

ASHIHARA INTERNATIONAL KARATE ORGANISATION



AIKO Kumite Competition Rules 2018

Article 1: General Rules

1. The minimum age for contestants is 6 years. The maximum age will be left to the discretion, gif the Tournament Doctor: who will examine all contestants before the eliminations begin. .

2. The weight classes are: Under 18 Years Trisect

Adult Men:

Under -65 kg - Lightweight

Under -75kg – Middleweight

Under -85kg.-. Light- heavyweight

Over +85kg – Heavyweight

Adult Women:

Under -55kg – Lightweight

Under -60kg – Middleweight

Under -65kg - Light- heavyweight

Over +65kg - Heavyweight

3. See also Appendix 1. for the weight categories

4. Organisation nor the officers of the Organisation will be in any way responsible for any injury or accident which may occur during the Tournament. If insurance is wished, then it is up to the individual contestant to secure and make his own arrangement for that cover

5. This is the total responsibility of the contestants.

Article 2: Uniform

A. Referees

1. Referees and judges must wear the official uniform designated by the referee council. This uniform must be worn at all tournaments and courses.

2. The official uniform will be as follows;

- A navy blue, or black blazer
- A white shirt (long or short sleeved).
- An official tie.
- Plain light grey, or black trousers.
- ~ Unpatterned dark blue or black socks.

B. Contestants

1. The contestants will wear white Karate Gis that are clean and in good condition. Sponsor labels are accepted, if the organizers do not decide otherwise.

2. One contestant will wear a white (SHIRO) belt and one will wear a red (AKA) belt.

3. Groin protection is compulsory and gum shields are recommended. For women breast protectors and groin protectors are compulsory. Depending on the venue of the Tournament, by decision of the organizers, shin and instep protection may or may not be worn.

For Junior Category and under, seiken, head (closed front or barred) and shin and instep protection are also compulsory.



4. See also Appendix 1. for protective equipment

In the event of an injury to a contestant, the wearing of bandages or other protective materials will be at the discretion of the Head Referee or the Head Arbitrator in consultation with the Tournament Doctor. Their decision will be binding. Otherwise no other protective clothing, bandages or guards than the aforementioned will be allowed.

5. Finger and toe nails must be clean and cut short. No jewelry or other objects may be worn.

6. Spectacles may not be worn. Contact lenses may be worn at the contestant „sown risk and responsibility.

7. The wearing of unauthorized clothing or equipment is forbidden and may result in the disqualification of the contestant.

Article 3: Match Area

1. The fighting area shall be 8 or 10 meters square.

2. There shall be a 1 or 2 meter wide neutral zone surrounding the fighting area.

3. The marking out of the officials and match areas shall be as per Appendix I.

The official coach of a contestant shall be provided with a chair which is placed 2 meters from the neutral area, directly behind their fighter. The coach is not allowed to leave this chair during the fighting.

4. When possible the fighting area should be covered with Tatami. The neutral zone shall be of another colour than that of the fighting area, or clearly indicated in some other manner.

Article 4: Officials

1. Each fighting area shall have the following officials:

*By the table: A **Time keeper**, a **Coordinator** an **Announcer**, a **Protocol secretary**.*

*Between the table and the fighting area: an **Arbitrator**.*

*Fighting area: A **Referee** (SHUSHIN), and **Judges** (FUKUSHIN), whose number is determined by the organizers (usually 4 persons in case of international tournaments).*

2. In a decision upon the outcome of a contest, each Referee and each of the Judges shall have one vote.

3. The Arbitrator is appointed to ensure the fairness of the conduct of matches and judgments rendered thereon. He should be provided with a red flag and a whistle, so he can indicate, if he notices violation of the rules in the work of judges.

Article 5: Duration of a Match

1. Each match is 2 minutes long by the adults. If the match did not fall, the extension period is also 2 minutes.



2. *If the extension does not produce a clear result, the judges may decide on a tie, but not necessarily, then there will be an extension of 1 minute, at the end of which, in the event of equality of points, a judicial decision must be taken.*
3. *In each case the time of the fight begins with the starting signal of the referee for the HAJIME and each Judge YAME, the timing must be stopped for command.*
4. *The timekeeper indicates a period of fighting time with a clearly audible gong or siren. Competitors can only finish the race with the referee. A valid, effective technique, valid at the same time as the end of a given round / match ending, is considered to be valid. An attack after a command to stop or suspend a match, even if it was effective, could not be scored and penalized.*
5. *In the event that one or both of the competitors are out of the arena and the Referee has not stopped the fight, all techniques must be evaluated according to the required score.*
6. *Each competitor must have a break of 10 minutes as recovery time.*
7. *See also Appendix 1 for fighting times.*

Article 6: Organisation of Competitions

During the tournament with 3-5 people we use rounds, with six to sixteen people we use mixed system, and over 16 people we use elimination.

The use of the names of competitors in international competitions may cause problems due to misunderstandings due to identification and pronunciation, so race numbers must be provided and used in the race.

If a mistake was made and a wrong fighter was fighting, regardless of the outcome, the match must be canceled.

Article 7: Criteria for a Decision

1. Ippon (10 points):

(a) *With the exception of techniques which are fouls and not allowed by the contest rules, any contestant who knocks his opponent down and the opponent is unable to continue within 10 seconds, scores an Ippon. This automatically terminates the match.*

(b) *When a contestant informs the referee that he is beaten, as the result of techniques allowed within the contest rules, his opponent shall be awarded an Ippon. This automatically terminates the match.*

(c) *If any contestant is clearly not in a condition to continue, the Referee may stop the match, or even terminate it. The Referee than may consult the Tournament Doctor about the condition of the contestant, if he sees fit. In a case where the contestant is stopped from continuing, the opponent will be awarded an Ippon.*



2. Waza-ari (5 points):

(a) A contestant who clearly shakes his opponent with a technique allowed within the contest rules and the opponent is able to continue within 10 seconds, shall be awarded a Waza-ari.

(b) Two Waza-ari are the equivalent of an Ippon (Waza-ari Awasete Ippon).

3. Yuko (1points):

(a) Clean Controlled Take Down techniques, with following execution technique **by hand (Chudan tsuki)** are awarded with Yuko.

(b) The Take Down will be awarded only if the execution technique is delivered **by hand (Chudan tsuki)** and is directed at the defenseless are of the opponent's body. The technique can't reach the opponent, but the maximum distance is 5cm.

(c) The opponent on the ground may be only attacked with control and according the rules, if he was taken down with a SABAKI or NAGE technique allowed within the contest rules.

(d) If the contestant loses balance, while performing take down on the opponent and delivers the execution technique **by hand (Chudan tsuki)** after that, no points are awarded.

(e) If the contestant attacks his/her opponent on the ground with a kick, he/she may be penalized.

4. Superiority:

The referee and judges may award a decision (HANTEI) on the basis of:

(a) Superior technique (outstanding techniques, technical qualification, accuracy, initiative)

(b) State of mind (fighting spirit, attitude)

(c) Physical state (speed, strength, endurance, resistance, fitness)

(d) Victory: Ippon, Giving up, Wazari or score above Wazari or a referee decision after the end of the match.

(e) The points scored will be taken by contestants to the extensions.

Article 8: Target Area

(a) The following are the legitimate targets for punches and elbow strikes:

- Shoulders and arms
- Chest
- Abdomen
- Ribs
- Legs (above knee)

(b) The following are the legitimate targets for kicks:

- Head
- Face
- Shoulders and arms
- Chest
- Abdomen
- Ribs
- Thighs

(c) For Junior category and Under, the Attack of the Head is allowed only with Semi contact and Mawashi techniques. If a fighter uses too powerful techniques, he will be warned and penalized.

(d) Contestants have the opportunity to **grab and hold their opponents**, but **not more than 3 seconds**. The grab must be immediately followed by some technique. Continuous grabs and holds that are not followed by any technique should be penalized with official warnings.

(e) The 3-second rule also applies to the evasion techniques while holding (SABAKI). The evasion technique has to be followed immediately by some kind of regular technique (punch, kick, throw).

(f) In Ashihara karate, small arc throwing techniques can be used (below the hip techniques, MAKI KOMI NAGE, URA NAGE, O SOTOGARI, ASHI BARAI, SUNE BARAI.)

(g) The head can be gripped with only one hand, allowed special grab is MAWASHI UKE, with one hand the opponent's head at the back, with the other hand at the same time the clothes can be grabbed and after that a punch, kick, throw technique must be executed within 3 seconds.

(h) After any grab, allowed within the contest rules, the opponent may be thrown and attacked on the ground by one controlled and permitted technique.

(i) Karate Gi can be grabbed with both hands.

Article 9: Prohibited Acts and Techniques

The following matters may merit disqualification at the entire and absolute discretion of the referee of the contest. The contestant disqualified may give notice through his Coach to the contest Arbitrator of his wish to appeal to the Chief Referee who, after consultation with the Referee and Judge(s), may reinstate the disqualified contestant or endorse and confirm the match referee's decision.

The Tournament Chief Referee's decision is final.

(a) The following techniques are forbidden and shall be punished in accordance with their severity:

- Attacks to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm.
- Uncontrolled execution of a Mawashi-Uke grab, which leads to the injury of the opponent (hitting the head of the opponent from the back, while executing the grab).
- Kicks to the groin.
- Head thrusts or bursts.
- Kicks to any part of the knee joint.
- Attacks to any part of the opponent's back or spine.

- Making an attack from the floor after having been downed by an opponent. (N.B. competitors are allowed to defend themselves).
- Striking or kicking an opponent who has been downed, unless the attack follows a sweep or downing technique, in which case it is not allowed to make contact.
- Any other techniques or practices that the Referees of the match decides is improper or unfair.

(b) The following behavior is forbidden and shall be punished in accordance with its severity:

- Failing to obey the Referees instructions during a match.
- Frequently leaving the fighting area (JOGAI).
- Deliberately wasting time.
- Discourteous behavior.
- Persistent bad behavior or violence.
- Hair pulling, biting, gouging etc.
- Grabbing without following up immediately with a technique.

(c) The coach of a contestant shall at all times during the operation -of the match, remain in the coach's official seat. The coach must not by word or deed interrupt, or cause to be interrupted the smooth operation of the match. In the event that the coach contravenes this rule, then his/her contestant will be penalized according to the provisions of the article on Penalties.

(d) Contestants who arrive late for bouts or who fail to appear* can merit automatic disqualification.

*(The Contestants will be called maximum three times, with 30 seconds between each call and 1 minute after the last call.)

Article 10: Penalties

Chui (2 points): Each time a contestant is penalized with an official warning, the opponent is automatically awarded 2 points

Genten (4 points): A competitor is penalised with a Genten warning for serious infringements of the rules, and the opponent is automatically awarded 4 points.

Hansoku (4 points): It can be given in a series or extremely severe irregularity/violation. The fighter will be excluded from the **fight** immediately.

Shikaku (1 point): A serious disrespect to the judges, opponents, or audiences, or a willingly give serious injury to the opponent, leads to Shikaku. This means the exclusion of the **Competition/Championship**.

If the contestant is injured and does not stand out or "throws the towel in during a fight", the contestant automatically gets off from the tournament's further fights, which means his final elimination from the competition.

Exiting the fighting area - JOGAI penalties:

Jogai relates to situations when a contestant leaves the fighting area. An exception to this rule is when the opponent is pushed out of the fighting area and the Referee stops the fight. (This rule is devised to prevent competitors from exiting a deliberate outbreak of steel to avoid their opponent's attacks. This can also be applied to competitors who passively allow them to be pushed out of the fighting area.)

THE ORDER OF THE PENALTIES:

Chukoku: Personal Warning, the first four times, no points awarded.

Chui: First official penalty, the opponent gets 2 points.

Genten: Second official penalty, opponent gets 4 points (6 points total).

Hansoku: Third official penalty, the opponent gets 4 points (a total of 10 points), this automatically ends the fight.

JOGAI warnings do not cross accumulate with other warnings.

An example of the different levels of warnings is as follows:

(a) Any deliberate attack to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, which shakes the opponent or inflicts injuries on him/her, shall merit an automatic disqualification from that fight (Hansoku – 4 points are awarded to the opponent).

(b) Any deliberate attack to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, which clearly hurts the opponent, shall normally merit an automatic official warning (Genten – 4 points are awarded to the opponent).

(c) Any accidental contact to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, which shakes the opponent or inflicts injuries on him/her shall normally merit an automatic official warning (Genten – 4 points are awarded to the opponent).

(d) Any accidental contact to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, shall normally merit an automatic official warning (Chui – 2 points are awarded to the opponent).

Article 11: Power and Duties

A. The Chief Referee's powers and duties shall be as follows:

1. To ensure the correct preparation for each given tournament in consultation with the tournament organising committee, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To decide in advance, the allocation and appointment of Arbitrators, Referees and Judge(s) and to arrange for the operation of a Referee commission to oversee the performance of the refereeing officials.
3. To nominate substitute officials where such are required. The composition of a panel of officials may not be changed at the sole discretion of the Arbitrator(s), Referee(s) or Judge(s).
4. To pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

B. The Arbitrator's powers shall be as follows:-

1. An Arbitrator shall be appointed for each match. He shall oversee the flow of the match and actions of the Referee(s) and Judge(s), and when requested, he may express his opinion regarding the current situation.
2. The arbitrator shall be entitled to initiate consultation with the Referee(s) and Judge(s) or when referred to for an opinion, to cast a vote.
3. When the Referee(s) and Judge(s) consult, the Arbitrator if requested shall take part. When the Arbitrator has an opinion to express, it must be done through the intermediary of the Referee who will consequently summon the Judge(s). This full

procedure may, however, be omitted when the Referee simply refers to the Arbitrators opinion.

4. The Arbitrator can request the Referee to halt a match if there has been an infraction of the rules, or if an administrative malfunction has occurred. The Arbitrator may request the Referee to halt a match if he/she disagree with a judgment made by the Referee and Judge(s) in accordance with the rules. Whenever the arbitrator wishes the Referee to halt the bout, he/she will blow his/her whistle and wave a red flag to the Referee.

5. The power of the Arbitrator will include supervision and direction of the Time-keeper.

6. The Arbitrator will assist the Referee by making note of the points and penalties awarded.

C. The Referee's powers shall be the following:

1. The main duty of the Referee is to see that the matches flow continuously without unnecessary interruptions. The Referee shall have the power to conduct matches, including the start, the suspension and the end of a match.

2. He has also the power to:

- (a) To award an Ippon, Waza-ari, Yuko or other points.
- (b) To impose penalties and to issue warnings, before after or during a match.
- (c) To terminate a match if one competitor is clearly inferior to the other and in risk of serious injury.
- (d) To obtain the opinion(s) of the Judge(s) and Arbitrator when required.
- (e) To explain, if necessary the basis for giving a judgment.
- (f) To announce extensions.

3. The authority of the referee is not confined solely to the competition area, but also to its entire immediate perimeter.

4. The Referee does not need not halt a match when a Judge signals, if the former is convinced the signal is incorrect, or he/she has any other conviction. Before over-ruling the judge's signal, the referee must consider if the judge was better sighted.

5. When explaining the basis for a judgment, the Referee may speak to the Arbitrator, Chief Referee or the Referee committee. The Referee shall explain to no one else.

D. The Judge's powers shall be as follows:

1. To assist the Referee.

2. To take part in a consultation with the Referee and Arbitrator when invited.

3. The judge must only score what he /she actually sees. When signaling a score, the judge should use signals which may be clearly seen. The object is to inform the referee of an opinion - not to seek to impose it.

4. To exercise a right to vote on a decision to be taken.

5. The Judge shall speak only if summoned by the Referee.

6. The Judge shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:

- (a) When an Ippon or Waza-ari is observed.



- (b) When a contestant appears about to commit, or has committed a prohibited act and / or technique.*
- (c) When an injury or illness of a contestant is noticed.*
- (d) When one or both of the competitors have moved out of the competition area.*
- (e) In other cases when it is deemed necessary to call the attention of the Referee.*

Article 12: Official Appeal, Protest

*You may protest against a Judicial decision before the Judicial Committee.
Neither the contestant nor his relative can't object to a court decision, in an outspoken case the contestant will be punished for an irregular protest.*

Members of the Judicial Committee: Chief Referee(s), Arbitrator(s), Referees, Judges, Competition Physicians.

A complaint can be made by the chairman, representative, or branch chief of the country's federation. Protests can only be made in writing, which must be filled immediately after the fight (up to 10 minutes after the match) Exception when the protest is due to an administrative fault. In the event of an administrative fault during the match, the Coach can signal the Coordinator Judge directly at table who reports to the Chief Referee.

The Judicial Committee should investigate the circumstances that led to the appeal.

The appeal must include the name, race number, category, weight class and country of the competitor. The appeal must be lodged in the language of the country or in English.

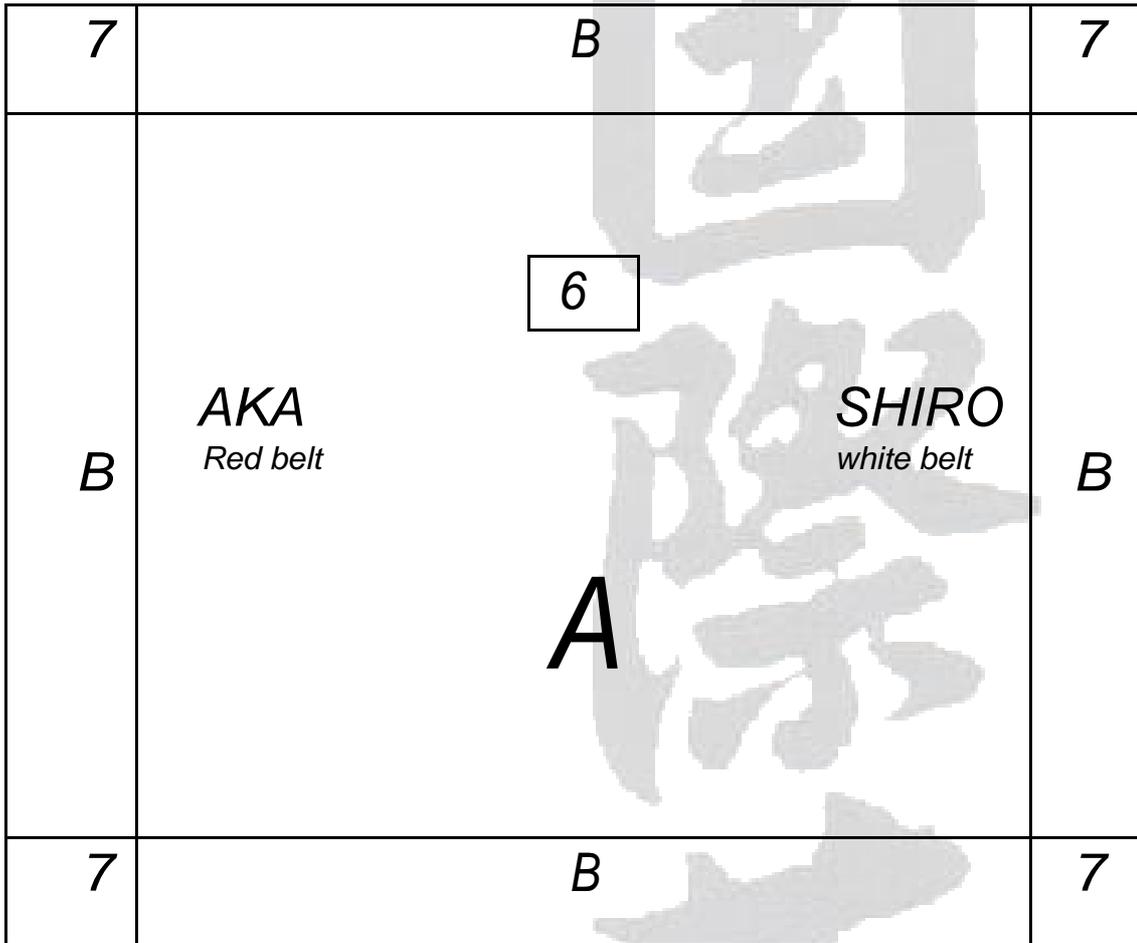
*Proof of the ground of appeal is the accuser's responsibility.
The Judicial Committee examines the circumstances of the video recordings provided to it, and hears the officials in order to make an objective decision.*

If the protest is considered legitimate by the Referee Committee, appropriate action will be taken. In this case, the paid payment will be refunded.

Attachement No.1

1	2	3	4
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1. *Time keeper*
2. *Coordinator*
3. *Announcer*
4. *Protocol secretary*
5. *Arbitrator*
6. *Referee*
7. *Judges*

A= Fighting Zone
B= Neutral Zone

Attachement No. 2.

Age category	Nem	Kor	Weight class	Fight time	Protection
Children I.	Boy	7-8 years	Trisect	1.5+1 minutes	seiken-, head-, shin-, groin protectors
	Girl				seiken-, head-, shin-, groin-, breast protectors
Children II.	Boy	9-10 years	Trisect	1.5+1 minutes	seiken-, head-, shin-, groin protectors
	Girl				seiken-, head-, shin-, groin-, breast protectors
Children III.	Boy	11-12 years	Trisect	1.5+1 minutes	seiken-, head-, shin-, groin protectors
	Girl				seiken-, head-, shin-, groin-, breast protectors
Cadet	Boy	13-14 years	Trisect	2+2+1 minutes	seiken-, head-, shin-, groin protectors
	Girl				seiken-, head-, shin-, groin-, breast protectors
Juvenile	Boy	15-16 years	Trisect	2+2+1 minutes	seiken-, head-, shin-, groin protectors
	Girl				seiken-, head-, shin-, groin-, breast protectors
Junior	Boy	17-18 years	Trisect	2+2+1 minutes	seiken-, head-, shin-, groin protectors
	Girl				seiken-, head-, shin-, groin-, breast protectors
Felnőtt	Boy	19 years and above	-65/-75/-85/+85	2+2+1 minutes	shin-, groin protectors
	Girl		-55/-60/-65/+65		shin-, groin-, breast protectors