

RULES

of Nippon kempo Competition

KUMITE VERSION

Article I. Playground.

1. Playground must have plain and flat surface, free of any obstacles.
2. Playground is from 6 X 6 meters square (for youths and girls) up to 8 X 8 meters (for juniors and adults) limited by the line border and measured from its external sight.
3. At 1.5 m. distance from center of playground should be marked two parallel lines, with 1 m. length each, indicating the start position of participants.
4. At 2 m. distance from center of playground should be marked the line with 1.5 m/ length. This line indicates referee position.
5. Secretary and seconds' measurer should be located after the referee's table, which is situated after referee, out of the playground.
6. Inside the playground, at 1 m. distance of its external border, should be marked the line parallel to this border. This line should remind the participants about risks of going out the territory of the playground.
7. Two side referees are on the corners of playground, placing on the diagonal position from left and right side of central referee.

Article II. Dressing form of participants of competition.

1. Participants of competition and their instructors should be dressed in the form of stipulated mode (Appendix # 1). General Referee has the right to release from the participation in competition any instructor or participant, infringed this rule.
2. It is allowed to use only official improved protective equipment in the course of competition (Appendix # 1).

Article III. Passport Control.

1. In case of individual competitions, participants of the competitions must present passport (birth certificate), sportsmen's book to organizers of competitions, while they go through the procedure of weight control.

COMMENTS

- Participants go through the weight control in stipulate time period before the beginning of the competition. Sanctions to the participants, who have not going through the weight control, are stipulated by the organizers of the competition.

2. In case of team competitions, instructor and team representative must present passport (birth certificate), sportsmen's book of all team members and reserve

participants to the organizers of competitions, while they go through the procedure of weight control.

Article IV. Organization of competition.

1. There are two types of competition:
 - Individual;
 - Team.
2. The following weight categories are accepted:
 - Boys, age 10-12: before 30 kg, up to 33 kg, before 36 kg, up to 40 kg, over 40 kg.
 - Boys(young men), age 13-15: before 40 kg, before 45 kg, before 50 kg, before 55 kg, before 60 kg, over 60 kg.
 - Girls 10-15 years, before 35 kg, before 40 kg, before 45 kg, before 50 kg, over 50 kg.
 - Young men, age 16-17: before 60 kg, before 65 kg, before 70 kg, over 70 kg.
 - Men, age 18 and over: before 65 kg, before 70 kg, before 75 kg, before 80 kg, before 85 kg, over 85 kg.
 - Women: before 50 kg, over 55 kg, over 60 kg, over 65 kg, over 65 kg.
3. All participants are the team members. The team should not have the fixed reserve.
4. At the beginning of every circle the team's leader present to referees the special blank, in which he indicates the participants' surnames and their placing. The placing is allowed to be changed at the beginning of every circle.
5. Team can be disqualified, if one of the participants or instructor changes the order of members' participation in competition without the notification in written form. The use of reserve participant without written notification is considered to be the change in teams' staff.
6. The winner of the competition is the team with greatest amount of victories.
7. If two companies gained the equal amount of victories, the winner is the team, the members of which collected the highest amount of points in all wined and losed duels
8. If two teams gained the equal amount of victories and points, is carried out the additional duel. The weight category in additional duel is determined by lots. It in this case the score is the same, the decision about the team-winner is made in compliance with referees' final decision.
9. The team, incorporating more than a half of allowed participants, can take part in the competition. If in the team is remained less than a half of participants, it can continue to participate in the competition in case when the opposite team has more than a half of participants.
10. Participant cannot be replaced by anyone in the course of individual competition.
11. In case of non-appearance of the participant his opponent is declared to be a winner.

12. The participants of individual competitions and teams should take part in the opening ceremony; in opposite case their participation in the competition can be declined.

13. Panel of field judges is accepted the discipline measures in course of disputes with General Referee, if individual participants and teams:

- fail to attend the competitions without good reason or without informing the organizers (managers) of competitions in advance.
- leave the competitions as protest.

13.1. Each company is permitted to have not more than two reserve participants.

13.2. Reserve participant can participate in competition only for the team in which he (she) declared.

13.3. Reserve participant can participate in competition in weight category in accordance with the rules.

14. Participant can take part in individual and in the team competitions at the same time only within the framework of his (her) height category.

Article V. Referee team.

1. Referee team for any competition is consists of one main referee and two side – referees.

2. Besides, to improve the course of competition, are attracted the time-keepers, secretaries, informatory.

Article VI. Duration of duel.

1. Normal duration of the duel is two (2) minutes. But it can be increased up to three (3) minutes in accordance with curriculum of the competition.

2. If duel in individual competition is finished in a draw, the additional time period is provided. The duration of additional time period is accepted by the Chief Referee in the beginning of competition.

3. Time reckoning begins when the referee gives the command “HAGIME” and interrupted due to the referee command in the following situations:

- in case of injuries of one of participants;
- in case of malfunction of equipment;
- in other unforeseen consequences.

4. Time – keeper gives the sign “Time is out” with the help of gong, buzzer, or the so called “time bag”, colored in red as usual.

5. In case of temporary interruption of game the time reckoning is not stopped.

Article VII. Beginning, interruption and ending of competition.

1. Under the leadership of Referee, the participants line up the corners of the playground, make bow and move inside the playground. Staying face - to - face in half step from start position, participants make bow. Then after the referees’

command “SANKYO” make half step and squat down. After the referees’ command “HAGIME!” begins the duel.

COMMENTS

- in case when the bow SYOMENU is executed by the all participants at the same time, individual bows are not executed.

When referee declares “YPPON” or “NOKACHY”, the duel is interrupted, participants return to the line.

COMMENTS

- When in the course of duel referee gives command “YAME!” the participants return to the starting position and wait the referees’ indications.

- To resume the duel referee gives command “HAGIME!” In case of any necessity to stop the duel under some circumstances (injury, etc.), sportsmen shows his raised hand to referee and duel is stopped. The participant with referees’ permission executes the important actions. In this case sportsmen make the mutual bow.

- The duel resumes when the sportsmen returned to the starting position and combat staying.

3. When the duel is ended, the participants squat down and wait for the declaration of results. Then both sportsmen stand up simultaneously, make half step back, make a bow and move towards the corner of the playground, where make the bow.

COMMENTS

- if in case of command competition the sportsmen make bow to the audience all together, individual bows shouldn’t be executed.

Article VIII. Collection of points.

1. For effective kick is awarded, in principle, 1 point, “YPPON”.

- when attack by leg or hand is executed in correct manner, with enough force;

- when the opponent is suppressed by series of kicks;

- when he is revealed the kick in head or back of head prostrate opponent;

- in case of cutting – down following by complete beat;

- in case of throw following by complete beat;

- in case of high amplitude throw.

COMMENTS

- kick in the head is reckoned only in case, then it has been executed in response to attacking action of the opponent. The kicks should be strong and directly. It is possible to make sound “KIAI”. If the opponent lost control, threw down his hands (turned back), in this case the set of kicks is considered to be effective.

2. For effective throw is awarded 1 point (YPPON):
 - if opponent has been thrown down on tatami, and throw technique is under control;
 - in case when the participant turns the opponent off the ground and is going to throw him;
3. For effective technique of joint – keeping is given 1 point (YPPON) in case when opponent refuses to continue the duel.

Article IX. Decision making criteria.

1. The attack is considered to be invalid, if it is off the territory of playground.
2. If on case of foot kick, one foot of sportsman is situated over the territory of playground and the skid foot – on the territory of the playground, the attack is acceptable. But if the skid foot is off the territory of playground, the attack is unacceptable.
3. If sportsman, who executed the throw, is situated within the territory of playground at this moment and abandoned sportsman failed down over the limit line of playground, the technique is considered to be acceptable.
4. The capture of joints and attacks are considered to be acceptable, if they are fulfilled within the external border of playground.
5. In case, when both sportsmen make counter kicks, they don't receive any points.

COMMEMTS

- Counter (or mutual) kick is the kick when the attack of both sportsmen is effective.

Article X. Prohibited actions and techniques.

1. In case of attacks, throws and keeping the following actions and techniques are prohibited:
 - attack on the parts of body, are not protected by BOGU;
 - making the strong kick in the face of failed opponent;
 - step on the face;
 - throw the opponent on tatami with head down;
 - attack and back capture of the joints;
 - back capture of joints and clasping of elbows or back side of opponents' hands to own side;
 - capture of feet's and legs' joints;
 - capture for the protective equipment;
 - the lost of the martial spirit or declination from the duel;
 - making the kicks after the finishing of duel;
 - admission during the duel speech and crying besides KIAI, admission of words and actions, abusive the opponent;

- take off and take on the protective equipment without permission of referee;
 - execution of other dangerous and harmful actions of the partner.
2. While staying on the playground is prohibited the following:
- the exit of both feet off the playgrounds' territory.

COMMENTS

- if one of the foot goes over the external border of playground, this is not considered as exit off playground territory;

- extrusion of the opponent over the playgrounds' territory;

If falling the sportsman is appeared to be over the territory of playground and knee of one of participants is on tatami, the duel is continuing.

3. If duel is executed in external border of the playground and winning sportsman executes the attack, his opponent cannot moves over the external border. Sportsman, going over the playground, receives remark.

Article XI. Penalties.

1. In case of execution of actions prohibited above:

“CHUI-ITY” (remark)

Two remarks become notification (warning)

“CHUI-NI” (notification)

Notification decreases the number of points on point.

“HANSOKU” (disqualification)

The malicious infringement of any of prohibited actions can be followed by disqualification.

COMMENTS

- if one of protective equipment parts is undone in the course of duel, he is punished by “CHUI-ITY”. The lost of equipment is followed by “CHUI-NI”

- referee has the right to make punishment as “CHUI-NI” for the infringement.

Article XII. Determination of the winner.

1. Victory and defeat are determined by the quantity of points, collected during the duel, during 2 (two) minutes (or 3 (three) minutes). In case of equal number of points is executed the additional duel (2 or 1 minutes). If in this case the quantity of actions are appeared to be equal, the decision about the victory, defeat and draw game is made by referees.

2. Making the decision, referee and side referees (with the help of flags) show, who wins the duel. In case of draw score, the flags are crossed over the referees' heads.

COMMENTS

- if one of participants received "YPPON", and his opponent – 0, the score is 1-0, the participant, who received "YPPON" is declared to be the winner. From the other side, when the score is 1-1, 0-0, and usually in this case the duel is ended in draw, the winner can be elected relating to the quality marks of the duel.

3. In case, when one of participants of duel demonstrates the absolute superiority, referee can declare him as a winner without waiting the end of the duel.

4. If one of the participants refuses from the participation in duel, the other is awarded the "victory without battle".

5. In case of the injuries the decision of ending and continuing of the duel is made in the course of referees' meeting and his assistants. If injury is insignificant, the duel can be continued after the reasonable brake (3-5 minutes). If after the referees' making decision to resume the duel, the sportsman refuses to continue the duel, he is considered to be the loser.

6. If due to the injury the sportsman cannot continue the duel, the decision about the victory is made in view of the following conditions:

a) If the sportsman received the injury in view of his inattention, he becomes the loser.

b) In the injury is the result of prohibited actions of the opponent, the participant admitted such actions becomes loser.

Article XIII. Rules and obligations of referee committee, referees and field judges.

Referee Committee

The Referee Committee has the following rights and obligations:

1. To provide the correct preparation for every competition in cooperation with the Organization Committee, including the organization of playfield, support and placing of important equipment and munitions, organization of duels and control of competitions' conduction, acceptance of security measures, etc.

2. To settle and place the seniors on the playfield on their proper positions, take all important measures to meet all requirements under the reports of the seniors of the playfields.

3. To control and coordinate the total work plan of referee teams.

4. To appoint the deputy of official authorities, if it is required.

5. To consider and make decisions in case of official protests.

6. To make the final decision on moot points of participants' actions aroused in the course of duel, if they are not stipulated in these Rules.

7. In case of situation, when the conduction of duel is impossible or in case, when Referee cannot fulfill his main obligations, Main Referee makes the decision to stop the duel.

Referee

1. Referee has the right to conduct the duel (including the declaration of beginning, interruption and ending of duel), as well as:
 - To award “Yppon”;
 - To present all important clarifications to Main Referee, Referee Committee on putting down of this or that mark;
 - To punish or make some notifications (at the beginning and after finishing of duel);
 - To clarify the meaning of side referees;
 - To settle the additional time period;
 - To check the cloths, equipment and munitions of participants before the beginning of the duel.
2. Rights of Referee are not limited by the playfield, but they stretch on the territories, bordering to playfield.
3. Only Referee gives the commands and makes announcements.

COMMENTS

- the participants can speak with each other only if referee asks them about something.

- referees and side referees have not any right to communicate with audience, participants and teams' representatives.

4. In case when the side referees attracts attention of referee, he can interrupt the duel for discussion and making decision.
5. Referee strictly supervises for the degree and strength of the kicks, by which are effected the participants, for the condition of cloths, protective equipment (BOGU), safety execution of the duel.
6. When one of the participants of duel gains one point, referee raises one hand for the height of the shoulder and says “YPPON!”, then the competition is interrupted, and both sportsmen return to the starting position immediately, and, raising his hand, referee declares “YPPON!”.
7. When the participant of duel has received the injury and other unforeseen circumstances have happened, the duel can be interrupted and the winner is declared.
8. When determinating the participant, referee raises one hand, exclaims the command “HANTEY!” (decision), the side referees, calculating the points, form the results on the basis of registration blank, raising the flag.
9. In case, when referee settles the additional time of duel, he, at first, gives the command “ANTYO-SEN!” (prolongation) and then “HAGIME!”

Side referees

1. Side referees are situated off the territory of playground, placing diagonally from the left and the right side of referee.

2. Side referee makes the decision to award the points, indicates them by himself, writing down the addition and subtraction of points, remarks and notifications. Under the command “HANTEY!” (decision) the side referee makes the decision on the victory, defeat and draw game.
3. Side referee has the equal right with referee with respect to declaration of additional and subtractive points, helps referee.
4. To prevent the hazardous situations, the side referee has the right to attract attention of referee by gesture in case when:
 - a) It is important to admit the infringement of rules;
 - b) Sportsman made the signal “Surrender” in case of pain affection on the joint, which referee has not taken into account.
 - c) Referee considers, that hazardous situation is arisen.
 - d) It is important to stress, that the sportsman is appeared off the territory of the playground.

Article XIV. Protests and other incidents.

1. Nobody has the right to face to referee or side referees with protest personally.
2. If it appears, that behavior and (or) decision of referee come in contradiction with the rules, apply the protest can:
 - Instructor or other official representative on behalf of the team.
 - Person, officially named as representative of the participants, on behalf of the individual participants.
3. Protest should be made in written form after the duel for which the protest is made.
4. Protest should be granted to the referee committee member. In adequate time period, the referee committee must look through the circumstances the disputed decision.
5. If necessary commission must take all important measures.

Article XV. Unforeseen situations

1. In case of situations, not indicated in these rules, or there are some doubts, the decision is making by the Referee Committee with the Main (General) Referee of the competition in head.