

# **RULES ON KOBUDO COMPETITIONS**

**Moscow**

Rules were acknowledged by Presidium  
“Kobudo Federation, Russia”, Ltd  
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# **RULES**

## **of Kobudo Competition**

### **NUNCHAKU VERSION**

#### **Article I. Playground.**

1. Playground must have plain and flat surface, free of any obstacles.
2. Playground is from 7 X 7 meters square (for youths and girls) up to 10 X 10 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 Nunchaku competition.**

1. Participants of competition and their instructors should be dressed in the form, stipulated in Appendix # 1. General Referee has the right to release from the participation in competition any instructor or participant, infringed this rule. It is allowed to use only official improved Nunchaku in the course of competition (Appendix # 1). At the beginning of duel the both referees must look through and check Nunchaku.

#### **Article III. Passport control.**

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 height control.

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 height control.

#### **Article IV. Organization of competition.**

1. There are two types of competition:
  - Individual (with height categories)
  - Team (with height categories)
2. In team competition each team should include 5 participants of the following height categories:
  - 1 participant - 1.55 meter.
  - 1 participant - 1.65 meter.
  - 1 participant - 1.75 meter.
  - 1 participant - 1.85 meter.
  - 1 participant - other than 1.85 meter.
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 (yppon and vazaari).
8. If two teams gained the equal amount of victories and points, is carried out the additional duel. The height 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 and he gains 6 points.
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.
14. Each team is permitted to have not more than two reserve participants.
- 14.1. Reserve participant can participate in competition only for the team in which

he (she) declared.

14.2. Reserve participant can participate in competition in height category in accordance with the rules.

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

16. Participant and take part in individual and in the team competitions in the higher height category, but not more than one height point:

a) Participant of height category – 1.75 m. can participate in competition with categories – 1.85 m.

b) Participant of height category – 1.75 m. can not participate in competition with categories with height more than 1.85 m.

### **COMMENTS**

*- in free height category the individual and team pairs are forming irrespective from the height of participants, excluding the special limitations imposed by organizers of the competitions (age).*

17. Men and women can take part in individual and team competitions against each other.

### **Article V. Referee team.**

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

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) or five (5) 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. If in the course of additional time period the duel is finished in a draw, the referee elects the winner and probably side-referees.

4. 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.

5. 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.

## **Article VII. Collection of points.**

1. The result of duel is determined by:
  - receiving by one of the participants the six “Yppons”;
  - awarding the victory in accordance with referees’ decision;
  - disqualification (Hansoku) of one of the participants.
2. “Yppon” is received for the successful execution of technique.
3. The victory over the opponent, punished by “Hansoku”, is estimated by the score 6-0.
4. Attack can be aimed at the following zones: from footstep to head, excluding throat, neck and groin.
5. Any technique, also with absolutely correct technical execution is not reckoned, if the both participants are off the territory of playground. But, if one of the participants is of the territory of playground and his opponent, staying on the playground, executes effective technique before the referees’ command “Yame”, the attack is reckoned.
6. Effective technique, executing in the moment of final signal, is reckoned. The effective technique, executing after the referees’ command “Yame”, is not reckoned and also can be punished.

## **Article VIII. Touch.**

Attack is considered to be effective only in case, if the kick hits the mark and is made with additional force (excluding injuries).

## **Article IX. Conditions of points reckoning.**

1. Attempt to collect the points is adopted, if it is preceded by two full interception techniques. Excluding the special limitations imposed by the organizers of the competition (age of participants, their qualification), it is adopted to use two or three full interception techniques.

### *COMMENTS*

*- Four full interception methods are reckoned, if Nunchaku is moved from one hand to another.*

*There is some exclusion for the following situations:*

*- If one of participants is blocking up the attack of opponent by 100 per cent, it is adopted the direct attack.*

## **Article X. Prohibition and Disarmament.**

1. It is possible to use Nunchaku to block up the attack.
2. If the participants are succeeding to disarm the opponent with the help of Nunchaku, the “Yppon” is reckoned to him. If Nunchaku of both participants is mixed up and they not disarmed each other, the referee should give the command

“Yame”.

3. If the participant loses control over Nunchaku, and they fall on the floor, the referee stops the duel and reckons “Yppon” to the opponent.

#### **Article XI. Decision making criteria.**

1. In case of absence of “Sanbon” (6 points) and defeat due to “Nansoku” in course of duel, the decision of the duels’ end is accepted on the basis of the following matters:

- the availability of “Yppon”;
- the availability of penalty points;
- the quantity of good-executed attacks;
- the manner of behavior, competitive spirit and self-control of participants.

2. In case of draw game is settled the additional period of time for duel. If one of participants in the course of duel receives the only one point, he is declared to be the winner. If in this case the point is equal, the winner is determined by “Hantei”.

#### **Article XII. Prohibited actions and techniques.**

1. The following techniques and actions are prohibited:

- Techniques relating to the touch of throat and neck,
- Attacks, comes directly to opponent, who falls down,
- Techniques, where the sportsman keeps the both Nunchaku in one hand,
- Technique named “Tsuky” (dig).

2. Also, the prohibited actions and techniques are:

- Infringement of the rules, as the capture the opponent, throws and pushes.
- Uncorrected behavior, for example, display of dissatisfaction and explanation of comments.
- Situation, where one or the both participants ignore self-security or the security of opponent.

- Capture of the opponents’ Nunchaku by hand.

- Blocking out opponents’ attacks by hand.

- Staying of Nunchaku“ in peace more than 3 seconds without further actions.

3. Worthless behavior of the participant, instructor and official team member leads to the immediate exclusion from the competition.

#### **Article XIII. Interception in the course of duel.**

1. In the course of duel the participant ought to demonstrate not less than four various types of intercept techniques.

#### **Article XIV. Penalties.**

1. Referee grants penalties in ascending order:



### **“OFFICIAL NOTIFICATION”**

- If referee considered, that the participant is going to apply the prohibited technique, he brings the official notification.
- In case the first appearance of the participant on the playground.

### **“CHUI”**

“Chui” – 0,5 penalty point in favor of the opponent.

The following techniques and actions are subjected to penalties as “Chui”:

- The appearance of the participant on the playground for the second time;
- The defense from opponents’ attack by hand, forearm, shank.
- The attempt to collect the points without the preliminary execution of the 4 full interception techniques;

### **“KEIKOKU”**

“Keikoku” – are the 1 penalty points in favor of the opponent.

The following techniques and actions are subjected to penalties as:

- The appearance of the participant on the playground for the third time;
- Repeated defense by hand, forearm, and shank;
- Repeatable exceeding 3 second time period;
- Going away (running away), which prevents (tightens) the duel;
- Behavior of the instructor, which prevents the execution of the duel (competition);
- Action or actions of the participant, which threaten the normal duration of the duel;

### **“HANSOKU”**

“Hansoku” - disqualification.

The participant, in principle, can be punished by “Hansoku” for the following techniques and actions:

- The appearance of the participant on the playground for the fourth time;
- The actions of the participant cause damage the honesty and prestige of Kobudo;
- Participant does not follow the referees’ command;
- The participant is so excited, that he threatens the normal duration of duel;
- Actions of the participant are considered to be ill-intentioned, deliberately infringed the rules by using the unacceptable techniques;
- The Participant can not explain the martial spirit while attacking and defending;
- The participant does not have the indicated equipment or reserve equipment on hand at his disposal.

## **Article XV. Beginning, interruption and ending of competition.**

1. Central and side referees take their own positions, the participants greet each

other, Nunchaku are in the open position in front of the breast, “Yukon” is on the right hand, “Sakon” is on the left hand. After this the referee declares the beginning of the duel by “HAGIME” command.

2. Referee stops the duel by command “YAME!”, when the action done is reckoned. Referee orders the participants to return to start positions.

3. Referee returns to the start position, where he indicates his opinions by explaining yppon or vazaari in dependence with kind of attack. Then referee reviews the duel, exclaiming “HAGIME”.

4. If in the course of duel the participant collects “Sambon” (6 points), referee stops the duel by “YAME!” command and orders the participant to return to the start position and the so does he. Then referee declares the winner by raising the arm from the winners’ side. At this moment the duel is over.

5. If the duel time is over and score remains equal, the referee declares “YAME!” and returns to his position along with the participants. The referee declares the final time period for duel by “ANTE CEN CEBY HAGIME!” (in case of individual duels).

6. If in the course of additional time period the score remains equal, central referee and side referees, after the debates come to final conclusion.

7. Referee commands ‘YAME!’, when interrupting the duel or “HAGIME”, when continuing on the following situations:

- If one or two participants go out the territory of playground;
- When referee suggests to the participants to put this cloths into order of replace Nunchaku.
- When referee finds, that the participant is going to infringe the Rules;
- When referee finds, that the participant has infringed the Rules;
- When referee considers, that one or the both participants are not able to continue the duel due to injuries, indisposition or for the other reason;
- If Nunchaku of both participants become tangled.

## **Article XVI. Injuries and accidents.**

1. On the competition must present the qualified doctor or the ambulance, which must execute the first medical help to victims. Only qualified doctor has the right to help the victims.

2. If the participant receive one ore more injuries not for the opponents’ fault, he is dismissed from the competition.

3. If the both participants receive injuries simultaneously and failed to continue the duel, the victory is awarded to the participant collected the higher amount of points and without any notifications. In case of no preferences, the duel is finished in draw.

4. The participant, who received the injury and is found unable to continue the duel in accordance with the doctors’ decision, cannot participate in next competitions. In case of protest from the side of injured participant, he will be disqualified.

5. As to the injured participant, to whom the victory was awarded after the disqualification of the opponent for injuries made, is not allowed to continue the

participation in competition without doctors' permission. If he receives the injury once more, the victory can be awarded to him through the disqualification of opponent in the second duel, but he is dismissed from the participation in further competitions.

6. In any case when the participant receives the injury, referee must stop the duel and call for the doctor.

7. If the participant becomes unconscious, falls on the floor and cannot stand up during 10 seconds, he is automatically dismissed from the competition.

## **Article XVII. Protests and 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. Weighting all available facts, commission should make the report and has the right to take all important measures if necessary.

### **COMMENTS**

- *In protest one must indicate names of participants of the duel, of referee team, worked on this time period and all details of accident lead to the protest. As to the official protest, i.e. the protest subject to consideration, will not be accepted the common complaints for referee committee in whole. Expenses, which are important for the approval the justice of protest, are beared by petitioner.*

- *In case of administrative infringements in course of the competition, the instructor should contact directly to the senior on the playground. The last brings this information to Referee.*

- *If Referee Committee accepts the protest, the relevant measures should be taken. It is important to take measures to prevent the repeat of these infringements in the future. The sum, presented by the petitioner in competition fund is returned.*

- *The protest is examined by Referee Committee, and all reports of witness must be taken into account to support the protest. To settle the justice of the protest, the Committee looks through the official videos.*

- *If the Referee Committee found the protest injustice, it will be declined, and sum, presented by the petitioner, is confiscated in favor of the organization, conducting the competitions.*

## **Article XVIII. 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.

### **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" or "Vazaary";
- 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 (by signal flags);
- 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.

4. Upon the Referees' signal, main Referee must take into account their meaning; Referee can stop the duel, as he is agreed with explained meaning.

The participants can communicate only in case, if referee asks them about something. Referee, side referees have not any right to communicate with spectators, participants and teams' representatives.

### **Side referees**

1. To assist the Referee by the signals with the help of flags;
2. Side referees are placed in the opposite corners of the site from the left and right side of referee.
3. Referees must watch on the actions of the participants carefully and give the sign in the following situations:

- a) If they find that the participant must receive “Vazaary”.
  - b) If, under their opinion, the participant has done or is going to execute the prohibited action and technique.
  - c) If the notice the injury or indisposition of participant.
  - d) If one or both participants went off the territory of playground.
4. Side referees must:
- To calculate the quantity of interceptions;
  - To watch on variety of participants’ technique;
  - To express own opinion in case of decision “Hantei”.
5. Side referees have not any right to interrupt duel, but they have the right to stress their own opinion by gestures, if it is possible.

### COMMENTS

- Referee can give clarifications on any decision after the competitions only to the senior of the playfield or Referee Committee. Referee does not give a report to anybody.

- Qualified Referee will not interrupt the duration of the dual without importance. He must avoid of unimportant interruptions such as “YAME! TORIMASEN!”

- Referee shouldn’t stop the duel in accordance with the sign of Field Judges, if he considered their signs as incorrect one. In this case, Referee has to make the decision in the course of duel. But, before inclining the Field Judges meaning, Referee must take into account, if the technique has been received the better vision from their position (Field Judges).

- If the duel has also been stopped, but the meanings of Field Judges and Referee are not the same, the decision is making by voting.

- Field Judges can evaluate only what they have surely seen. If they are not sure, that kick reached the aim, they must make the sign “Menai”.

- Referees and Field Judges must be absolutely independent and indifferent.

- To keep themselves in adequate and correct manner;

- The decision of Field Judges may have the great influence on the final of duel. Therefore, it is important to Field Judges to evaluate the actions quickly and truly.

- Members of Field Judges can not be the participants, instructors or teams’ representatives.

### Article XIX. Unforeseen situations.

1. In case, when above mentioned rules are not regulate the situation or there are some doubts, the decision is making by the Referee Committee with the Main (General) Referee of the competition.

