

Competition Rules



II CUP IKO CATALUNYA

KARATE KYOKUSHINKAI

2018

CAT. MALE FEMALE

12/13 YEARS

14/15 YEARS

16/17 YEARS



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ARTICLE 1: KUMITE COMPETITION AREA

1. The competition area will be a tatami consisting of four squares, approved by IKO CATALUNYA four sides of eight meters (measurement taken from outside).
2. Perimeter of the security zone will be one meter. It will be a different color to the competition area and have more than 1 meter and a half without any obstacle around it.
3. The Referee must ensure that the pieces of the mat do not separate from each other during the competition, as the crevices cause injuries and constitute a risk. They must be of the type approved by IKO CATALUNYA.
4. The number of referees will follow the standard normally used in any current Kyokushinkai Karate Championship. A central referee with total freedom of movement on the tatami and 1 judge in each outer corner of the safety edge.
5. Each judge will be equipped with a red and a white flag, approved by IKO CATALUNYA.
6. There will be 3 people responsible for the control and registration of the score and time, outside the competition area and in the place designated by the Organization.
7. Coaches will be seated outside the security area, on their respective sides that the pieces of the tatami do not separate





to each other during the competition, because the cracks cause injuries and constitute a risk. They must be of the type approved by IKO CATALUNYA.

8. The number of referees will follow the standard normally used in any current Kyokushinkai Karate Championship. A central referee with total freedom of movement on the tatami and 1 judge in each outer corner of the safety edge.
9. Each judge will be equipped with a red and white flag, approved by IKO CATALUNYA.
10. There will be 3 people responsible for the control and registration of the score and time, outside the competition area and in the place designated by the Organization.
11. Coaches will be sitting outside the security area, on their respective sides.





ARTICLE 2: RULES FOR COMPETITORS

- Each competitor must wear a karate-gi of Kyokushinkai style, clean.
- During kumite, competitors will differ by a red belt (AKA) and a white ribbon (SHIRO), attached to the belt (obi) of one of them.
- Feet and hands with nails trimmed. May not wear metallic objects (earrings, bracelets ..).
- **Protections mandatory Y homologated** for the three categories will be:
 - Shin pads.
 - Mitts.
 - Full helmet.
 - Internal Peto.
 - Groin (male category).
 - chest protector (women's category).
- **This regulation is mandatory for all competitors. The court referee will be responsible for ensuring compliance.**





ARTICLE 3: WEIGHT CATEGORIES

MALE 12/13 years

LIGHTWEIGHT - 45 KG
 MIDDLEWEIGHT - 55 KG
 HEAVYWEIGHT - 65 KG
 S. HEAVYWEIGHT + 65kg

FEMALE 12/13 years

LIGHTWEIGHT - 45 kg
 MIDDLEWEIGHT - 55 KG
 HEAVYWEIGHT + 55kg

MALE 14/15 years

LIGHTWEIGHT - 55 KG
 MIDDLEWEIGHT - 65 KG
 HEAVYWEIGHT - 75 KG
 S.HEAVYWEIGHT + 75 KG

FEMALE 14/15 years

LIGHTWEIGHT - 45 KG
 MIDDLEWEIGHT - 55 KG
 HEAVYWEIGHT - 65 KG
 S.HEAVYWEIGHT + 65kg

MALE 16/17 years

LIGHTWEIGHT - 60 KG
 MIDDLEWEIGHT - 70 KG
 HEAVYWEIGHT - 80 KG
 S.HEAVYWEIGHT + 80kg

FEMALE 16/17 years

LIGHTWEIGHT - 55 KG
 MIDDLEWEIGHT - 65 KG
 HEAVYWEIGHT + 65kg

The Organization can modify the categories according to the inscriptions.





ARTICLE 4: DURATION OF BOUT

Kumité times each are as follows:

preliminary:

2 min and binding decision.

semifinals:

2 min and decision but weight. 1.30 Final and binding decision:

2 min and 1.30 weight but decision binding decision.

The duration of the fighting will be calculated from the referee signal the start of combat with the word HAJIME and only stop when the court referee says so.

The duration of the fighting can be seen modified at the discretion of the Organization.





ARTICLE 5: CRITERIA: DECISION AND PUNCTUATION

Punctuation:

- 1 point = 1 Wazari
- 2 Wazari points = 2 = 1 IPPON

Marker Competitor 1	Marker Competitor 2	Judges decision
WAZA-ARI	NOTHING	Competitor 1 winner
WAZA-ARI + CHUI	NOTHING	Competitor 1 winner
WAZA-ARI + GENTEN ICHI	NOTHING	Competitor 1 winner
WAZA-ARI + GENTEN NI = 0	NOTHING	Competitor with the most well-targeted combinations.
NOTHING	CHUI	Competitor with the most well-targeted combinations.
NOTHING	GENTEN ICHI	Competitor 1 winner
WAZA-ARI	WAZA-ARI + GENTEN ICHI	Competitor 1 winner
WAZA-ARI	WAZA-ARI + CHUI	Competitor with the most well-targeted combinations.





Scoring for categories 12-13

Embodiment 1 POINT WAZA-ARI: Except prohibited techniques considered as faults, any GERI technique performed to CHUDAN level preceded by a technique or combination of cuffs, retaining the correct execution thereof (equilibrium technique, power and adequate attitude), will match as Waza-ari .

Embodiment 2 POINTS IPPON: With the exception of prohibited techniques considered faults, any GERI technique performed at JODAN level (playing helmet correctly), retaining the correct execution of this (balance, technique, power and appropriate attitude), will correspond as Ippon.

Embodiment 3 POINTS IPPON: With the exception of prohibited techniques considered as faults, any GERI technique performed at the level JODAN in TOBI GERI (jump) or TOBI GERI IN USHIRO (jump and turn 360 degrees) (touching helmet correctly), retaining the correct execution of this (balance , technique, power and adequate attitude), will match as Ippon.





The competitor with the highest score will be declared the winner.

Scoring for categories 14-15

Embodiment 1 POINT WAZA-ARI: Except prohibited techniques considered as faults, any GERI technique performed to CHUDAN level preceded by a technique or combination of cuffs, retaining the correct execution thereof (equilibrium technique, power and adequate attitude), will match as Waza-ari .

Embodiment 2 POINTS IPPON: With the exception of prohibited techniques considered faults, any GERI technique performed at JODAN level (playing helmet correctly), retaining the correct execution of this (balance, technique, power and appropriate attitude), will correspond as Ippon.

Embodiment 3 POINTS IPPON: With the exception of prohibited techniques considered as faults, any GERI technique performed at the level JODAN in TOBI GERI (jump) or TOBI GERI IN USHIRO (turn 360 degrees) or USHIRO GERI (playing helmet correctly), retaining the correct execution of this (balance, technique, power and appropriate attitude), will correspond as Ippon.

The competitor with the highest score will be declared the winner.





Scoring for categories 16-17

Embodiment 1 POINT WAZA-ARI:With the exception of prohibited techniques considered as faults, any GERI technique performed at JODAN level (playing helmet correctly), retaining the correct execution of this (balance, technique, power and appropriate attitude), it will correspond as Waza-ari.

IPPON embodiment:Except prohibited techniques considered as faults or improper attitude, be it scoring under the arbitration decision making 2 WAZA-ARI or if demonstrate the effectiveness of a technique for more than 5 seconds (KO), it will match as Ippon and therefore victory.

The competitor who perform Ippon or two Waza-ari, will be declared the winner.

Decision for all categories:

The decision is binding and can not be tie / Hikiwake.





Criteria:

The court referee with corner judges will be responsible for ensuring the result.

The criteria for the decision by the judges will be and always in this order:

1. Proper execution of the technique performed, retaining the balance, speed and power. Any lack of these aspects during the performance of the technique, will not scoring.
- 2.- Effectiveness techniques used.
3. Number of techniques used during combat.
4. Technical and tactical combat.
5. Competitor spirit and attitude during combat.





ARTICLE 6: FORBIDDEN TECHNIQUES

- 12-13 category:
 - They not are allowed mawashi GERI GEDAN.
- In the category 12-13, 14 and 15:
 - GERI not be permitted past techniques, or MAE GERI front.
- In the category 16 and 17 all techniques are allowed.
- Any blow to the head, face or neck opponent with an open hand, fist or other arm, except in exceptional circumstances.
- Blows to the testicles.
- Kicks or blows to the joints.
- Push or grab the opponent.
- Beats elbow, hand or leg to the spine of the opponent.
- Not meet the orders of the referee during the match.





- Any other technique or act the arbitrator decides is unfair or wrong.
- The arbitrators shall at all times for the safety of competitors, can give a winner in the event that there is much difference between them in order to avoid possible injury or physical or moral suffering both unnecessary damage during the competition.
- Competitors arriving late into combat or not present, after three official calls.
- Physical disability arising during combat, after examination and verification of the injury by the doctor of the competition. This decision will be final.
- Misconduct or violence.
- Celebrating a win or score a technique.

The order of the ads will be:

- KEIKOKU
 - CHUI
 - GENTEN-ICHI
 - GENTEN-NI
 - GENTEN-SAN / SHIKKAKU
- ✦ The first warning can give the main judge without consulting judges (Keikogu).
- ✦ In the following three, you should ask for confirmation to them, and there must be granted.





- ✦ If a competitor accumulates genten-ichi, it must lose the game as long as this level on points with the opponent and has two fouls difference is, the opponent takes maximum (Keikoku). It will be decision of the arbitrators.
- ✦ If a competitor accumulates a genten-ni waza-ari and the meeting will be "matched" being the judges and the central referee who granted the winner of the match.
- ✦ Offenses committed by repeated exits of the competition area, to evade combat for the benefit of the competitor himself not wanting to fight the penalties are cumulative. They will not be penalized those produced by the evolution of combat itself.





ARTICLE 7: REGULATIONS FOR THE COACH

- ✦ Coach signed by the club, will sit only in the place assigned for this purpose by the organization.
- ✦ Coach salute as the competitor at the beginning and end of combat.
- ✦ The Coach will wear full tracksuits, bringing its accreditation in a visible place.
- ✦ The Coach must know the rules of competition to know when can or should protest.
- ✦ Coach can only protest an administrative error.
- ✦ Coach can never protest the award of a point.
- ✦ The Coach must direct the administrative complaint to the head of tatami.
- ✦ Coach claim at the time that the administrative error. If the meeting ends without having claimed, you can not do anything.
- ✦ Coach claimed with good manners. Always helps.
- ✦ Coach maintain at all times a correct and exemplary behavior.
- ✦ Coach observe the meetings and encourage your competitor moderately, only allow discrete gestures, lack of control allows referees to act against his competitor
- ✦ The negative attitude of some Coach, encourage penalize competitor.
- ✦ The Coach must be aware at all times shown in the official table.
- ✦ On the track can not be anyone other than Coach, competitor or organization.





- TO BE COMPLETED BY PERSONAL NOTES:

