitted to compete in any event at any level until the temporary injury has been 'cleared' by a physician. Permanent injuries will require individual assessment prior to competitive training progression.

TERMS AND MEANINGS USED BY THE REFEREE

TERM	MEANING
Shomen-ni-rei honoured guests.	Bow to the front/kamiza area and /or
Shinpandan-ni-rei	Bow to the Referee.
Fukushin-ni-rei	Bow to the Judge/s.
Otaga-ni-rei	Bow to each other.
Shobu-nihon/sanbon-hadjime	Start of the two/three point match.
Hadjime	Start.
Yohi	Prepare, ready.
Yamae	Stop.
Tsuzukette-hadjime	Restart the match.
Soromade/Moto-no-ichi	Ordering the contestants to return to the starting position/s.
Jikan	Pause time.
Waza-ari/Wazari	Half point

Ippon	Full point.
Aka	Red.
Ao	Blue.
Aka (ao) no-kachi	Victory to the red (blue).
Hantei	Balance, calling for a decision.
Hikiwake	Draw.
Encho	Prolonging the match.
Ai-uchi	Simultaneous contact.
Hansoku	Foul.
Hansoku-chui	Warning of foul.
Atoshibaraku	Countdown, 30 seconds remaining.
Fukushin-shugo	Calling the Judges. <i>Assemble/summon the Judges.</i>
Ao (aka) hansoku, aka (ao) no-kachi	Foul by blue (red), victory to red (blue).
Ao (aka) no-kikken-niyori, aka (ao) no-kachi	Victory by red (blue), due to renunciation by blue (red).