

RULES

OF THE VII INTERNATIONAL TOURNAMENT “NAHA-TE”, GROUP “A”, ON KARATE & KOBUDO

SPORTING COMPLEX “KRAYAN”

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*Competition of the Tournament “Naha-te” will be conducted according to the Rules of the WKF (World Karate Federation) and Federation Jundokan of Ukraine. The competition Rules of the Federation Jundokan of Ukraine were compiled considering requirements of the Rules of the following international federations as JUNDOKAN INTERNATIONAL, IOGKF, EGKF, WKF, WKC, WUKO. The given document provides the basic principles and positions of the Tournament Rules of the Federation Jundokan of Ukraine (100 page’s booklet which you can look through at the Tournament). These Rules and Booklet are the copyright. Any reproduction of it (completely or partially) or any it’s using for any other purpose can’t take place without written permission of the Federation Jundokan of Ukraine. © Federation Jundokan of Ukraine, V. M. Kusiya.



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COMMON POSITION:

1. ADMITTANCE OF CONTESTANTS TO THE COMPETITION:

- 1.1. Admittance of contestants to the competitions will be made by the Mandate Commission which consists of the Chief Referee (or his assistant), General Secretary, Official Doctor of the Tournament and representative of the organization which conducts the tournament.
- 1.2. The official entry form certified by the Physical Training Health Center with the date and seal having put opposite every participant's name, identity card with the photo of participant, sporting budo-passport and insurance policy must be handed in to the Mandate Commission.
- 1.3. All decisions, which are not specified in the Rules of the Tournament, will be made by the Chief Referee.

2. WEIGHING:

- 2.1. Contestants must be weighed in a swimming trunks.
- 2.2. The electronic balance for the weighing of contestants must be checked up by the Chief Referee.
- 2.3. Contestants of all Divisions must be weighed only once. In Karate Kata Division and Kobudo Kata Division weighing won't be conducted.

3. OFFICIAL UNIFORM:

Judges, referees, contestants and their coaches must wear the official uniform as defined below.

3.1. CONTESTANTS:

Contestants must wear a white unmarked karate-gi without stripes or piping. Only the emblem of the club (Federation) may be worn on the left chest.

Women are allowed to wear a plain white T-shirt beneath a karate jacket.

The trouser legs must cover at least 2/3 of the shin but may not extend further than the ankles. The trouser legs may not be rolled up or pinned in any way.

A contestant must wear a single obi (belt) – red for AKA fighter; blue for shiro. No belts of grade are to be worn.

Each contestant must be neat and clean: fingernails and toenails cut short; hair clean and worn in a fashion that does not interfere with the smooth running of the fight. Long hair may be controlled with hairnets and rubber bands; *hachimaki* (head band), hair slides and metal clips are prohibited. Any metallic objects that may injure oneself or the opponent may not be worn, for example, rings, jewelry, medallions, etc.

Contestants coming in the area inappropriately dressed or not complying with the above rules may be disbarred from the competition by the referee, with the approval of the Chief Referee. However, a contestant will not be disbarred immediately but will be allowed one minute to rectify his/her attire.

3.2. REFEREES, JUDGES AND ARBITRATORS:

The official uniform must be worn at all tournaments. Officials who do not complied with this regulation will not be allowed to officiate. The Chief Referee may allow officials at a tournament to remove their blazers due to hot weather conditions. The official uniform is as follows:

- A single breasted black blazer, with the emblem of the organization which the official represents on the left breast pocket;
- A white shirt;
- A tie, worn without a tie pin;
- Plain grey trousers;



- Unpatterned dark blue or black socks;
- Judging shoes (black) that allow easy movement on the matted surface, or barefoot.
- Women referee and judges may wear hair-pins.

3.3. COACHES:

Coaches may wear a track suit and identifying tag on the left breast of the top in order to establish his/her identity.

Only the coaches dressed in official attire may intercede to the Referee Council on their contestant's behalf.

4. PROTECTIVE EQUIPMENT:

- Mouth piece – must be molded to fit the individual contestant;
- Groin cup (for men) – must be a complete unit. A plastic cup slipped into a jock strap isn't permitted and any contestant caught using one will be penalized;
- Chest protector for women are required;
- Glasses – are not allowed; soft contact lenses may be worn at the contestants own responsibility. If a contestant wants to stop the fight because of the some reason regarding the contact lenses, he/she loses the right to resume the fight.
- Religious items - such as turbans and yarmulkes (skull caps), etc. may be worn provided that authorization is applied for and approved by the Chief Referee before the commencement of the tournament.
- Bandages/supporters may be worn to protect an injury only if approved by the Chief Referee on the advice of the official Tournament doctor. Absolutely no metal or hard plastic devices will be permitted.

SHOBU KUMITE DIVISION:

SHOBU KUMITE competition will be conducted according to the Rules of the WUKF (World Union of Karate Federations). The last version of the given Rules you can see at the WUKF official site: <http://www.wukf-karate.org> .

IRIKUMI JU DIVISION:

IRIKUMI JU is a full contact competition. **A contact is allowed to the limited areas with the allowed techniques.** IRIKUMI JU FOR CHILDREN is allowed only with the light surface contact.

1. WEIGHT CATEGORIES:

Look at the official Statement of the Tournament.

2. ADDITIONAL PROTECTIVE EQUIPMENT:

- Foot gear must be a foam material (Macho type) and must cover the toes and heel. Absolutely no laces, strings or metallic objects can be used as fasteners or can be attached.
- A protective waistcoat for children and juniors is obligatory.
- Chest protector for women.

3. ADJUDICATION PANEL:

The Adjudication Panel for each fight/match consists of:

- for children - one arbitrator, one referee, one judge;
- for juniors and adults - one arbitrator, one referee, three judges.



4. DURATION OF A FIGHT:

- Children – 1,5 minutes of fighting time;
- Juniors and adults - 2 minutes of fighting time.

5. SCORING:

6.1. Points are scored as follows:

- 1 point - Technically correct MAWASHI GERI GEDAN (LOWKICK) approaching inside or outside of a thigh; technically correct punches satisfying criteria of IPPON.
- 2 points - Kicks to a CHUDAN area; combinations which include block and attack; combinations with MAWASHI GERI (LOWKICK); the throw with the fall of the opponent or the throw from the posture without dealing the final blow.
- 3 points - Combinations which include a kick to a JODAN area; a throw from the posture with dealing a final blow or sweeping with dealing a final blow.
- 5 points - Knockdown.
- Victory - Two knockdowns.
- Victory - The suffocative technique (resulted to giving up of the opponent) with seizing or without seizing karate-gi of the opponent.
- Victory - A painful technique delivered to the arm or to the leg and resulted in giving up of the opponent.
- Victory - Any allowed technique resulted in knockout.

Controlled knee and elbow attacks are allowed and counted as scoring techniques.

Sweeping are allowed.

Suffocative techniques are prohibited for children and juniors and are allowed for adults.

In order to be scored, throwing and sweeping must be controlled. Uncontrolled throw doesn't count as a scoring technique.

The number of points might be scored to a contestant during a fight is unlimited.

5.2. Points are not scored as follows:

- For the techniques delivered simultaneously;
- For mutual punches and kicks when being in clinch;
- For incorrect technical acts;
- If both contestants simultaneously went outside the ring area;
- For strikes when being seized simultaneously;
- For the attacks lower the knee if the opponent raised his leg for the defense;
- For the attack when being outside the ring area.

5.3. Force Majeure Circumstances:

- Points are scored if contestants simultaneously deliver punches and kicks when being in clinch and this is resulted in knockout or knockdown.
- If contestants deliver throws simultaneously, the points will be scored to the contestant who delivered the throw first. But if the opponent throws this contestant down too, the points also will be scored to the opponent.



- If contestant attacks his opponent with one step being outside the ring area, the points won't be scored to him.
- If the contestant more than once intentionally provokes his opponent to deliver prohibited techniques (attacks to the groin, back of the head, spinal column, joints etc.) and imitate the hit to prohibited areas, he will be penalized according to the net of penalties or will be disqualified by HUNSOKU.

6. KRITERIA FOR DECISION (HANTEI). DETERMINATION OF THE WINNER:

IRIKUMI is the fight without break and Referee can stop it only in the following cases:

- after “time up”;
- delivering of a prohibited technique;
- JOGAI;
- knockout;
- knockdown;
- giving up of the contestant;
- for providing the safety of the contestants;
- by order of the Arbitrator or the Chief Referee of the tournament.

If after “time up” none of contestants is awarded by majority of points, the decision will be made according such factors:

- total quantity of points;
- variety of the offensive and defensive techniques.

In the event of a tie ENCHOSEN will be called. Contestants are given two minutes rest before beginning of the first ENCHOSEN.

The time limit for ENCHOSEN is the same as for the original fight.

If the first ENCHOSEN results in another tie, the contestants will be given 3 minutes to rest, then fight another fight of the same duration as the original.

There must be a definitive decision after the third fight.

The penalties that have occurred in the original fight are carried over.

7. ALLOWED TECHNIQUES:

Attacks are limited to the following areas:

- head (kicks only);
- face (kicks only);
- chest;
- abdomen;
- legs;
- arms

Punches, kicks, wrestling, ground techniques (NEWAZA) and seizing (OSAECOMI) are allowed.

Knee attacks to the legs and to the body are allowed.

Wrestling or seizing must be followed with the final technique (painful or suffocative technique or dealing the final blow). Contestants are given 10 seconds to perform the final technique, otherwise a seizing will be broken by the Referee.

8. PROHIBITED BEHAVIOR AND TECHNIQUES:

- Punches, knee, elbow and head attacks to the head;
- Pressing the joints;
- Attacks to the eyes, throat, neck, back of the head, spinal column, groin;



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- Dangerous throws which may result in serious injuries, for example of spinal column and collar bone.
- Contact to the eyes;
- Seizing and twisting the neck with two arms;
- Seizing the fingers;
- Seizing the cheeks from inside, seizing the nose, ears and genitals of the opponent;
- Throws performed higher than the height of the contestant;
- Scratching, biting;
- Using a circling tactics in order to avoid combat, time-wasting techniques, discourteous behavior;
- Any discourteous utterance addressed to a coach, team members, referee, adjudication panel or the other officials of the tournament can earn the disqualification.

9. PENALTIES:

The attack to a prohibited area automatically will be resulted in HANSOKU CHUI with 2 penalty points.

There are no private warnings for JOGAI or MUBOBI. Penalties for these two infractions are as follows:

	PENALTY	WHAT THE OPPONENT GAINS
1 st JOGAI or MUBOBI	KEIKOKY	1 point is awarded.
2 nd JOGAI or MUBOBI	HANSOKU CHUI	2 points are awarded
3 rd JOGAI or MUBOBI	HANSOKU	Wins the match

In the event of HANSOKU or SHIKKAKU, referee must consult with the judge or arbitrator.

IRIKUMI GO DIVISION:

IRIKUMI GO is a full contact competition. It means that **a full contact is allowed to the limited areas with the allowed techniques**. Competitors entering this contest must be experienced, full-contact fighters, who have undergone serious conditioning training.

The rules of conducting IRIKUMI-GO fights are coinciding with the IRIKUMI-JU competition rules except for some points noted below.

1. WEIGHT KATEGORIES:

IRIKUMI GO weight categories have analogy with IRIKUMI JU weight categories, except the point that IRIKUMI GO is individual contest only. There is no team event.

2. ADDITIONAL PROTECTIVE EQUIPMENT:

Boxing gloves are obligatory. No cloth hand guards are allowed.

Protective equipment for legs (foot gears, shin protectors) is obligatory. Absolutely no strings, laces or metallic objects can be used as fasteners or can be attached.

Head gear is obligatory. It must fit a head close without slipping.

3. ADJUDICATION PANEL:

Adjudication Panel consists of 1 Referee, 3 Judges and 1 Arbitrator.

4. DURATION OF A FIGHT:

- for children and women - one round x 2 minutes of fighting time;
- for juniors and adults - two rounds x 2 minutes of fighting time with 1 minute rest after the first round.



5. SCORING:

Scoring is the same as in IRIKUMI JU, except the point that one point is scored for the punch attack to the head.

6. TECHNIQUES:

Allowed and prohibited areas and techniques are the same as in IRIKUMI JU, except the point that in IRIKUMI GO punch attacks to the head and face are allowed.

KARATE KATA DIVISION:

Four main karate schools (Goju Ryu, Shotokan, Shito Ryu, Shorin Ryu, Wado Ryu, Kyokushin and other styles) kata are allowed (Appendix 1). Competition for each school will be conducted separately.

KOBUDO KATA DIVISION:

There will be individual and team kata competition. Team kata competition consists of matches between the teams with the membership of three participants. Each team must be solely male or female. Individual Kobudo kata competition consists of individual Kobudo kata matches conducted in the separate male and female divisions.

Participants may chose any Kobudo kata: bo kata or sai kata from the Appendix 2, 3.

Only juniors and adults are allowed to perform sai kata.

Participants must perform a different Kobudo kata for each round.

1. AGE CATEGORIES:

- children - 9 - 11;
 - 12 - 13; 14 - 15;
- juniors - 16 – 17;
- adults - 18 and elder.

2. UNIFORM:

Uniform is the same as it had been noted in the Common Position.

3. PROTECTIVE EQUIPMENT:

None of protective equipment is worn.

Bandages, supports or braces require the approval of the Tournament Doctor and Chief Referee.

NOTE: In the first round of Kobudo Kata competition participants will perform bo kata. In the second round they will perform Tonfa kata (all the versions of Okinawan Kobudo are allowed) and in the third round they will perform Sai kata.



APPENDIX 1
Okinawa Karate Kata Names

No	Kata	No	Kata
1	SEISAN	23	WANSU(WANSHU)
2	SANSERYU	24	PASSAI
3	KANSHIWA	25	GOJUSHIHO
4	SERYU	26	CHINTO
5	KANCHIN	27	KUSANKU
6	KANSHU	28	HOFA
7	SECHIN	29	CHINTI
8	GEKISAI	30	JITTI
9	SAIFA	31	SOCHIN
10	SHISOCHIN	32	NISEISHI
11	SEIPAI	33	JITTIN
12	SANSERU	34	MUTUDI
13	KURURUNFA	35	OHAN
14	SEIENCHIN	36	PACHU
15	SUPARINPE (PETTURIN)	37	ANAN
16	FUKYUGATA 1	38	PAIKU
17	FUKUIGATA 2	39	HEIKU
18	PINAN	40	PAIHO
19	NAIHANCHI	41	SUNSU
20	ANANKU	42	JION
21	WANKAN	43	UNSU
22	ROHAI	44	KASSHINDI

APPENDIX 2
Okinawa Kobudo Bo Kata Names

No	Kata	No	Kata
1	TOKUMINE NO KUN	15	UFUGUSHIKU NO KUN
2	SAKUGAWA NO KUN	16	CHIKIN NO KUN
3	SHUSHI NO KUN	17	CHIKIN UFUKUN
4	SHOSHI NO KUN	18	RUFA NO KUN
5	URASHI NO KUN	19	SHIROMATSU NO KUN
6	CHIKIN BO	20	SHIROTARU NO KUN
7	YONEGAWA NO KUN	21	KUBO NO KUN
8	CHATANYARA NO KUN	22	KATIN NO KUN
9	CHINEN CHIKIYANAKA NO KUN	23	CHOUN NO KUN
10	SHIIKU NO KUN	24	HASSO NO KUN
11	SHIISHI NO KUN	25	UFUTUN BO
12	SHIROTARU NO KUN	26	UEHARA NO KUN
13	SHUKUMINE NO KUN	27	KASHIBO
14	CHICKIN SUNAKAKE NO KUN		

APPENDIX 3
Okinawa Kobudo Sai Kata Names

NO	Kata	NO	Kata
1	CHATAN YARA NO SAI	9	SAI 2
2	HAMAHIGA NO SAI	10	SAI 3
3	CHIKIN SHITANAKU NO SAI	11	UFUCHIKU NO SAI
4	HANTAGUWA KORAGWA NO SAI	12	TOKUYMA NO SAI
5	TAWATA NO SAI	13	ISHIKAWAGUWA NO SAI
6	KUGUSHIKU NO SAI	14	SHINBARU NO SAI
7	YAKAA NO SAI	15	NICHO SAI
8	SAI 1	16	SANCHO SAI