

INTERNATIONAL
CHAMPIONSHIPS

OFFICIALS

HANDBOOK



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PART I. THE PURPOSE OF CHAMPIONSHIPS

The purpose of championships presented or sanctioned by Kyokushin World Federation (KWF) are:

- To spread the spirit and technique of kyokushin internationally
- To educate generations of young and old people in the Budo way, and to uphold Japanese culture and traditions.
- To contribute to society by hosting local, regional and international events and championships.
- To promote world peace and universal friendship through the communal practice of Kyokushin.

PART II. STANDARD CHAMPIONSHIP REGULATIONS FOR WEIGHTS AND OPEN CATEGORY CHAMPIONSHIPS.

(A) Officiating Team and Responsibilities.

(1) Officiating Team:

- Supreme Judge** (Saiko Shinpan-Cho): chairs the Review Panel and has authority to make final decisions on all matches. He/she has the right to select officiating teams, decide championship brackets, and makes the final decision on appeals.
- Judge Chairman** (Shinpan-Cho): member of the review Panel and supports the Supreme Judge. He/she will act as second-in-command and assume all responsibilities of the Supreme Judge in his/her absence.
- Judge Vice-Chairman** (Fuku Shinpan-Cho): member of the Review Panel and supports the Supreme Judge and Judge Chairman.



The Judge Vice-Chairman will assume the responsibility of the Supreme Judge in the absence of both the Supreme Judge and Judge Chairman.

(d) **Referee** (Shushin): officiates in the ring and supervises a judging team consisting of him/herself and four corner judges. A Referee's responsibilities are as follows:

- (i) Ensuring proper entrance and exit of the judging team and competitors.
- (ii) Directing the beginning and the finishing of the match.
- (iii) Maintaining the composure of the match and preserving the safety of the competitors.
- (iv) Assessing the judge's calls/ decisions and announcing judgments to the spectators.
- (v) Making clear calls/ decisions to the competitors and spectators.
- (vi) Calling judges meetings as necessary to examine any calls/ decisions made by a judge.
- (vii) Supporting and respecting the Supreme Judge's decision, who maintains authority above the Referee.

(e) **Judge** (Fukushin): Each judging team has four Judges. Judges officiate the matches from the four corner positions of the ring. A Judge's responsibilities are as follows:

- (i) Making clear decisions to competitors and spectators.
- (ii) Complying with absolute authority of the Supreme Judge should such a case arise.
- (iii) Must support and respect the Supreme Judge decision making authority above his own.

(2) Responsibilities of Officiating Team:

- (a) Providing for the safety of competitors.
- (b) Officials must make a fair and unbiased decision.
- (c) Officials must exhibit a clear decision to the competitors as well as the spectators.

(3) Championships Executive Committee.

- (a) The Championships Executive Committee consists of a Vice Chairman and Committee Members.
- (b) The Executive Committee's responsibility is to ensure that the Championship runs smoothly and is finished on schedule.
- (c) The Championships Executive Committee Chairman, along with the Supreme Judge, has the authority to change the time schedule as necessary but shall confer with the Review Panel in such an instance.

B) Rules for Kumite Competitions.

(1) Final Decision:

- (a) Referee and Judges have equal authority in making calls/decisions during matches. However, the final decision rests with the Supreme Judge.

(2) Match Duration.

(a) Official Standard KWF Championship Rules

Decisions are made in the following order:

- (i) First Round: Three minutes



- (ii) First Extension: Two Minutes
- (iii) Weight difference: **three kilos or more for weight** categories and **10 kilos or more for Open Category**, will determine the winner.
- (iv) The Review Panel will decide (often times a final extension of two minutes is used to determine the winner).

(b) Modified Match Lengths.

It is customary to set shorter match lengths for the elimination rounds of major events.

For example, the first round through third rounds can be modified match duration:

- (i) 1st Round: Two minutes.
- (ii) 1st Extension: Two minutes.
- (iii) Weight Decision.
- (iv) Final Extension: Two minutes.
- (v) From the fourth round through the finals (usually from semifinals) – Standard KWF Championship Rules apply.

NOTE: The Supreme Judge may change the duration of matches at his/ her discretion.

(3) Official Ring Dimensions and Layout:

(a) Standard Ring Size.

- (i) The ring itself should be 9x9 meters (81 square meters).
- (ii) The out-of-bounds area encircling the ring should be 12.5 x 12.5 meters (approximately 156 square meters). The out-of-bounds area should be maintained clear for the safety of the competitors.



(b) Sides and starting lines:

- (i) The ring should have a red side and white side.
- (ii) White side is to the right of the head table and red side is to the left of the head table.
- (iii) The starting lines for the competitors should be near the center of the ring, at a distance of 3 meters apart from each other, and each marked by a line 1 meter long.

(c) The position of Judges chairs:

- (i) There should be 4 chairs – 1 at each corner of the ring. The locations of the chairs should be within the out of bounds area just outside the ring.

(4) **Protective Gear:** all gear must comply with KWF Regulations.

(a) Mandatory gear:

- (i) A groin protector is mandatory for men.
- (ii) Breast protection and **shin pads** are mandatory for women.



Breast protection for women

(b) Optional gear:

- (i) KWF Regulations: mouth pieces are optional for Men and Women.

(c) Wrapping/taping:

- (i) Official Championship Doctor's examination is necessary before wrapping injured hands, feet and joints. Prior consent of the Supreme Judge must also be obtained, and may be provided after the first round only.

(5) Kumite Matches and Decision Making: Victory is awarded to a contender in the following cases

(a) Full point (Ippon Kachi):

- (i) Excluding the techniques listed as a fouls, a thrust (tsuki), kick (keri), elbow strike (hiji uchi), etc. which downs the opponent for five seconds or longer, or results in the opponent's loss of his will to fight to fight (for five seconds or longer) scores one full point.

(b) Two Half Points (Awase Ippon Kachi): Two declarations of a half point constitute a full point victory.

(c) Half Point (Waza-ari):

- (i) Excluding the techniques listed as fouls, a thrust (tsuki) kick (keri), elbow strike (hiji uchi), etc. which downs the opponent for less than 5 seconds or results in the opponent's loss of his will to fight (for less than 5 seconds), after which time he/she stands up and resumes the match, scores one half-point. Similarly, when one opponent loses his/her balance but does not fall as a result of the other competitor's technique, one half-point is awarded.
- (ii) A half-point is valid when at least three of the five-member Officiating Team makes such a determination.

(d) Victory by decision "A" (Hantei Kachi):



(i) When no one-point victory nor half-point determination has been awarded, victory is awarded by decision.

(ii) A decision is valid when at least three of the five Officiating Team makes such a determination.

The criteria for decision making is prioritized as follow:

- (i) Damage caused.
- (ii) Effectiveness of the techniques used.
- (iii) Number of techniques used.

If one competitor has two penalties (Genten ni) and also scored (waza-ari), then the waza-ari is offset by Genten Ni. If neither competitor has any penalty nor half-point (waza ari) determination(s), then the victory will be awarded by decision.

Genten Ichi < Wazaari

Genten Ni = Wazaari.

To give the victory to one competitor, there must exist a difference of at least of two decisions (see examples at the next page):

Examples:

SHIRO	AKA	RESULT
NO SCORE	CHUI	SHIRO/AKA/HIKIWAKE
NO SCORE	GENTEN ICHI	SHIRO
CHUI	GENTEN ICHI	SHIRO/AKA/HIKIWAKE
CHUI	GENTEN NI	SHIRO
GENTEN ICHI	GENTEN NI	SHIRO/AKA/HIKIWAKE
NO SCORE	GENTEN ICHI / WAZA-ARI	AKA
NO SCORE	GENTEN NI / WAZA-ARI	SHIRO/AKA/HIKIWAKE
CHUI	GENTEN NI / WAZA-ARI	SHIRO/AKA/HIKIWAKE
GENTEN ICHI	GENTEN NI / WAZA-ARI	AKA



(e) Victory by disqualification or a contender's withdrawal.

(6) Extensions:

When a decision is not reached on the basis of three of five member Officiating Team, a draw is declared and an extension granted.

(7) Fouls and Warnings:

(a) Excluding deliberate actions and severe fouls, fouls result in one warning (Chui).

(b) Warning is valid when at least three of the five members judging team makes such a determination.

(c) The following actions are considered fouls (Hansoku):

(i) Touching the opponent's neck and face even slightly with a hand or elbow. However, feints (fake) to the face are allowed.

(ii) Groin kicks (kinteki kogeki).

(iii) Head Thrusts (Zu Tsuki).

(iv) Dangerous techniques such as attacking the knee joint on direct attacks.

(v) Attacking an opponent who is already down.

(vi) Attacking an opponent from behind.

(vii) Grabbing or hooking the opponent's neck.

(viii) Grabbing or holding the opponent's uniform (do-gi), arms, legs, or hair.

(ix) Repeated and intentional pushing.



- (x) Repeated actions such as falling down excessively after throwing a technique or otherwise repeated no-contact techniques suggesting that the fighter has lost the will or strength to participate (kakenige).
- (xi) Frequently and intentionally going out of bounds.
- (xii) Being inactive and not throwing any techniques.
- (xiii) Displaying manners that would be considered as having a poor attitude such as spitting, using foul language, and/or untying belt/ intentionally disrobing.
- (xiv) Any other actions that Referee may regard as a foul.

(8) Penalties.

- (a) Penalties are valid when at least three of the five member Officiating Team makes such a determination.
- (b) The following results in one penalty (Genten).
 - (i) Two warnings.
 - (ii) Deliberate or severe foul.
 - (iii) Any other actions that referee consider as a bad attitude towards the competition.

(9) Disqualifications.

- (a) Disqualifications are valid when at least three of the five member Officiating Team makes such a determination.
- (b) The following actions shall result in a disqualification.
 - (i) Three penalties (Genten-san= Shikkaku).
 - (ii) Failing to comply with the Referee's instructions during a match.



- (iii) Actions considered to be violent, deliberate serious fouls, and/or a bad attitude towards the competition.
- (iv) Facing each other for more than one minute without engaging in a fight. (This shall be regarded as lacking the will to fight and both competitors shall be disqualified).
- (v) Interacting with coaches without the Referee's permission, such as receiving a drink.
- (vi) Venturing outside the ring for any reason without the Referee's permission.
- (vii) Being late for a match or failing to appear at all.

(10) **Failing to take part in the match** (Shiai Hoki)

The following circumstances are possible reasons not to take part in a match:

- (i) Physically lacking the ability to continue, as determined by medical examination of the Official Championships Doctor.
- (ii) Unforeseen misfortune to the competitor or anyone closely related to the competitor such a family member, which happens immediately before or during the match. Permission to leave or withdraw from Championship will be granted after consultation with the Supreme Judge and Official Championship Attorney.

A. Fouls resulting from techniques should be announced as follows:

1. Chui
2. Genten-Ichi
3. Genten – Ni
4. Genten-San/Shikkaku.



B. Fouls resulting from exiting the ring and/or refusal to compete should be announced as follows:

1. Jogai-Chui
2. Jogai-Genten Ichi
3. Jogai-Genten Ni
4. Jogai-Genten San/Shikkaku.

11) Review Panel and Decisions Appeal.

(a) The Review Panel consists of the Supreme Judge, Judge Chairman and Judge Vice Chairman.

(i) The duty of the Review Panel is to adjudicate appeals on decisions rendered by the Referee or judging team.

(ii) The final arbitration and decision rests with the Supreme Judge.

(b) Review procedure as made by a competitor:

(i) When the decision of the judging team is highly or clearly questionable, any competitor may, upon completion of the match, make an appeal to the Review Panel via his/her coach.

(ii) The ruling of the Review Panel shall be announced immediately after review of the decision. The ruling shall be final.

(c) Review procedure as made by the Review Panel:

(i) When the decision of the Officiating Team is highly or clearly questionable, the Review Panel may, during the match, stop the match and review the decision. (They may also review the decision upon completion of the match.)

(ii) The ruling of the Review Panel shall be announced immediately after the review and the decision shall be final.



(C) Rules for Weight Category Championships.

(1) Weight Categories:

The following are standard KWF Weight Categories:

(a) Men's division:

- 70 kg.

70 – 75 kg.

75- 80 kg.

80 -- 90 kg

+ 90kg.

(b) Women's division:

-- 55 kg.

55-- 60 kg.

60-- 65 kg.

+ 65 kg.

(2) Official Weigh-In.

(a) When the Official Weigh-in is performed on the day of the Championship, each competitor must be within the maximum weight limit for his/her division or will be automatically disqualified.

(b) When a determination is made according to weigh differences, the victory in weight categories Championships is awarded to the competitor who is lighter by 3 kg or more.

(c) All other regulations are in accordance with standard KWF rules for open weigh Championships.



PART III. CHAMPIONSHIP OFFICIALS STANDARD PROCEDURE.

(A) Attire and Conduct.

(1) Attire

- (a) Referees and Judges must be dressed in dark blue dress pants and dark blue half-sleeve dress shirts with KWF emblem affixed on the left chest pocket.
- (b) Referees and judges must wear a white bow tie.
- (c) The Officiating Team must be barefoot.

(2) Conduct.

- (a) Referees and Judges must maintain proper decorum on and off the mat and exemplify the integrity of Kyokushin.
- (b) Referees and Judges must be honest and impartial towards competitors. If a Referee or Judge feels that he/she is unable and/or unwilling to perform his/her duties completely and fairly, then he/she must withdraw.

(B) Official Procedure.

(1) Entering and exiting the Ring.

(a) Entering

- (i) Four Judges led by the Referee will enter the ring to the near right of the head table.

Upon entering the mat, each official must bow “Osu” to the head table.

- (ii) If there is no other Officiating Team in the ring, then the Four Judges and the Referee must proceed directly to the far side of the ring and stand facing the head table.



- (iii) The Referee stands at the far center ring and the Judges stand in the out of the bounds area.
- (iv) The Referee shall give the command “Shomen ni rei”, “Mawate” Rei” “Mawatte” and “Shushin ni rei”. (The Judges shall follow the Referee’s commands and bow “Osu” after the Referee’s command of “Rei”.)

(v) The Judges will then proceed to the assigned corner chairs.

(b) Exiting.

- (i) When the Officiating Team completes their shift, they will proceed to the far side of the ring and stand facing the head table and repeat the preceding ritual.
- (ii) If they are not replaced by a new judging team, they will proceed to the near left side of the head table, stop to bow “Osu” to the head table and exit the ring.
- (iii) If the incoming Officiating Team is about to replace an outgoing Officiating Team, then upon entering the mat, the incoming team will bow “Osu” to the head table and proceed to the right of the head table, with the incoming Referee center within the ring and the incoming Judges in the out of bounds area, all facing the left (red side).
- (iv) The outgoing Officiating Team, after bowing out at the far side of the ring, will proceed to the left of the head table and face the right side with the Referee at center within the ring and the Judges in the out of bounds area, all facing the right (white) side.
- (v) The Referee of the outgoing team will give the command “Otagai Ni Rei” and the two teams will bow “Osu” to each other.
- (vi) The outgoing team will then exit the ring as described above in (ii).

(c) Competitors Entering the Mat.



- (i) When competitors are called, they shall each enter the ring from their respective sides.
- (ii) The competitors will then stand facing the head table at their respective start line and wait for the Referee's command.
- (iii) The Referee will stand at the center between the two competitors facing the head table.

(2) **Referee Procedure.**

Basic Procedure for Starting and Finishing the Match.

- (a) "Shomen ni rei". Face the head table and bow.
- (b) "Shushin ni rei": Face the Referee and bow.
- (c) "Otagai ni rei": Face each other and bow.
- (d) "Kamaete": Take fighting stance (competitors must stand behind their starting lines.)
- (e) "Hajime": Proceed to fight.
- (f) At the Referee's command "Yame" the two competitors will cease fighting and return to their starting lines. The Referee will instruct them to adjust their uniforms as necessary.
- (g) After the Referee makes a call for decision, he/she will state the following commands:
 - (i) "Shomen ni rei": Face the head table and bow.
 - (ii) "Shushin ni rei": Face the referee and bow.
 - (iii) "Otagai ni rei": Face each other and bow.
 - (iv) The Referee then instructs the competitors to shake hands and exit.

***Basic Procedure During the match.**

- (a) "Yame": Stop the match immediately. (The Referee comes between the competitors and stops the fight, and brings them back to the starting line.)
- (b) "Kamaete" Take a fighting stance.
- (c) "Zokko": Resume fighting after stopped mid-match.
- (d) "Zokko": "Attack", if there is no action between the competitors.
- (e) "Jikan wo tomete kudasai": stop the clock stated to official time keepers. Without this commands, countdown continues.
- (f) If and when the competitor's uniform become unfastened, the Referee must stop the clock and direct the competitors to their starting lines. When both competitors' uniforms become unfastened, the Referee must direct them both to sit at their starting lines facing their respective sides and fix their uniforms.

***Procedure for illegal Techniques:**

- (a) When illegal techniques are used, the Referee must go between the two competitors and stop the match. He/she confirms the judges' decision, as indicated by flags.
 - (i) The Referee may give warnings for illegal techniques when it is based on the judgment of at least three of the five member Officiating Team.
 - (b) The following are examples of the Referee's declaration of illegal techniques:
 - (i) "Ganmen ouden": Attacking the face with the hand or elbow.
 - (ii) "Tsukami": Grabbing or hooking the opponent.
 - (iii) "Shotei oshi" : Pushing the opponent with open hand or palm edge.
 - (iv) "Zutsuki": Head thrust.



- (v) “Kinteki kogeki”: Kick to the groin.
- (vi) “Kakenige”: Such repeated actions as falling down after throwing technique to the opponent.

(c)The following are the Referee’s terms classifying fouls:

- (i) Chui: First warning.
- (ii) Genten ichi: Second warning; First penalty.
- (iii)Genten ni: Third warning; Second penalty.
- (iv)Genten san: Fourth warning; Third penalty. Shikaku. (disqualification).

***Procedure with Regards to Fouls:**

(a) The Referee directs the two competitors back to the starting lines (face-to-face) and calls an illegal technique.

(b) The commands begin with the competitor’s corner (red or white) who committed the illegal technique, followed by counting the number of the judge’s flags, and announcing the illegal technique and its classification.

(c) Examples of Referee’s declaration of fouls, warnings and penalties:

- (i) ”Shiro, ichi, ni, san, tsukami, Chui = white, 1,2,3, grabbing 1st warning.
- (ii) “Shiro,ichi,ni,san,shi, ganmen ouda, Genten ichi = White 1,2,3,4, face strike, second warning equaling, first penalty.
- (iii) “Shiro, ichi, ni, san, shi, go, kinteki kogeki, Genten ni, third warning, second Penalty.
- (iv) Shiro, ichi, ni, san, shi, go, ganmen ouda, Genten san, fourth warning, third Penalty, disqualified.



***Procedure for Knockouts and Half Points:**

E.g. "Ippon Kachi", "Awase Ippon Kachi", and "Wazaari".

(a) Under these circumstances, the Referee must first check the competitor's condition before making the call due to injury and possible severity of damage sustained during these incidents.

(b) The Referee directs the competitor to the starting line (face-to-face) and makes the call.

(c) The commands begin with the competitor corner (red or white) who scored the point, followed by counting the number of judge's flags, and announcing the technique and its score.

(d) Examples of Referee's calls:

(i) "Aka, ichi, ni, san, Jodan geri," Wazaari".

(ii) "Shiro, ichi, ni, san, shi, chudan tsuki, "Wazaari, awasete Ippon.

(iii) "Aka, ichi, ni, san, shi, go, ushiro geri "Ippon".

***Procedure for the Decision of Judges:**

E.g. "Yusei Kachi" and "Hantei Kachi".

When no clear full point has been scored, the victory is awarded by decision.

(a) The Referee must direct the competitors to the starting lines facing the head table. (When the competitor's uniforms are undone, the Referee will instruct them to tidy up first.)

(b) The Referee then calls the decision.

(i) "Hantei onegaishimasu", (Judges please ready your decisions) pause and then command "Hantei), Decide.

(ii) The judges will then immediately indicate their decisions by raising the appropriate flag.

(iii) The Referee will then count the flags starting his back and right, and in a counter anti clock wise direction from his position.

(a) Should this first flag not be the majority (and final) decision, the Referee will count any other flags first, before indicating the majority decision.

(b) Should there be two of each flags raised, the Referee will declare his/her decision at the last.

(c) The Referee will verbally state the decision while indicating the winning side (red or white) with the appropriate hand clearly raised.

EG: (1) "Shiro, ichi, Aka, ichi, ni, Hikiwake, ichi, ni, Hikiwake.

(2)"Shiro, ichi, Hikiwake, ichi, Aka, ichi, ni ,san, Aka.

(3)"Hikiwake, ichi,ni,san,shi, go, Hikiwake.

(4)"Aka, ichi,ni, Shiro, ichi, ni, san, Shiro.

(5)"Shiro, ichi,ni, Aka ichi,ni, Shushin, Hikiwake.

(3) **Judge's Procedure**.

*During the match, the Judges indicate their decision by using their flags as well as their whistles.

They must follow Referee's directions.

(a) **Conduct:**

(i) The Judges must show good posture while seated.

(ii) The Judge's whistle must be held in the mouth for immediate use during the match.

(iii) The Judge's flag must be held in the hand closest to the corner represented by the flag. (The red flag will be held on the red side and the white will be held on the white side).



(iv) Both flags must be held out at downward angle from the front of each knee, ready for use.

(b) Standard Procedure of the Flags and Whistles:

(i) “Ippon kachi” (Full Point): Flag raised up above the shoulder side of the body and the whistle is given one loud blast.

(ii) “Wazaari” (Half point): Flag raised horizontally from the shoulder and the whistle is given one loud blast.

(iii) “Hansoku” (Foul): Flag is shaken at a low angle away from the body and whistle repeatedly blown with short small blasts. (This whistle is done to suggest an illegal technique to the Referee, the Judges do not blow their whistles when the Referee calls the decision).

(iv) “Jogai” (Out of bounds): Flag taps floor along boundary line and the whistle is given repeatedly short small blasts.

(v) “Mitomezu” (Not recognized): Flags waved horizontally in front of the knees.

(vi) “Miezu” (Unobserved): Flags crossed and held in front of the face.

(vii) “Hikiwake” (Draw), “Churitsu” (unclear) : Flags crossed and held in front of the knees and the whistle is given a single loud blast.

(viii) “Shiro yusei”. “Hantei kachi” (White wins by decision): The White flag raised up above the shoulder and the whistle is given one loud blast.

(ix) “Aka yusei. Hantei kachi” (Red wins by decision): The red flag raised up above the shoulder and the whistle is given a loud blast.

(x) When the match is to be determined by decision, the Referee will declare “Hantei onegaishimasu”, pause and command “Hantei”. The Judges will then immediately indicate their decision by raising the appropriate flag.

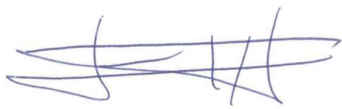
(xi) The Judges must be decisive and use the flags and whistle with confidence and focus utilizing significant and illustrative arm motions (not just wrist motions).

(xii) The flag actions must be maintained until the Referee clearly recognizes and declare the result.

4.FINAL.

Any other matters which are not covered in this handbook and may occur during the Championships, will be discussed between the competition Referees and the Supreme Judge.

Reviewed by:



Shihan Fernando Pérez



Shihan Antonio Piñero