



## **Summary of Competition Rules Modifications for Implementation** **January 2009**

The following is intended as a guide to the main changes and should not be regarded as exhaustive or as a substitute for a thorough reading of the Rules.

### **Article 2.**

Referees must wear an acceptable colour of mid to light grey trousers.

For competitor's hair; ribbons, beads and other decorations are prohibited. A discreet rubber band or pony tail retainer is permitted.

Cadets will wear the new WKF Face Mask and body protector.

### **Article 5 Duration of Bout**

Duration of the Kumite bout is defined as three minutes for Senior Male Kumite (both teams and individuals) and four minutes in the individual bouts for medals. Senior Female bouts will be two minutes and three minutes in the individual bouts for medals. Cadet and Junior bouts will be two minutes.

To assist the referee in regard to Category 2 offences the 30 second "Atoshibaraku" warning will be given at 10 seconds to go.

### **Article 6 Scoring**

Scoring is considerably simplified as follows;

Sanbon is awarded for Jodan kicks and any scoring technique delivered on a thrown or fallen opponent.

Nihon is awarded for Chudan kicks.

Ippon is awarded for Chudan or Jodan Tsuki. Uchi.

No Jodan contact with hand techniques (including the Face Mask) for Cadets and Juniors and only a light touch (skin touch) is allowed for Jodan kicking techniques. Scoring distance is increased up to 10cm from the face, head or neck. (Remains at 5cm for 18 years plus.)

### **Article 7. Criteria for Decision**

Encho Sen is abolished and Sai Shiai takes its place. Sai Shiai is a completely new match of one minute duration. All previous scores and penalties are deleted from the scoreboard. Highest score wins or decision by Hantei.

### **Article 8 (and Appendix 3). Prohibited Behaviour**

The first instance of exaggeration of injury will receive a Keikogu and Ippon to the opponent, more serious cases can receive Hansoku Chui or Hansoku direct. It is important to understand the difference between exaggerating the effect of an actual contact or injury and feigning a non-existent injury (which should be given Shikkaku).

Dangerous Throws. It is specifically forbidden to grab the opponent below the waist or to pull the legs from under them. All throwing offences whether resulting in injury or not will be dealt with under Category 1.

Avoiding combat refers to all situations where a contestant tries to allow the time to run out so that the opponent has no chance to even the score.

#### **Article 10 Injuries and Accidents in Competition**

In all cases where the 10 second clock has been started the contestant will be examined by the doctor. In the case of slight injury or no injury the appropriate penalties will be invoked.

#### **Article 12 and Appendix 3**

Referees will no longer be allowed to ask the Judges for re-consideration. When the referee calls "Yame" the Judges will lower their flags and await the referee's return to his place. The referee will then signal his reasons for stopping the match and the judges will in turn signal their final opinions. The referee will then give the majority decision. The Judges flag signal of Mienai will no longer be used.

The time allowed for attempting a throw or a technique after grabbing or clinching is reduced to two seconds.

Category 2 offences include standing chest to chest.

#### **KATA**

Five Judges will be used.

In team competition Bunkai will be performed in the bouts for medals.

At Hantei the Chief Judge will have the panel keep the flags raised for at least five seconds.