

ROPPON SHOBU



TOURNAMENT RULES SUMMARY

Version 1.3a

1. MATCH AREA

The match area shall be 8m x 8m square, with an additional 1m safety perimeter for a total matted area of 10 m x 10 m. This may be modified at the tournament organisers' discretion.

2. KARATE GI

2.1 The contestants will wear clean karate *gi*, and one shall wear a red sash. If non-kyokushin participants are competing, they may wear the uniform of their own style, as long as it too is in presentable condition.

2.2 The contestants will keep their nails short and will not wear metallic objects or the like on the body, which might cause injury to opponents or to themselves.

2.3 Eye glasses (spectacles) are not allowed to be worn by fighters. Soft contact lenses may be worn at the fighter's own risk.

2.4 Mouth-guards are compulsory. Groin guards are compulsory for males. Shin/instep and fist/hand mitts are compulsory.

No jewellery is to be worn. If it cannot be removed it must be covered with tape

3. REFEREES AND ARBITRATOR

3.1 Four corner judges, one referee, and one arbitrator shall be provided whenever possible and is the preferred option. If there are insufficient officials for the preferred option, mirror judging, comprising one referee, one judge, and

one arbitrator will be used, they all have an equal vote when determining a point or penalty.

In the event that there are only 2 match officials, these will be a referee and a mirror judge. For results of individual events the referee will be deemed to have 1½ votes to the mirror judge's 1 vote. In team events the referee's and the mirror judge's votes will be equal.

3.2 The arbitrator is appointed to ensure the fairness of the conduct of matches and judgements rendered thereto. The arbitrator only shows a point or penalty if the referee invites them to, otherwise they remain impartial. They will also manage the score table.

3.3 Referee, judges, and arbitrators must be absolutely neutral and impartial.

3.4 Referee, judges, and arbitrator must with utmost attentiveness and concentration watch and observe every detail of the match they attend and pass a correct judgement on every move of the contestants.

3.5 Referee, judges, and arbitrator must always conduct themselves with dignity and a professional attitude.

3.6 During a match, arbitrator, judges, and referee shall speak only to each other; they shall not speak to SPECTATORS. Contestants shall not speak at all unless requested by a match official.

3.7 The quality of the judgement and attitude in the match operation shown by referee, judges, and arbitrator exerts a profound effect on the progress of the *karate-do* match operation. It is therefore required that every referee

and arbitrator demonstrate exemplary efficiency, speed and refined behaviour. Referee and arbitrator must always bear the above points in mind.

- 3.8 The role of the judge & referee is to check the competitors against the draw sheet and line them up on the appropriate sides of the tatami (ring) in fighting order, and also ensure that the red sash is on correct fighter.
- 3.9 Prior to the commencement of a division, both referee and judge will check all competitors have short and clean finger and toe nails and have all the correct fighting equipment on.

4. CONDUCT OF MATCHES

- 4.1 The contestants shall take up their starting positions, bow to each other, and when the referee signals "*Hajime*" they shall start the match.
- 4.2 The referee may stop the match at any time by calling "*Yame*".
- 4.3 When the award is given at the end of the match the contestants will bow to one another. The match shall be conducted exclusively at the instruction of the referee.

5. DURATION OF A MATCH

- 5.1 The duration of a match will be 2 minutes for adults and 1.5 minutes for children, or as determined on the day by the tournament organisers. This can be either a start-stop clock or a clock run method. This will be determined by the tournament committee/coordinator on the day
- 5.2 In the instance of a draw, an extension shall be provided. The first competitor to successfully score shall be deemed the winner.

6. CRITERIA FOR DECISION

- 6.1 Points will be awarded for each clean decisive technique scored during the match with no head, body contact allowed. Dogi contact is allowed. The technique must however have been able to go through the opponent's guard and have been able to reach their opponent if extended. Points will be awarded for the following conditions:

- 6.2 A combination of sweep *immediately* followed by an accurate and powerful punch or strike delivered with good timing and adequate distance.
- 6.3 When accurate and powerful punches, strikes, or kicks are delivered with good timing, adequate distance, and no contact.
- 6.4 All attacks must have good form, good attitude, strong vigour (*ZANSHIN*), proper timing and adequate distance.
- 6.5 An effective technique delivered with "time up" shall be recognised as valid if executed before referee calls "*Yame*".
- 6.6 Points can only be scored when both contestants are wholly within match area.
- 6.7 No attack shall be recognised after the referee's announcement of "*Yame*".
- 6.8 In the event of a draw, an extension of time of no more than one (1) minute shall be held and the first to score shall be deemed the winner. Note penalties carry in to the time extension.

7. ARBITRATOR

- 7.1 An arbitrator shall be appointed for each match and shall oversee the operation of the match and the decision of the referee. When necessary, s/he may express their opinion to the referee. **The arbitrator has the power to stop a match** if s/he deems it necessary to ensure the fair running of the bout.

The arbitrator will be called upon to give an opinion when the referee and the mirror judge have opposing judgements when awarding a point or penalty.

8. OTHER MATTERS

- 8.1 Matters relating to judgement not prescribed in these rules for operation shall be discussed among the arbitrators, judges, referees and the chief referee of the day.

9. TARGET AREAS

- 9.1 Head, face, chest, abdomen, and back. All techniques must be above the pelvis. If a competitor wears the belt high on the waist, then attacks below

the belt, but above the pelvis, should be scored.

- 9.2 All attacks must be well controlled. No contact to the face, head or body will be allowed.

10. PROHIBITED ACTS AND TECHNIQUES

- 10.1 Direct attacks on any joints, including hips, knees, elbows, and wrists.
- 10.2 Direct attacks to the groin.
- 10.3 Grabbing, clinching, or body-crashing the opponent unnecessarily.
- 10.4 Dangerous throws. All take-downs must be controlled.
- 10.5 Excessive moving out of the match area (jogai) or behaviour that wastes time.
- 10.6 No attacks with knees or elbows.
- 10.7 No direct attack to the extremities.
- 10.8 All face, head, or body contact.
- 10.9 the competitor showing no regard for their personal safety (mubobi)

11. FOULS AND DISQUALIFICATION

- 11.1 If a fighter commits a foul technique or any of the acts listed above the Match Referee has the power to award a CHUI or a GENTEN. A CHUI is best described as a verbal warning (with no penalty) whilst a GENTEN does have a penalty. A CHUI can be awarded at any time during the fight and cannot be escalated. A GENTEN on the other hand can be given in three differing degrees:

1st Genten Ichi – 1 point to the opponent

2nd Genten Ni – 2 more points to the opponent

3rd Genten San – disqualification (Hansoku or Shikkaku)

- 11.2 A Hansoku is a disqualification from the match, and is generally awarded when a fighter has accumulated a number of minor fouls, which have been repeatedly penalised with no visible response by the fighter to these warnings. If a fighter gets penalised

through a Hansoku s/he should feel embarrassed by his/her actions.

- 11.3 A Shikkaku is a disqualification from the tournament and is generally awarded when a fighter commits a dangerous act designed to cause injury to his opponent or when s/he shows little or no respect for the rules of the competition, the opponent, the officials, or brings Kyokushin Karate into disrepute. If a fighter gets penalised through a Shikkaku they should feel ashamed by his actions. If a technique deserves an instant disqualification (Hansoku or Shikkaku) then the referee may award this without any other GENTEN being given. If s/he awards a Genten Ni straight away for a foul technique, then the next foul that the fighter commits will be a disqualification (unless a CHUI is awarded).

- 11.4 The Match Referee will give a warning of fouls and announce a GENTEN when a contestant is about to, or has already committed a prohibited act: if a fighter commits a GENTEN or any of the acts and techniques listed in above, then the referee has the power to award the other fighter extra points or even award him the Match itself. Before announcing a disqualification or awarding a two-point technique the Match Referee must confer (either verbally or by hand signals) with the Mirror Referee.

Note: For fouls/penalties to be awarded there must be a majority of officials in agreement

12. INJURIES OR ACCIDENTS DURING THE MATCH

- 12.1 If a contestant who suffers a minor injury that is not serious enough to disable him or her, and refuses to continue with a match, or requests permission to quit the match, that contestant shall be declared the loser.
- 12.2 In the case of an injury sustained by one contestant during the match, but not caused by the other contestant, and if the injured contestant is unable to continue, the referee may suspend the match or award the match to the other contestant after consulting with the arbitrator.

- 12.3 In the case of any injury to both contestants, for any reasons not ascribable to either contestant, the referee may suspend the match or award the match to the contestant with the higher score. In the event of the score being equal, the referee may make a decision based on the criteria for decision after consulting with the judge and arbitrator.
- 12.4 A contestant who refuses to continue the fight for a reason other than injury, or who requests permission to quit the match for any other reason shall be declared the loser.
- 12.5 In a round-robin tournament, if a contestant withdraws from the preliminary rounds, for any reason whatsoever, then that contestant shall no longer be eligible to compete for the remainder of the tournament, regardless of the number of points accumulated before withdrawal.
- 12.6 Injury time is usually 1 minute. If more time for the injured person is required and the injury is no fault of their own e.g. inflicted by the other fighter, then the match can be suspended, the fighters removed from the tatami, and the score and time of the bout is noted. Other fights may then be conducted, and when the removed competitors are ready, they may return to complete the bout. This must be done as soon as practicable.

13. AWARDING OF POINTS

Points shall be awarded as follows:

- 13.1 NIHON = 2 Points shall be awarded for:
- A clear and decisive kick to the head. The kick must not have been even partially blocked or avoided.
 - A clear, strong, well placed combination to two separate areas e.g. jodan and chudan, with sufficient technique that goes through the opponent's guard decisively.
 - When one opponent is downed with a technique such as a sweep, and follows through with a well-focused gedan-tsuki
- .1. A clear attack to an unprotected rear, from head down to the belt e.g. after a mae geri has been blocked and the

kicker has been spun around thereby exposing his back to attack.

- 13.2 IPPON = 1 Point shall be awarded as follows:

A clear and decisive strike to the head or body. The technique must not have been even partially blocked or avoided.

- 13.3 The contestant with the higher number of points scored at completion of time, or the first contestant to reach 6 points, will be declared the winner.

- 13.4 For points to be awarded there must be a majority of officials in agreement

14. TEAM MATCH

- 14.1 Each male team will normally consist of 5 members (fighters). Each female team will normally consist of 3 members (fighters). The Cadet category is a mixed gender category. Each cadet team will normally consist of two boys and one girl. In the cadet category, boys will not normally fight girls. The Peewee category team will normally consist of three members from either sex. In the Peewee category girls are allowed to fight boys. These are guidelines and maybe altered if at the discretion of the organisers i.e. larger teams, girls vs boys, mixed teams etc...

- 14.2 Each team may also have a reserve fighter (clearly nominated on the original entry form) who can be used if another team member is unable to carry on fighting due to injury.

- 14.3 **Team members can win, lose or draw** their respective matches, unlike individual matches where the fighters can only win or lose.

- 14.4 Once the fighting order has been submitted to the table officials by the team representative it cannot be changed. Alternatively, the team order can be determined during the line-up for the bout. This line up must however be recorded and must remain the same for that division.

Note: for peewees and juniors, in the interests of ease of administration and speedy and smooth running of the

event, teams can be lined up based on height.

- 14.5 The team with the most wins decides the team match result. If at the end of the match the teams are even, a fighter from each team will be selected by the team representative to fight a deciding match. If that match is a draw then a 1 minute time extension will be granted and the first to score will win.

- 14.6 If a team enters a competition with less fighters than is expected by the organisers (i.e. 3 fighters for a 5-person team or 2 fighters for a 3 person team) **then the first fights will be automatically given to the opposing team.** A team cannot enter the competition if they do not have more than half the team members required. NOTE: it is up to the tournament organisers on the day to allow whether team members may fight twice or not

15. Tournament Terminology

The following are the most commonly used terms for Roppon Shobu competition

Aka	Red side	Fukushin	Corner Judge
Aka-no kachi	Red side wins	Shomen ni rei	Bow to front
Shiro	White side	Shushin ni rei	Bow to centre ref
Shiro-no kachi	White side wins	Otagai ni rei	Bow to opponent(s)
Nihon	2-point score	Kamaete	Get ready (fighting stance)
Ippon	1-point score	Hajime	Start
Chui	warning with no point penalty	Yame	Stop
Genten (ichi)	1-point penalty	Zokko	Continue
Genten (ni)	2-point penalty	Shugo	Approach (conference)
Hansoku	Disqualification by penalties	Fukushin shugo	Judges, approach!
Shikkaku	Disqualification by disgrace	Jogai	Outside the fighting area
Awasete roppon	Total score of six	Ai-uchi	Simultaneous score
Awasete-no kachi	Winner	Mubobi	Not protecting oneself.
Shushin	Centre Referee	Torimasen	No score