



International Bodyguard & Security Services Association

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IBSSA International Sport Federation KUMITE RULES AND REGULATIONS Prepared by: Dr. Rony KLUGER

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Article 1 - General

- 1.1 In case of a situation not foreseen in these rules, or in cases where there is a doubt about the applicability of these rules to a given situation, the IBSSA Board of Directors shall consult with the appropriate authority to ascertain a solution thereto and render appropriate a decision.
- 1.2 All Officials, Coaches and Athletes shall comply in its entirety, with the rules and regulations as set forth in this publication.
- 1.3 All Officials, Coaches and Athletes shall maintain current IBSSA membership.
- 1.4 Amendments.
 - 1.4.1 Amendments to, or abolishment of these rules, in whole or part, are subject to ratification of the IBSSA leadership, with the concurrence and approval of the Board of Directors.
- 1.5 Selection of Competition
 - 1.5.1 Kumite. - Shobu Ippon
 - 1.5.2 Kata. All competing athletes and referees have to decide which style of Kata system they wish to participate.

Article 2 – Officials

- 2.1 Purposes and Function. It is the aim of the IBSSA Intl' Sport Federation to maintain the highest standards of officiating in order to promote fairness and good sportsmanship at Karate competitions and tournaments.
 - 2.1.1 All IBSSA officials shall maintain current IBSSA membership and possess proof thereof.
 - 2.1.2 The Chief Referee shall be appointed by the IBSSA Board of Directors as prescribed elsewhere within rules.
 - 2.1.2.1 The IBSSA Board of Directors, when necessary, may adopt alternative system for this selection.
 - 2.1.3 The Chief Referee's function shall be to maintain the high standards set forth by the IBSSA Board of Directors.
 - 2.1.3.1 The Chief Referee has the ultimate responsibility of judgment.
 - 2.1.3.2 shall be responsible for seeing that the Match is conducted according to these Contest Rules and should any unusual incident occur, shall base his decision upon these Rules.
 - 2.1.4.1 The Chief Referee shall assign the panel of officials for the conduct of Shobu Ippon Kumite.
 - 2.1.4.2 The Chief Referee shall exercise the authority to if necessary to replace one or all Officials during a Match. The Chief Referee shall immediately halt the Match and select a substitute(s) without loss of time.
 - 2.1.4.3 shall be available to consult with Officials should there be any difficulties in judgment.
 - 2.1.5 In addition for the purpose of facilitating the smooth operation of matches, several timekeepers, record keepers, match expeditors, announcers and charters will be appointed.
- 2.2 Referee. Senior Referees who have demonstrated the highest standards of professionalism and proficiency. These officials shall have the ability to instruct at Officials' clinics and officiate at any level of competition.
 - 2.2.1 Requirements.

- 2.2.1.1 Minimum rank San-Dan (third degree)
 - 2.2.1.2 Minimum age thirty (30)
 - 2.2.1.3 Proficiency & understanding of National and International Kumite competition rules as demonstrated in previous tournaments.
 - 2.2.1.4 Proficiency & understanding of Kata, and Kumite as demonstrated before the IBSSA Referees' Council.
 - 2.2.1.5 Perform and analyse a minimum of two Katas from mandatory style list.
 - 2.2.1.6 Successfully pass official written test.
 - 2.2.1.7 Licenses for Referee's shall be valid for two years.
 - 2.2.2 Referee's powers and duties.
 - 2.2.2.1 The Referee ("SHUSHIN") shall have the power to conduct matches (including announcing the start, the suspension, and the end of the match) and:
 - 2.2.2.2 to award an IPPON or WAZA-ARI.
 - 2.2.2.3 to explain to the Match Area Controller or the IBSSA Referee Council, if necessary the basis for giving a judgment.
 - 2.2.2.4 to impose penalties and to issue warning (before, during, or after a bout).
 - 2.2.2.5 to obtain the opinion of the Judge by gesture.
 - 2.2.2.6 to obtain the opinion of the Arbitrator when necessary.
 - 2.2.2.7 to announce extensions.
 - 2.2.2.8 to announce Victory of Forfeiture.
 - 2.2.2.9 The Referee shall give all commands and make all announcements.
 - 2.2.2.10 the authority of the Referee is not confined solely to the competition area but also to all its immediate perimeter.
 - 2.2.2.11 When the Judges signal, the Referee must consider their opinions and render a judgment. The Referee however, will only stop the match, if he agrees with the opinions rendered.
 - 2.2.3 The Judges powers and duties.
 - 2.2.3.1 to assist the Referee by gesture.
 - 2.2.3.2 to exercise a right to vote on a decision to be taken.
 - 2.2.3.2.1 When the Referee calls "Hantei"; the Judge shall give their opinion in the prescribed manner. In case of a difference of opinion between the Referee and the Judge on a given matter, the Judge can oppose the judgment of the Referee. In this case the Arbitrator may be consulted. In that case, the decision will be made by majority vote.
 - 2.2.3.4 The Judge(s) shall carefully observe the actions of the contestants and through prescribed gesture signal to the Referee an opinion in the following cases:
 - 2.2.3.4.1 When an IPPON or WAZARI is observed.
 - 2.2.3.4.2 When a contestant appears about to commit, or has committed a prohibited act and/or techniques.
 - 2.2.3.4.3 when an injury or illness of a contestant is noticed.
 - 2.2.3.4.4 when both or either of the contestants has moved out of the competition area.
- In other cases when it is deemed necessary to call the attention of the Referee.
- 2.2.3.5 Each Judge shall continuously evaluate the relative excellence of sportsmanship of the contestants and form their opinion independently.
- 2.2.4 The Arbitrator's powers and duties.
 - 2.2.4.1 The Arbitrator shall carefully observe the actions of the contestants and shall assist the Referee when requested to do so.
 - 2.2.4.2 to exercise a right to vote on a decision to be taken when requested to do so.
 - 2.2.4.3 The Arbitrator will supervise all court officials including the Timekeepers and Scorekeepers. Records kept of the match shall become official record only upon the approval of the Arbitrator (Kansa).
- 2.2.5 Court officials.
 - 2.2.5.1 Record keeper.
 - 2.2.5.1.1 The Record keeper shall keep the individual match record and assist the Kansa.
 - 2.2.5.1.2 Keep track of each incident, and if required, the time of each occurrence.
 - 2.2.5.1.3 make certain that records are properly filled and signed by all officials of that match.
 - 2.2.5.2 Match Expediter.
 - 2.2.5.2.1 shall assume such duties as necessary to ensure the proper order of the competition including but not limited to.
 - 2.2.5.2.1.1 Summoning the tournament medical person when necessary.
 - 2.2.5.2.1.2 Ensure that each competitor is properly identified and that the gi, safety gear, sashes, is fixed correctly.
 - 2.2.5.2.1.3 ensure that the match is run precisely and with minimum delay.
 - 2.2.5.2.1.4 Directing winners of each bout to confirm victory with the Control Table.
 - 2.2.5.3 Announcer.
 - 2.2.5.3.1 shall announce the competing contestants (designating Aka and Shiro), the competitors: who are on deck and shall announce the winners unless otherwise instructed.
 - 2.2.5.4 Charter.
 - 2.2.5.4.1 shall be responsible for proper charting of the elimination chart (including reperchage), preparing the match scorecard for the scorekeeper and assist the Kansa. (See appendix for symbols)
 - 2.2.5.5 Timekeeper.
 - 2.2.5.5.1 the timekeeper is responsible for ensuring that the match continues in its allotted time. The timekeeper shall stop the clock when the referee signals "YAME!" and shall restart when the he signals "HAJIME!"
 - 2.2.5.5.2 the timekeeper shall give signals by a gong or buzzer. A short signal indicates "thirty seconds remaining" ("atoshibaraku"), and a long signal indicates "time-up".
 - 2.2.5.5.3 the timekeeper will also have available an additional stop watch for the "10 second" rule.

2.2.5.6 Tournament Director.

2.2.5.6.1 The IBSSA Board of Directors will appoints the Tournament Director.

2.2.5.6.2 He shall govern the conduct and development of the Matches as far as he does not interfere with the judging rules.

2.2.5.6.3 He shall be assisted by the various Tournament personnel as required to carry out his duties as prescribed by the IBSSA Board.

2.2.5.7.1 Tournament Doctor. The IBSSA Board appoints the Tournament Doctor.

2.2.5.7.2 He shall govern all medical matters during the tournament.

First Aid Crew.

2.2.5.7.3 The First Aid Crew shall be prepared to act in case of accident or sickness, along with a Doctor.

2.2.6 General Policy.

2.2.6.1 At all IBSSA competition, every effort shall be made to avoid first round competition between members of the same Club, Association, Federation, or Country.

2.2.6.2 No chart may be altered from its original form or substituted for or rewritten without the consent of the IBSSA Referees' Council who shall attest to its fairness and accuracy.

2.2.6.3 to reduce any charting error, the winner of each Match must confirm their victory with the Jury Table Judge prior to leaving the area.

2.2.7 General Explanation.

2.2.7.1 when explaining the basis for a judgment after the match, the Referee may speak to the Match Area Controller or the With the Referee Council. The Referee will explain to no one else.

2.2.7.2 the good Referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts with no outcome such as "Yamei-Torimasen" must be avoided.

2.2.7.3 The Referee need not halt a bout when the Judge signals, if convinced the signals are incorrect. The Referee's judgment in this instance is made on the move. Before over-ruling the Judge, the Referee must consider whether the Judge was better sighted. Judges will signal only by gesture. They will not use whistles or other means of communications.

2.2.7.4 When, however, the match has been halted and the judge may have different opinion to that of the Referee then the opinion of the Arbitrator may be requested and a majority decision will prevail.

2.2.7.5 The Officials must only score what they actually see. If they are not sure that a technique actually reached a scoring area they should signal "Mienai".

2.2.7.6 in the event that the Referee does not hear the time-up bell, the Arbitrator will blow his whistle.

2.2.8 Conduct of IBSSA Officials

2.2.8.1 IBSSA Officials must be objective, impartial and fair.

2.2.8.2 IBSSA Officials must comport themselves with dignity and demonstrate respect for the competitors and other Officials alike.

2.2.8.3 the movements taken during the Match must be vigorous, agile, refined, quick and precise, and maintain an attitude befitting a IBSSA Official.

2.2.8.4 The Referee, Arbitrator, Judges and Jury Table Judge must concentrate their full attention on the Match, observe each contestant accurately and judge every action of the contestants correctly.

2.2.8.5 During the Match they must not converse with anyone other than the Chief Referee, this includes other officials and the contestants.

Article 3 – Procedures

3.1 Gestures and Terminology. The terms and gestures to be used by the Referee and judges in the operation of a match shall be as specified in the Appendix.

3.2 Protocol Procedures.

3.2.1 at the start of a Kumite match the Referee stands on the outside edge of the official match area. On they're left the Judges and right the Arbitrator.

3.2.2 after the formal exchange of bows by contestants and Referee Panel the Referee takes a step back; the Judge and the Arbitrator turn inward and bow together.

3.2.3 The Arbitrator, Referee and judges shall take up their prescribed positions and, following and exchange of bows between the contestants, the Referee will announce "SHOBU IPPON HAJIME!" and the bout will commence.

3.2.3 The Referee will stop the bout by announcing "YAME!" when a scoring technique is seen. The Referee will order the contestants to take up their original positions.

3.2.4 The Referee returns to his position and the judge indicate their opinion by means of a signal. The Referee identifies the relevant score, awards WAZA-ARI or IPPON and supplements the announcement with the prescribed gesture. The Referee then restarts the bout by calling "TSUZUKETE HAJIME!"

3.2.5 when a contestant has scored IPPON during a bout, the Referee shall call "YAME!" and order the contestants back to their starting lines as here turns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "SHIRO (AKA) NO KACHI". The bout is ended at this point.

3.2.6 when time is up and the scoring situation tied, the Referee shall call "YAME!" and return to his position. The Referee will call "HANTEI" and following his signal (by whistle) the judge will indicate their opinion. If the judge's decision is different from that of the Referee the opinion of the Arbitrator may be sought. The majority decision will be taken. The Arbitrator, judge and Referee have one vote each at HANTEI.

3.2.7 The Referee will award the decision and announce the winner, or give a draw ("HIKIWAKE").

3.2.8 In the event of a tied individual bout, the Referee will announce "ENCHO-SEN" and start the extension with the command "Shobu Hajime".

3.2.9 when faced with the following situations, the Referee shall announce “YAME!” and halt the bout temporarily. The bout will subsequently be restarted.

3.2.9.1 when both or either of the contestants is out of the area (or when a Judge signals a JOGAI) the Referee will order the two contestants to their initial positions.

3.2.9.2 When the Referee orders the contestant to adjust their Gi.

3.2.9.3 When the Referee notices that a contestant appears about to contravene the rules.

3.2.9.4 When the Referee notices that a contestant has contravened the rules.

3.2.9.5 When the Referee considers that one or both of the contestants cannot continue with the bout due to injuries, illness or other causes. Heeding the tournament doctor’s opinion, the Referee will decide whether the bout should be continued.

3.2.9.6 when a contestant seizes his opponent and does not perform an immediate effective technique, the Referee will separate them.

3.2.9.7 when one or both contestants fall or are thrown and no effective techniques are immediately forthcoming. (Technique(s) executed from the ground may score)

3.2.10 General Considerations.

3.2.10.1 when beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, he/she must be motioned off. The contestants must bow properly to each other -a quick nod is both discourteous and insufficient. The Referee can call a bow where none is volunteered by motioning with his forearms as shown in the appendix of the rules.

3.2.10.2 when halting a bout, the Referee does not merely call “YAME”. He/she also makes the appropriate signal. The Referee must first identify the scoring opponent (“Aka” or “Shiro”), then the scoring area attacked (“Chudan, Jodan”). This followed by the general classification of scoring techniques used (“Tsuki”, “Uchi” or “Keri”) and finally the score awarded (“Waza-Ari” or “Ippon”).

3.2.10.3 when re-starting the bout, the Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must re-start the bout with the minimum of delay.

3.2.11 Changing of the Referee Panel. The departing Officials take one step forward turns around and face the incoming Panel. They bow to each other on the command of the incoming Referee and one line (facing in the same direction) leave the competition area. After bowing to the Referee the incoming panel shall take their prescribed position.

3.2.12 Changing of an Official. When individual official change, the incoming official goes to the outgoing official, they bow together and change positions.

Article 4 – Competition Area

4.1 Competition area.

4.1.1 the competition area must be flat and devoid of hazard. 4.1.2 the competition area must be a matted square whenever feasible. Tatami floors are preferred.

4.1.2.1 wooden floors are preferred for Kata competition.

4.1.3 the area will be a square, with sides of eight meters (measured from the outside). The area may be elevated to a height of up to one meter above floor level. The elevated platform should measure at least ten meters a side, in order to include both the competition and the safety area.

4.1.3.1 For Kata competition the floor shall be large enough to facilitate unobstructed performance.

4.1.4 two parallel lines, each one-meter long and at right angles to the Referee’s line, must be drawn at a distance of 4.5 meters from the centre of the competition area for positioning the competitors.

4.1.5 A line of 0.5 meters long must be drawn two meters from the centre of the competition area for positioning the Referee.

4.1.6 the arbitrator shall be seated in front of table in the centre of the ring directly behind the Referee.

4.1.7 the scorekeeper and timekeeper shall be positioned behind the Arbitrator.

4.1.8 a line must be drawn one meter on the inside of the competition area. The area enclosed by this line may be in a different colour, or the line itself maybe broken.

4.1.9 unless authorized by the Executive Committee there must be no advertisement boards, walls, pillars, etc. within one meter of area’s outer perimeter.

4.1.10 the mats used should be non-slip where they contact the floor proper but have a low coefficient of friction on the upper surface. They should not be as thick as judo mats, since they impede karate movement. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard.

4.2 Appendix elsewhere within these rules shall describe other attributes.

Article 5 – Organization

5.1 Organization of competition. A karate tournament may include Sanbon Kumite competition. The Kumite competition may be further divided into the team match and individual match. The individual match may be further divided into weight divisions. Weight divisions are ultimately divided into bouts. The term “bout” also describes the individual Kumite competitions between opposing pairs of team members.

5.1.1 Individual Kumite.

5.1.1.1 Individual Kumite competitors shall fulfil the age requirements as set forth by the WKC. They shall compete in the appropriate age category as prescribed.

5.1.1.2 the individual Kumite match consist of individual performance in separate male and female divisions.

5.1.1.3 the individual match may be further divided into weight divisions as prescribed by the IBSSA.

5.1.1.4 No contestant may be replaced by another in an individual title match.

5.1.2 Team Kumite.

- 5.1.2.1 The number of contestants must be decided by the agreement of the organizers and the IBSSA Board prior to the issuance of sanction by the IBSSA.
- 5.1.2.1.2 in principle the number of persons comprising a team (male and female) shall be 3 + 1 reserve.
- 5.1.2.2 in team matches, each team must have an odd number of contestants.
- 5.1.2.3 the contestants are all members of a team. There are no fixed reserves.
- 5.1.2.4 before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be changed.
- 5.1.2.5 a team will be disqualified if any of its members or its coach changes the team's composition without submitting the written fighting order.
- 5.1.2.6 At least 2/3 of the team members must be present to compete.
- 5.1.2.7 when lining up before a match, a team will present the actual fighters. The unused fighter(s) and the coach will not be included and shall sit in an area set aside for them.
- 5.1.3 General Explanation.
- 5.1.3.1 Individual contestants or teams that do not arrive at the competition venue before the tournament is declared open may be disqualified from participation.
- 5.1.3.2 a "round" is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, around eliminates fifty percent of contestants within it, counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix, or "round robin" competition, a round allows all contestants in a pool to fight once.
- 5.1.3.3 the use of contestants' names causes problems of pronunciation and identification. Tournament numbers should be allotted and used when possible.
- 5.1.3.4 If, through an error in charting, the wrong contestants compete, then regardless of the outcome, the bout/match is declared null and void. In essence the contest must be brought back to the place where the error was made, all results after that point become are nullified. The competition is resumed with the correct athletes to reduce such errors the winner of each bout/match must confirm victory with the control table before leaving the area.
- 5.1.4 Team Match.
- 5.1.4.1 Matches between individual members of each team shall be of Shobu Ippon in a pre-determined order and the winner of a team match shall be decided on the same basis which individual matches are decided.
- 5.1.4.2 the winner of a team match shall be decided on the basis of these Individual matches.
- 5.1.4.3 the criteria for deciding the winner of a team match on the basis of the number of winners of individual are the following (in order of descending importance):
- 5.1.4.3.1 Number of victories per team.
- 5.1.4.3.2 If two teams have the same number of victories, the winning team is decided by the one whose contestants have scored the most points, taking both winning and losing fights into account.
- 5.1.4.3.3 if two teams have the same number of victories and scores, a deciding bout must be held between representatives of the two teams.
- 5.1.4.3.4 In the event of a continuing tie, there is an extension (ENCHO-SEN) between the same representatives and the first contestant to be awarded IPPON or WAZA-ARI is declared the winner.
- 5.1.4.3.5 if the tie persists, a winner must be declared by HANTEI.

Article 6 - Official Attire

- 6.1 Contestants. Contestants must wear the officially accepted uniform as defined by the IBSSA rules and regulations.
- 6.1.1 Contestants shall wear a clean, white and unfigured Karate-Gi.
- 6.1.2 a national badge or member Federation badge may be worn.
- 6.1.3 In case of women, a plain white tee shirt may be worn beneath the karate jacket.
- 6.1.4 the jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips.
- 6.1.5 the sleeves of the jacket must reach at least half the way down the forearm and may not be rolled up.
- 6.1.6 the trousers must be long enough to cover at least two-thirds of the shin.
- 6.1.7 the belt must be of an overall length that leaves about 15 cm. of extra length on both ends after it has been properly tied around the waist.
- 6.1.8 each contestant must keep their hair clean, and cut to such a length that does not obstruct the smooth conduct of the Match.
- 6.1.9 Hachimaki will not be allowed.
- 6.1.10 Contestants must have short nails.
- 6.1.11 Contestants may not wear metallic or other objects, which might injure their opponents.
- 6.1.12 In Kumite Matches and in Kata Flag system, one of the contestants shall, for identification purposes, fasten a red band around their waist and the other contestant, a white band. The contestants must also wear their own belt.
- 6.1.13 the contestant is not allowed to wear bandages or supports, accept with the Tournament Doctor's permission.
- 6.2 Coaches. Coaches must wear the official uniform as defined by the IBSSA rules and regulations.
- 6.2.1 The Coach shall at all times during the tournament wear a karate-gi or tracksuit with an identifying badge upon it.
- 6.3 Referees, Referees and Judges must wear the official uniform designated by the IBSSA Referee Council.
- 6.3.1 Referees and Judges must wear the official uniform designated by the IBSSA Executive Board.
- 6.3.2 the official uniform will be as follows:
- 6.3.2.1 a navy-blue blazer bearing two silver buttons.
- 6.3.2.2 A white short sleeves shirt.

- 6.3.2.3 a blue tie.
- 6.3.2.4 Light grey trousers.
- 6.3.2.5 Dark blue or black socks.
- 6.3.2.6 Black shoes.
- 6.4 This uniform must be worn at all IBSSA tournaments and official sanctioned IBSSA courses.
- 6.5 The referee's blazer may be removed during Kumite competition upon the approval of the Referee's Council.
- 6.6 The IBSSA Referee Council may disbar any official, coach or competitor who does not comply with official uniform requirement.

Article 7 - Duration of Bout.

- 7.1 Duration of the Shobu Ippon bout is defined as two minutes for male Kumite and female Kumite. (Both teams and individuals)
- 7.2 The timing of the bout starts when the Referee gives the signal to start and stops each time he calls "YAME". (Effective time)
- 7.3 The timekeeper shall give one clear audible gong, or buzzer indicating "30 seconds to go". The "time-up" signal is given by a longer gong and marks the end of the bout.
- 7.4 Duration of a match may be altered at the discretion of the IBSSA Board.

Article 8 - Scoring.

- 8.1 The result of a bout is determined by either contestant scoring, one (1) IPPON, two (2) WAZA-ARI, or a combination of the two totalling IPPON, or obtaining a decision, or by a HANSOKU, SHIKKAKU, or KIKEN imposed against a contestant.
- 8.2 It must be noted that an IPPON is worth Two WAZA-ARI
- 8.3 An IPPON is awarded on the basis of the following:
 - 8.3.1 A scoring technique counts as an IPPON' when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions.
 - 8.3.1.1 Good form. A technique with "good form" is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.
 - 8.3.1.2 correct attitude. Correct attitude is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.
 - 8.3.1.3 Vigorous application. Vigorous application defines the power and speed of the technique and the palpable will for it to succeed.
 - 8.3.1.4 Zanshin. (Perfect finish) Zanshin is that criterion most often missed when a score is assessed. It is the state of continued commitment, which endures after the technique has landed, and the ability to continue with proper form, other continuing techniques. The contestant with Zanshin maintains total concentration and awareness of the opponent's potentiality to counter attack.
 - 8.3.1.5 Proper timing. Proper timing means delivering a technique when it will have the greatest potential effect.
 - 8.3.1.6 correct distance. Proper distancing similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away the potential effect of that blow is reduced.
 - 8.3.1.6.1 Correct Distance also relates to the point at which the completed technique comes to rest on or near the target. To score, the technique must have the potential to penetrate deep into the target; so straight-arm punches are seen as having a low potential in this respect and must be evaluated accordingly. For example, a punch, which comes some where between 1-3 centimetres from the face and where the punching arm is not fully straight, has the correct distance. However jodan punches which come within a reasonable distance of the target and which the opponent makes no attempt to block or avoid will be scored provided the technique meets the other criteria.
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- 8.4 An IPPON may also be awarded for techniques deficient in one of the above criteria but which conform to the following schedule:
 - 8.4.1 Jodan kicks or other technically difficult techniques.
 - 8.4.1.1 Combined use of tsuki and geri techniques.
 - 8.4.2 Effective attacks delivered to undefended target area.
 - 8.4.2.1 Deflecting an attack and scoring to the unguarded target of the opponent.
 - 8.4.2.2 when the opponent has lost their fighting spirit and turned their back to the attacker.
 - 8.4.3 Sweeping or throwing (nage) followed by a scoring technique.
 - 8.4.3.1 it is not necessary to throw the opponent, it only suffices to unbalance and immediately score to a recognized target area.
 - 8.4.4 Delivering a combination technique, the individual components of which each score in their own right.
 - 8.4.5 Successfully scoring at the precise moment the opponent attacks.
- 8.5 A WAZA-ARI is awarded for a technique almost comparable to that needed to score IPPON. The refereeing panel must look for IPPON in the first instance and only award a WAZA-ARI in the second instance.
- 8.6 A victory over an opponent who has been given a HANSOKU or SHIKKAKU will be worth IPPON (1 full point, IPPON). If a contestant is absent, withdraws, or is withdrawn, the opponent will be credited with a win by KIKEN (IPPON)
- 8.7 Attacks are limited to the following areas:
 - 8.7.1 Head
 - 8.7.2 Face
 - 8.7.3 Neck
 - 8.7.4 Abdomen

- 8.7.5 Chest
- 8.7.6 Back (but excluding top of shoulders)
- 8.7.7 Side

8.8 Additional Considerations.

8.8.1 an effective technique delivered at the same time that the end of the bout is signalled, is considered valid. An attack even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.

8.8.2 No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the opponents delivers an effective technique while still inside the competition area and before the Referee calls “YAME”, and then exits. The technique will be scored and the Jogai would not be in order.

8.8.2.1 it is helpful in determining if Jogai has occurred to understand when Yame occurs. If Aka delivers a successful technique and then exits immediately afterwards, Yame should occur at the instant of score. The exit therefore occurs outside of Match time and may not be penalized.

8.8.2.2 however if Aka’s attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded.

8.8.2.3 If Shiro exits just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro’s Jogai will not be recorded.

8.8.2.4 If Shiro exits, or has exited as Aka’s score is made (with Aka remaining within the area) then both Aka’s score will be awarded and Shiro’s Jogai penalty will be imposed.

8.8.3 Simultaneous effective scoring techniques, of equal value, delivered by both contestants shall not score. They shall be considered as Aiuchi.

8.9 Technical Considerations on scoring techniques.

8.9.1 Techniques can only score if they are delivered perpendicular to the scoring area and directed to the axis of the body.

8.9.2 a score of three Ippon achieved either directly or cumulatively determines the bout. Therefore if Aka has already scored five Waza-Ari and goes on to score a further Ippon, his maximum score will not exceed the three Ippon ceiling. This very basic rule must not be overlooked when scoring a team event that has tied on bout victories.

8.9.3 although two individual Wazari techniques equal one Ippon in numerical scoring value, in technical terms, a Waza-Ari is equal to 90% of an Ippon.

8.9.4. A worthless technique is a worthless technique—regardless of where and how it is delivered. Thus a Jodan kick, which is badly deficient in good form, will score nothing, much less an Ippon. However, in order to encourage technically difficult techniques, the Referee should lean toward awarding Ippon for them, even if there is a slight deficiency in good form; as long as it is only slight. As a simple rule-of-thumb, techniques, which would normally merit a Waza-Ari, are scored as Ippon if they are scheduled as “technically difficult”.

8.9.4 Deflecting an attack and delivering a good technique to any unguarded target area of the opponent’s body can be scored as Ippon—not just attacks to his/her unguarded back.

8.9.5 a sweeping technique needs not require the contestant to fall to the floor; to merit Ippon, it is sufficient if he/she is merely unbalanced as a scoring technique is delivered.

8.9.6 Referees must not be too quick in halting a bout. Many potentially successful sweep and strikes have been defeated by the Referee calling “Yam” too early. Two seconds should elapse after a sweep or throw for it is during this time that the committed and coordinated attacker will have demonstrated his/her follow-through.

8.9.7 Combination attacks are those sequences of techniques which each individually merit at least Waza-Ari, occurring in rapid succession should merit an IPPON.

8.9.8 Techniques, which land below the belt, may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact whatsoever to the throat is permitted but a score may be awarded for a properly controlled technique.

8.9.9 a technique delivered with good form and which lands upon the shoulder blades may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.

8.9.10 The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time up bell does not, however, mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bouts’ conclusion. Penalties can be imposed after contestants leave a match area with the advice and consent of the IBSSA Referee Council.

8.9.11 True AIUCHIs are rare. Not only must two techniques must land simultaneously but also both must be valid scoring techniques each with good form etc. Two techniques may well land simultaneously, but seldom are both effective scores. The Referee must not dismiss as Aiuchi, a situation where only one of the simultaneous pair is actually a score. This is not Aiuchi.

Article 9 – Criteria for Decision

9.1 In the absence of a IPPON score, or of a defeat caused by KIKEN, HANSOKU, or a SHIKKAKU during the bout, a decision is taken on the basis of the following considerations:

9.1.1 whether there have been any IPPON or WAZA-ARI awarded.

9.1.1.1 In the case of a contestant scoring at least one Waza-ari more than his opponent, he will be automatically declared the winner (Kachi).

9.1.2 whether there have been warnings.

9.1.3 the number of escapes outside the Match area.

9.1.4 the attitude, fighting spirit and strength demonstrated by the contestants.

9.1.5 the superiority of tactics and techniques.

9.1.6 fair play.

9.2 In individual category where there is no score or superiority attributable to a contestant, then the following procedure will be followed:

9.2.1 If, at the end of a bout, the two contestants have no score, the winning decision shall be given by HANTEI.

9.2.2 If, at the end of a bout, the two contestants have scored equally, the decision for victory shall be given by HANTEI.

9.2.3 If, at the end of a bout, neither contestant has established a superiority, then the decision for that bout shall be a draw ("HIKIWAKE") and ENCHO-SEN should be announced.

9.2.4 when scores are unequal, the contestant who completes the bout satisfactorily with a Waza-Ari or Ippon ahead of the opponent shall be given the victory.

9.2.5 In the case of a contestant scoring at least one Waza-ari and one Chui more than his opponent, Hantei must be called for. The decision may result in Kachi for the contestant with one Waza-ari more or Hikiwake.

9.3 General considerations and procedures for decision.

9.3.1 Taking the above criteria into account, when superiority can be established, it is quite in order for one contestant to be given the victory, even when the score situation is equal.

When deciding the outcome of a bout by Hantei, the Referee shall position them on the starting line and call "Hantei" followed by a two-tone blast on his whistle. The Judge will indicate their opinion by means of hand signals. The Referee shall acknowledge the judges decision by a one-tone blast of his whistle, and then announce the decision.

The Referee awards a decision on the basis of the signals given by the Judge. The decision shall be governed by the Rules given in Appendix of these rules.

9.3.4 Matters relating to judgment not prescribed in these rules shall be discussed between the Judges and the decision thus reached shall be referred to the Chief Referee of the Match and to the IBSSA Board for approval. All officials will be notified of these decisions and a public announcement will be made.

Article 10 – Encho-Sen

10.1 In the event of a draw in an individual Match there will be an extension (Encho-Sen).

10.2 This extension will be decided by the first score (sudden death).

10.3 If there is still no score, a decision must be taken, based on the Match and the extension.

10.3.1 The Encho-Sen is an extension of a bout; it is not a separate bout. Penalties awarded in the bout proper will therefore carry over in to the here Encho-sen. These must be a decision after an Encho-Sen, taking performance in the whole bout into consideration.

10.4 the duration of the match in Encho-Sen should equal the time in the bout proper.

10.5 a penalty or warning incurred in the bout will be carried forward to the ENCHO-SEN.

Article 11 – Prohibited Behaviour

11.1 The following are forbidden:

11.1.1 Techniques, which make contact with the throat.

11.1.2 Techniques, which make excessive contact, having regard to the scoring area attacked. All techniques must be controlled. Any technique, which impacts the head, face or neck and results in visible injury, must be penalized, unless caused by the recipient.

11.1.3 Attacks to the groin, hip joints, knee joints, shins or instep are forbidden.

11.1.4 Attacks to the face with open hand techniques (Empi Uchi, Hiza Geri, Atama Uchi, teisho, or nukite)

11.1.5 Dangerous throws which by their nature preclude or prejudice the opponent's ability to land with safety.

11.1.6 Techniques, which by their nature, cannot be controlled for the safety of the opponent.

11.1.7 Direct attacks to arms or legs.

11.1.8 Time-wasting. Repeated exits from the competition area (JOGAI), or movements, which waste too much time. JOGAI relates to a situation where a contestant's body, or part thereof touches the floor outside of the line. An exception is when the contestant is actually pushed or thrown from the area by his opponent.

11.1.9 Grabbing (unless immediately followed up by a technique), clinching or bodily contacting against the opponent unnecessarily. Wrestling, pushing or seizing without an immediate technique.

11.1.10 MUBOBI relates to a situation where one, or both contestants display it lack of regard for his, or their own safety.

11.1.11 Feigning of injury in order to gain advantage. Exaggerated actions and reactions (i.e. faking injury) are forbidden and will be penalized.

11.1.12 any discourteous behaviour by the contestant or from a member of an official delegation can earn the disqualification of the offender or the entire team delegation from the tournament.

11.1.12.1 any unsporting behaviour such as verbal abuses, provocation or needless utterances.

11.1.12.2 any behaviour likely to bring Karate into disrepute (this includes Coaches, Manager and anybody connected with the contestant).

11.1.12.3 any disrespectful and unnecessary actions are strictly forbidden.

11.2 General Explanation.

11.2.1 any contact to the throat must be penalized unless it is the recipients own fault (Mubobi etc.).

11.2.2 when assessing the contact force used the Referee must take all the circumstances into account. Did the victim exacerbate the impact of an otherwise controlled technique by an injudicious movement? The Referee must consider the effects of a marked disparity in size between contestants - as can occur in a team match or in open weight bout. The Referee must constantly observe the injured contestant. The latter's behaviour may help the Referee in his assessment. A short delay in giving a judgment allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate light injury for tactical advantage. Examples of this are blowing violently through an injured nose or

rubbing the face roughly with the back of a mitt. Pre-existing injury can produce symptoms out of all proportion to the degree of contact used.

11.2.3 the trained Karate-Ka can absorb strong impact over muscled areas such as the abdomen, but the breastbone and ribs are vulnerable to injury. For this reason, reasonable control over body contact must be exercised.

11.2.4 the accidental kick in the groin can reduce the opponent's potential for winning as surely as a deliberate one. Therefore the Referee should award a penalty in either case. Foot sweeps that land high on the leg can cause knee injury. The Referee must assess the validity of any sweep-attack to the leg; ineffectual but painful attacks of this sort should be immediately penalized.

11.2.5 the face is defined as covering an area, which begins one centimetre above the eyebrows, extending down and including the temples, narrowing from the cheekbones and finishing just under the chin.

11.2.6 the two open hand techniques referred to are merely examples of the class of prohibited techniques.

11.2.7 Different Karate-Ka have different abilities at controlling techniques and for this reason, there is no actual classification of "dangerous techniques". The contestant must perform all techniques with control and good form. If he/she cannot, then regardless of the techniques misused, a warning or penalty must be imposed.

11.2.8 the point at which "Yamei" is called is helpful in determining if Jogai has occurred. If Aka delivers a successful technique and then exits immediately after-wards, "Yamei" should occur at the instant of score and the exit therefore occurs outside of bout time and may not be penalized. If Aka's attempt to score is unsuccessful "Yamei" will not be called for the attempt but rather for the exit and the exit will be recorded. If Shiro exits just after Aka scores with a successful attack then "Yamei" will occur immediately on the score and Shiro's exit will not be recorded. If Shiro exits or has exited as Aka's score is made (with Aka remaining within the area) then both Aka's score will be awarded and Shiro's jogai penalty will be imposed.

11.2.9 Movements, which waste time, include pointless circling where one or both contestants do not engage in combat. It is expected that they will initially test each other but within a short time deliberate and effective attacks and counters should occur. If for any reason this does not happen after a reasonable interval the Referee must stop the bout and caution the offender(s). The contestant who constantly retreats without effective counter, rather than allow the opponent an opportunity to score must be penalized. This often occurs during the closing seconds of a bout.

11.2.10 an example of Mubobi is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch and are unable to block a counter. Such open attacks constitute an act of Mubobi and cannot score. For the contestant's own safety he/she must be warned at an early stage.

11.2.10.1 as a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the Referee's attention to their technique. This is a clear act of Mubobi. In order to score, Zanshin must be preserved.

11.2.11 Feigning of an injury, which does not exist, is a serious infraction of the rules. Exaggerating an injury, which does exist, is less serious. Shikkaku can be imposed on the contestant feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor. A warning or penalty can be imposed for exaggerating injury.

Article 12 – Penalties

12.1 Scale. The following scale of penalties shall operate in Ippon Kumite for Hansoku category of prohibited behaviour.

12.1.1 ATENAI / CHUKOKU (Private warning, without a penalty) May be imposed for attended minor infractions or for the first instance of a minor infraction.

12.1.2 HANSOKU CHUI (Official warning) May be imposed for minor infractions for which a warning has previously been given in that bout, or for infractions not sufficiently serious to merit HANSOKU.

12.1.3 HANSOKU (Disqualification) this is imposed following a very serious infraction or a recurrence of an infraction for which a Hansoku Chui has been imposed. It results in the opponent's score being raised to IPPON.

12.1.4 SHIKKAKU: This is a disqualification from the actual tournament, competition, or match. When SHIKKAKU is imposed a term must be defined and approved by the IBSSA Referee Council for this penalty. The opponent's score is raised to IPPON.

12.1.4.1 In order to define the limit of SHIKKAKU, the IBSSA Referee Council must be consulted. SHIKKAKU may be invoked, when a contestant commits an act which harms the prestige and honour of Karate-do and when other actions are considered to violate the rules of the tournament.

12.2 General Explanations

12.2.1 a penalty can be directly imposed for a rules infraction but once given, repeats of that particular infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a Hansoku Chui for excessive contact then give a Atenai / Chukoku warning for a fourth instance of excessive contact.

12.2.2 Penalties do not cross-accumulate. There will be no accumulation of punishment through:

12.2.2.1 Atenai, Chui, Hansoku.

12.2.2.2 Jogai, Jogai Chui, Jogai Hansoku.

12.2.2.1 the exception to this rule for accumulation is for contact and non-contact violations where both violations will accumulate in the Hansoku category.

12.2.3 When the penalties incurred in any one bout through various infractions total Sanbon, then the offender will be declared the loser and the winner announced as "Aka/Shiro no Kachi".

12.2.4 unofficial warnings are given where there has clearly been a minor infraction of the rules, but the contestant's potential for winning is not diminished (in the opinion of the Referee Panel) by the opponent's foul.

12.2.6 A Hansoku-Chui may be imposed, following a warning, where the contestant's potential for winning has been seriously reduced by the opponent's foul.

12.2.7 A Hansoku is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when in the opinion of the Referee panel for the bout, the contestant's potential to win has been reduced virtually to zero by the opponent's foul.

12.2.8 A Shikkaku can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it - it is sufficient if the Coach or non-combatant members of the contestant's delegation behave in such a way as to harm the prestige and honour of Karate-Do.

12.2.8.1 If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused. Shikkaku and not Hansoku is the correct penalty. The Referee Council must be consulted and a public announcement of Shikkaku must be made.

12.2.8.2 Shikkaku is the disqualification of the competitor from the entire competition. The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

12.2.9 Penalties must be imposed under the following circumstances:

12.2.9.1 when a contestant is about to, or has already committed a prohibited act, the Referee shall issue warning or announce a penalty.

12.2.9.2 when a contestant avoids combat, the Referee shall issue a warning or announce a penalty.

12.2.9.3 In the case of a contestant displaying a lack of regard for their own safety the Referee shall issue a warning or announce a penalty.

12.2.9.4 In the case of a contestant, after having once been warned, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.

12.2.9.5 when a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant:

12.2.9.5.1 Failing to obey the orders of the Referee.

12.2.9.5.2 if a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to their opponent.

12.2.9.5.3 if the act or the acts of a contestant are considered as malicious, wilfully violating the rules prohibiting them.

12.2.9.5.4 other acts which are deemed in violation the Rules of the Match.

12.2.10 Penalties must be accompanied by an increase in severity of the penalty imposed (except Atenai).

12.2.11 No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor

12.3 JOGAI. The following scale of penalties shall operate in Ippon Kumite for Jogai category of prohibited behaviour.

12.3.1 if a contestant continually escapes out of the Match area:

12.3.1.1 after the first and the second escape, the contestant must be given a private warning (Jogai).

12.3.1.2 after the third escape, the contestant must be given an official warning (Jogai Chui).

12.3.1.3 after the fourth escape, the contestant will be disqualified (Jogai Hansoku).

Article 13 – Injuries and Accidents

13 Injuries and Accidents in Competition

13.1 KIKEN of forfeiture is the decision given when a contestant or contestants are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.

13.2 If two contestants injure each other at the same time or are suffering from the effects of previously incurred injury and are declared by the tournament director to be unable to continue, the bout is awarded to the contestant who has amassed the most points at that time. If the point's score is equal, then a decision (HANTEI) will decide the outcome of the bout.

13.3 An injured contestant who has been declared unfit to fight by the tournament Doctor cannot fight again in that competition.

13.4 An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from Kumite competition in that tournament.

13.5 When a contestant is injured, the Referee shall at once halt the bout and assist the injured contestant, and call the doctor. The doctor is authorized to diagnose and treat injury only.

13.5.1 this treatment of the injury may not significantly delay the Match.

13.6 Any competitor who falls, is thrown, or knocked down, and does not fully regain to his or her feet within ten seconds, is considered unfit to continue fighting and will not be allowed to continue.

13.6.1 Withdraw of a competitor from a division does not automatically ensure the victory of the opponent.

13.7 General Explanation.

13.7.1 Self inflicted injury and those injuries caused by the athlete are easy to deal with but when assessing an injury caused by the opponent's technique, the Panel must consider whether the technique was valid. Was it properly applied to the proper area at the correct time and with the correct degree of control? Consideration of this will assist the Referee Panel in deciding whether the injured contestant should be declared the loser by Kiken, or whether the opponent should be penalized for a foul.

13.7.2 when the doctor declares the contestant unfit, the appropriate entry must be made on the monitoring record sheet. The extent of unfitness must be made clear to other Refereeing Panels.

13.7.3 a contestant may win through disqualification of the opponent for accumulated minor infractions. Perhaps the winner has sustained no significant injury. A second win on the same grounds must lead to the winner's withdrawal, though he may be physically able to continue.

13.7.4 the doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.

13.7.5 when applying the Ten Second Rule the timekeeper will give a warning bell sounded at seven seconds followed by the final bell at ten seconds.

13.7.6 The Referee Panel will decide on KIKEN, HANSOKU or SHIKKAKU as the case maybe.

13.7.7 In order that the credibility of the sport be maintained, competitors who feign injury will be subject to the strongest penalties up to and including suspension for life for repeated offences.

13.7.8 Competitors who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the tournament Medical Commission who will carry out an immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the IBSSA Referee Council.

13.8 When a contestant, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the Match or requests for permission to quit the Match, they shall be declared the loser.

13.9 In case an injury or injuries sustained during a Kumite Match for reasons not ascribable to either contestant, disabled a contestant or in case both contestants are injured at the same time for reasons for which both are responsible, the contestant who quits the Match shall be declared the loser. In case both contestants quit and the reasons causing the injuries are not ascribable to either of the contestants, the Match shall be decided with Hantei.

13.10 In case a contestant is deemed unable to continue the Match owing to an injury or any other physical reasons, on the basis of the advice by the Tournament Doctor, the Referee shall terminate the Match and suspend the injured contestant from the Match. If the injury is ascribable to his opponent, he shall be declared the winner. If the injury is not ascribable to his opponent, he shall be declared the loser.

13.11 Only the Tournament Doctor can take decisions concerning all matters about injuries, accidents or physical condition of the contestants.

Article 14 - Protests

14.1 Procedure for protest shall follow prescribed method by the IBSSA Board as described.

14.2 The contestants cannot personally protest against the Judges' decision.

14.3 Only when a decision given by the Referee and the Judges is thought to have violated the Rules of the Match or the Rules of Judging, the Coach of the team involved may protest to the Chief Referee against the decision immediately after it was detected.

14.4 When he receives a protest against a decision from the Coach of a team to which the contestant belongs, the Chief Referee himself shall review the complaint, and may call for an explanation from the Referees and/or Judge. If he finds the decision patently unreasonable, he may demand that the panel of Judges revise its decision. The final decision will be given after approval of the IBSSA Board.

14.5 Before the coach makes an official protest he has to pay a protest fee of 100 EURO.

14.6 The fee will be returned should the protest be upheld.

Article 15 – Protective Equipment

15.1 The following rules apply to the wearing of devices for protection:

15.1.1 Mitts are mandatory in Kumite.

15.1.1.1 Mitts must be covered with white cloth or smooth leather.

15.1.1.2 the fingers must be uncovered.

15.1.1.3 the maximum thickness for mitts is 2 cm.

15.1.2 Shin protectors are allowed in Kumite.

15.1.2.1 Shin protectors must be made of a soft material inside and covered with white cloth. 15.1.2.2 Hard plastic is forbidden.

15.1.2.3 Maximum thickness for shin protector is 2 cm.

15.1.2.4 Shin protectors may cover only the shin and not the knee or ankle

15.1.3 Shin/instep protectors are forbidden.

15.1.4 Gum shields are allowed in Kumite.

15.1.4.1 Gum shields must be white or clear.

15.1.5 Groin protectors are allowed in Men Kumite.

15.1.5.1 Groin protectors must be made of plastic or leather. Metallic material is not allowed.

15.1.6 Chest protectors are mandatory in Ladies Kumite.

15.1.6.1 Chest protectors must protect the chest and side of the chest, not just the bosom.

15.1.7 Spectacles are not allowed in Kumite.

15.1.8 Smooth contact lenses may be worn at the contestant's own risk.

15.2 All protective equipment must be approved by the IBSSA Board.

Article – 16 Retirement

A contestant who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the Match for such reasons, shall be declared the loser.

Article 17 - Terminology

SHOBU IPPON HAJIME

Start the bout for Ippon Kumite.

Referee stands on his line.

SHOBU HAJIME

Start the extended bout

Referee stands on his line.

ATOSHI BARAKU

A little more time left

An audible signal will be given by the timekeeper 30 seconds before the actual end of the bout.

YAME

Stop. Interruption or the end of the bout.

The Referee chops downwards with his hand.

The timekeeper stops the clock.

MOTO NO ICHI

Return to your original position

Contestants, Referee and Judge return to their respective standing lines.

TSUZUKETE

Fight on.

Resumption of fighting ordered when unauthorized interruption occurs.

TSUZUKETE HAJIME

Resume fighting

Begin Referee standing upon his line, steps back into Zenkutsu-Dachi and bring the palms of his hands towards each other.

SHUGO

Judge called

The Referee beckons with his arms to the Judge.

HANTEI

Judgment

Referee calls for judgment by blowing his whistle and the Judge renders their decision by the prescribed signal.

HIKIWAKE

Draw

Referee or Judge crosses arms over chest, then uncrosses and holds arms out from the body with the palms showing upwards.

TORIMASEN

Unacceptable as scoring techniques

The action of the Referee is the same as Hikiwake. However the technique culminates with the palms facing downwards.

ENCHO-SEN

Extension

Referee reopens match with command "Shobu Hajime!".

AIUCHI

Simultaneous scoring technique

No point awarded to either contestant. Official brings fists together in front of chest.

AKA (SHIRO) NO KACHI

Red (White) wins.

The Referee obliquely raises his arm on the side of the winner.

AKA (SHIRO) IPPON

Red (White) Scores an ippon. (one point)

The Referee obliquely raises his arm on the side of the relevant contestant at 45 degrees above the shoulder.

AWASATE IPPON

Two Waza-ari recognized as one Ippon.

The Referee obliquely raises his arm on the side of the relevant contestant at 45 degrees above the shoulder.

AKA (SHIRO) WAZA-ARI

Red (White) scores waza-ari.

The Referee extends downward 45 degrees with his arm on the side of the scorer.

ATENAI / CHUKOKU

Private warning without penalty The Referee raises one hand in a fist with the other hand covering it at the chest level and shows it to the offender. For non-contact, the Referee raises both arms crossed with the hands open at the chest level and shows it to the offender.

HANSOKU-CHUI

Official Warning.

The Referee points with his index finger to the abdomen of the offender parallel to the floor.

HANSOKU

Foul/Disqualification

The Referee points with his index finger to the face of the offender at a 45-degree angle and announces a victory for the opponent.

JOGAI

Exit from fighting area

The referee points with his index finger at a 45-degree angle to the area boundary on the side of the offender.

JOGAI CHUI

Third exit from fighting area, official warning

Referee uses two hand signals with announcement “Aka (or Shiro) Jogai Chui”. He first points with his index finger to the match boundary on the side of the offender, then to the offender’s abdomen.

JOGAI HANSOKU

Fourth and final exit from fighting area.

Referee uses two hand signals with announcement “Aka (or Shiro) Jogai Hansoku”. He first points with his index finger to the match boundary on the side of the offender, then to the offender’s face. Referee announces victory to the opponent. “Aka (Shiro) no Kachi”.

SHIKKAKU

Disqualification

Referee uses two hand signals with the announcement “Aka (Shiro) Shikkaku”. He first points with his index finger to the offender’s face then obliquely above and behind him. The Referee will then announce with the appropriate gesture as previously given “Shiro (Aka) no Kachi!”

KIKEN

Renunciation

The Referee points with his index finger towards the contestant.

MUBOBI

Warning for lack of regard for ones own safety.

Referee points one index finger in the air at a 60-degree angle on the side of the offender.

MUUBOBI-HANSOKU CHUI

Official warning of Mubobi

Referee uses two hand signals with announcement Aka (or Shiro) Mubobi-Chui. He first points with his index finger 60-degree angle on the side of the offender, then to the offender’s stomach.

MUBOBI-HANSOKU

Disqualification, owing to a Mubobi

Referee uses two hand signals with announcement Aka (or Shiro) Mubobi-Hansoku. He first points with his index finger 60-degree angle on the side of the offender, then to the offender’s face. Referee announces victory to the opponent. “Aka (Shiro) no Kachi”.

SOREMADE

The end of the match is denoted.

The Referee chops downwards with his hand. The Referee faces the palm of one hand between the contestants, with the arm outstretched.

UKE IMASU

Technique blocked

Open hand touching the elbow of the opposite arm.

NUKETE IMASU

Technique missed

Closed hand crossing in front of the body.

YOWAI

Technique too weak

Open hand descending downwards to the floor.

HAYAI

Quickest / first to score

Open hand touching the palm of the other hand with the fingers, from the direction of the appropriate contestant.

MAAI

Improper distance.

Both the hands are range open and parallel to the floor, and facing each other.

MIENAI

Could not see

The official places both their hand, palms toward the face.