

EUROPEAN KARATE ORGANIZATION

KUMITE

COMPETITION REGULATION AND RULES

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EKO Referee Committee
September 16, 2017, Stockholm Sweden/October 20, 2018, Vilnius Lithuania

COMPETITION REGULATION

Article 1: PROCEDURE

1.1 Opening Ceremony (same procedure as for WKO Competitions)

The fighters must participate in the Opening Ceremony for the day (who continues to compete). They will be disqualified if they do not attend the Opening Ceremony without being approved by the Referee Committee.

1.2 Paramedic

EKO Medical Tournament Rules has to be followed. If there are 2 or more competition areas, at least 2 teams of Doctors/Paramedics are needed. It is requested the same number of doctors as number of fighting areas (Doctor's team includes at least 1 Doctor and 1 Assistant).

- A chef doctor of the tournament must be appointed by the Medical Committee
- An Emergency plan must be created by the organizer in cooperation with the Paramedic.
- The Medical Committee should request formulated equipment for the championship.
- EKO Medical Committee must approve the level of the doctor's team.

1.3 Draw Sub-Committee

An administrative subgroup under the EKO Referee Committee is developed. The subgroup conducts of one person from the Referee Committee and two more persons. The group makes the seeding and ranking before the European Championship and conduct the draw procedure. At EC, 1 person from the Ranking group and 1 person from RC are in charge.

1.4 Protest procedure

Protest can be against

- rules are not followed
- organizational mistakes
- procedures

The protest must be written and be hand in before the next round starts to the Head Referee of the championship by Team Coach or Country Representative (not by a referee). The protest will be judge by at least 3 referees delegated by the Head Referee.

The fee of the protest: 250 EUR. The fee will be returned if the protest is correct.

Tatami Head Referee and/or Championship Head Referee can adjust a decision without any protest.

1.5 Refereeing

For European Championship the licensed Judges must use the EKO uniform shirt. Referees must not be coaching while refereeing in the same tournament session (day, Kata or kumite).

Referee attitude and manner

- He must behave/act as a "referee" during the whole tournament
- He must not discredit the tournament and leave his opinions about matters to the evaluation system
- He must not discredit the refereeing and the spirit of Budo
- He must be in time on tatami
- He must make his decision in a fair way based on the rules
- He must follow the rules
- He can't provide written protest and should not show emotions
- He can't be a coach in the same time as he is refereeing

1.6 Video analyze

Only video system provided by the organizer can be used with quality proper to see the requested moment due to the decision of the Head Referee.

1.7 Weigh-in registration

Weigh-in for the registration must be in sport underwear. Two referees appointed by the RC of different sex will conduct and judge the weigh-in. They shall control the weigh-in procedure. Men and women shall have some privacy during the weigh-in.

1.8 Coaching

The coach should behave according to good Budo and (Shin)Kyokushin manner. If he does not follow those manner's he can be moved to the spectator area by the fighting area referee. See appendix 13.

1.9 Awards

One award for women and one award for men will be given at the European Championships:

- EKO Competition award: Criteria is what the referee's find important to encourage.
- EKO Tameshiwari award (Men Open category)

COMPETITION RULES

Article 1: RULES FOR CONTESTANTS

- 1.1 These rules are for both men's and women's tournaments.
- 1.2 The minimum age for adult competitors must be 18 years on the day of competition. Members of the EKO must be at least 4th Kyu grade to be eligible to compete. For the other age categories see articles 18, 19 and 20.
- 1.3 The maximum age will be left to the discretion of the tournament doctors who will examine all competitors before the eliminations begin.
- 1.4 It will also be up to the discretion of the examining doctors as to the minimum weight permitted in the lightweight category.
- 1.5 If a fighter loses by K.O. to the head and is declared unconscious by the tournament Doctor it must be recorded in their European passport and they can't compete again for at least 3 months or decision by the tournament doctor. The competitors will be judge according to the EKO Medical Tournament Rules.
- 1.6 All competitors of the European Karate Organization must have a valid EKO membership.
- 1.7 If the competition is open for competitors from other full contact karate organization's they must provide a document that they were engaged in martial arts for at least 2 years.

Article 2: GENERAL RULES

- 2.1 Each contestant must enter the competition wearing a clean and white but not ragged karate-gi. For the unification of the do-gi see appendix 11 & 12. When competing one competitor will wear his/her own belt plus an extra red belt or string around his/her waist. The other competitor will only wear his/ her own belt. Badges and advertising will be allowable after EKO board decision. See appendix 11 & 12.
- 2.2 Finger and toe nails must be cut short. No protective clothing, bandages or guards must be worn other than a genital guard for men under the do-gi. Women must also wear white breast (Cups), shin and foot protectors and a genital guard. Female competitors may wear a white T-shirt under their dogi. Teeth protectors are optional. All protectors must be approved by the judges responsible for weight control.
- 2.3 Competitors with long hair should tie up their hair with a rubber band, etc. Accessories such as pierced earrings are not allowed for safety.
- 2.4 Only sport hijab with no neck covering is possible to use (black or white).
- 2.5 Is not allowed to fight with glasses; the use of contact lenses is optional.
- 2.6 In case of injury to a competitor, the wearing of bandages or other protective materials is at the absolute discretion of the tournament doctor and the head referee, whose decision shall be final and binding upon the competitor. In principle no support, bandages or tape shall be worn in the first round and thereafter at the discretion of the doctor in a no padding like way.
- 2.7 The competitors shall enter the competition area from opposite sides and stand by two lines, red and white, respectively in the center of the fighting area, taking posture of "FUDODACHI", facing the front. See appendix 7.
- 2.8 Looking at them from the front (official seats), the competitor for "AKA" – Red – should stand on the left side (the one whose entry number is smaller) and the competitor for "SHIRO" – White – should be on the right side (the one whose entry number is larger).
- 2.9 Coaches should wear their official national tracksuit during the competition.

- 2.10 Any change of these rules for tournaments, because of any particular reason (Country Laws, or others), must be written down in the formal invitation for a tournament.
- 2.11 The Tournament schedule is to be strictly followed, but in case of an unavoidable situation, the Tournament Executive Committee Chairman may, after consultation with the Head Judge, decide to change the tournament schedule.
- 2.12 Neither the European Karate Organization, nor the officers of the Organization will be in any way responsible for any injury or accident that may occur during the tournament.
- 2.13 If insurance is wished, then it is upon the individual competitor to secure and make his own arrangements for the cover. This is the total responsibility of the individual contestant.

Article 3: THE FIGHTING AREA

- 3.1 The match area shall be an 8-meter square and 1 more meter on every side for safety.
- 3.2 If the match area is built up on a platform, the safety area must have a minimum of 2 meters for each side. The recommended height is 60 cm. The competitor must be able to step of the platform (with stairs of few footsteps).
- 3.3 The marking out and the positioning of the contestants, referee and judges shall be as per normal (Shin)-Kyokushinkai karate match requirements. See appendix 1 & 2.
- 3.4 The contest area must be covered with semi-hard mats approved by the EKO.
- 3.5 Mats also can be covered by special covering with area marking. On this area the EKO emblems and sponsors' symbols etc. can be placed.

Article 4: WEIGHT CATEGORIES

- 4.1 In all matches for men the following weight categories shall apply:

Category-1	Lightweight	under 65 kg
Category-2	Middleweight	65 kg and under 75 kg
Category-3	Light heavyweight	75 kg and under 85 kg
Category-4	Heavyweight	85 kg and under 95 kg
Category-5	Super heavyweight	95 kg and more
Category-5	Open Weight	no weight limit.
- 4.2 In all matches for women the following weight categories shall apply:

Category-1	Lightweight	under 50 kg
Category-2	Middleweight	50 kg and under 55 kg
Category-3	Light Heavyweight	55 kg and under 60 kg
Category-4	Heavyweight	60 kg and under 65 kg
Category-5	Super Heavyweight	65 kg and more
Category-5	Open Weight	no weight limit.
- 4.3 Competitor must be in the weight category gap.
- 4.4 Weighting for the registration must be in sport underwear.

Article 5: REFEREES and JUDGING CRITERIA

- 5.1 Each contest shall have four judges and one referee (who gives all commands); however, the final decision rests with the Championship Head Referee.
- 5.2 The clothes for referees and judges will be: dark blue close to black or black trousers, dark blue shirt and a bow tie. Referees with category “EKO Referee A level” must use a white color bow tie. Referees with category “EKO Referee B level” and referees with category “EKO Referee C level” must use a yellow color bow tie. Every referee must have his own trig whistle.
- 5.3 In a decision upon the outcome of a contest the referee and the judges shall have one vote each.
- 5.4 Since the decision should be a majority decision, in case of “IPPON”, “WAZA-ARI” “HANSOKU/number of CHUI”, “JOGAI” and “HANTEI”, etc, the decision is valid if at least three out of the five members of the referee team support it. A decision not supported by the majority, that is less than three of the judges (referee), or a decision supported by only referee is not valid. Scale and tameshiwari will be used as judging criteria if the categories so require. However, any of the four judges and referee in the referee team for the match has the right to ask for a second option against a decision and claim further discussions through “FUKUSHIN SHUGO”. On the discussions, a monitor (videotape-recording image might be used as a reference).
- 5.5 In case a competitor cannot continue the bout due to his opponent’s “YUKO WAZA (effective attack)” or “HANSOKU WAZA (foul attack)” etc., the tournament doctor may give a “doctor’s stop” after consulting with the four judges and referee or the fighting area head judges/ contest head judge. The decision must be made in 5 minutes after the bout was stopped.
- 5.6 In case of doctors stop with a “HANSOKU WAZA”, the competitor who made the foul attack loses the bout.
- 5.7 The opponent will not be allowable to continue on to a next bout if he is seriously damaged and given a “doctor’s stop”.

Article 6: DURATION OF A MATCH

- 6.1 European Championship for weight categories will not use scale and tameshiwari to make a decision for the outcome of the match except for Open weight category where it will be used. It can also be used for weight categories in international or national championship on the choice of the organizer.

European Championship by Weight Categories. Duration of a match with no scale and tameshiwari.

- 6.2 Elimination matches:
 - 1 Main bout 3 minutes.
 - 2 Extension 2 minutes Enchosen.
 - 3 Final extension 2 minutes Saishu enchosen.
- 6.3 Quarter final, Semi-final and Final:
 - 1 Main bout 3 minutes.
 - 2 Extension 2 minutes Enchosen.
 - 3 Re-extension 2 minutes Sai enchosen.
 - 4 Final extension 2 minutes Saishu enchosen.

Duration of a match with no decision by scale and tameshiwari.

- 6.4 The main bout shall last three minutes.
- 6.5 If no decision in favor of either opponent is made by the 4 judges and the referee, and then the referee will authorize an extension, such extension to be limited to two minutes duration, “ENCHOSEN”.
- 6.6 If after the first extension there is still no decision a final two minutes extension, “SAISHU ENCHOSEN” is given.

Duration of a Quarter-, Semi- and Final matches with no decision by scale and tameshiwari.

6.7 The main bout shall last three minutes.

6.8 If no decision in favor of either opponent is made by the 4 judges and the referee, and then the referee will authorize an extension, such extension to be limited to two minutes duration, "ENCHOSEN".

6.9 If after the first extension there is still no decision one more two minutes extension, "SAI ENCHOSEN" is given.

6.10 If after the second extension there is still no decision a final two minutes extension, "SAISHU ENCHOSEN" is given.

European Championship with Open Weight Category. Duration of a match with scale and tameshiwari.

6.11 Elimination matches:

1 Main bout 3 minutes.

2 Extension 2 minutes Enchosen.

3 Scale.

4 Final extension 2 minutes Saishu enchosen.

Quarter final, Semi-final and Final:

1 Main bout 3 minutes.

2 Extension 2 minutes Enchosen.

3 Re-extension 2 minutes Sai enchosen.

4 Scale and Tameshiwari.

5 Final extension 2 minutes Saishu enchosen.

Duration of a match with decision by scale and tameshiwari.

6.12 The main bout shall last three minutes.

6.13 If no decision in favor of either opponent is made by the 4 judges and the referee, and then the referee will authorize an extension, such extension to be limited to two minutes duration, "ENCHOSEN".

6.15 If after this first extension a draw is given the contestants must be weighed. If one of the competitors is lighter than the other for a value described below, such will be declared a winner.

6.16 If after the weighting there is still no decision a final two minutes extension, "SAISHU ENCHOSEN" is given.

Duration of a Quarter-, Semi- and Final matches with decision by scale and tameshiwari.

6.17 The main bout shall last three minutes.

6.18 If no decision in favor of either opponent is made by the 4 judges and the referee, and then the referee will authorize an extension, such extension to be limited to two minutes duration, "ENCHOSEN".

6.19 If after the first extension there is still no decision one more two minute's extension, "SAI ENCHOSEN" is given.

6.20 If in the case of the second extension is being equal the contestant must be weighed. If one of the competitors is lighter than the other for a value described below, such will be declared a winner.

6.21 For men's tournaments, the contestant who has broken the greater amount of boards will be declared the winner.

6.22 For women, at the moment there is no tameshiwari test.

6.23 If after the decision by scale and tameshiwari there is still no decision a final two minutes extension, "SAISHU ENCHOSEN" is given.

6.24 In all matches for men the following weight differences shall apply for decision with the scale:

Category-1	Lightweight	5 kg or more.
Category-2	Middleweight	5 kg or more.
Category-3	Light heavyweight	5 kg or more.
Category-4	Heavyweight	5 kg or more.
Category-5	Super heavyweight	10 kg and more.
Category-6	Open Weight	10 kg or more.

6.25 In all matches for women the following weight differences shall apply for decision with the scale:

Category-1	Lightweight	3 kg or more.
Category-2	Middleweight	3 kg or more.
Category-3	Light Heavyweight	3 kg or more.
Category-4	Heavyweight	3 kg or more.
Category-5	Super Heavyweight	6 kg and more.
Category-6	Open Weight	8 kg or more.

Examples (for men): 1) Aka 75,0 kilos, Shiro 80,0 (difference = 5 kilos) → Aka wins;

2) Aka 75,0 kilos, Shiro 79,9 (difference = 4,9 kilos) → Hikiwake (difference in weight is not sufficient).

6.26 The weighing must be done in do-gi and compulsory protectors used during the bouts.

Article 7: TIMEKEEPING

7.1 The time of a match shall be taken from when the referee signals the start of a match with the referee command HAJIME. The match clock is only stopped when the referee commands it (Time-stop/JIKAN), or when the time is up.

7.2 A red beanbag will be used to signal the end of the contest when the time-up bell rings by throwing the bag into the fighting area at the end of each match.

7.3 In case of any accident during the fight, the Referee may stop the bout and the timekeeping.

7.4 The main judge of the competition and the chief tatami judge can stop the fight at any time if necessary.

Article 8: CRITERIA FOR DECISION

Full point win (IPPON-GACHI): The following cases will be judged as IPPON-GACHI (full point victory).

8.1 With the exception of techniques which are fouls and not allowed by the contest rules, any technique that connects and instantaneously downs the opponent for 3 seconds or longer, scores a full point (Counting one thousand and one, one thousand and two, one thousand and three.).

8.2 If the opponent has loss of his will to fight for 3 seconds or longer. When a contestant informs the referee or judges that he is beaten as the result of techniques allowed within the contest rules, his opponent shall be awarded a full point and the match.

8.3 When having obtained two WAZA-ARI (half-points), which results in one IPPON (full-point)

Half point win (WAZA-ARI): The following cases will be judged as WAZA-ARI (half-point).

8.4 Where a contestant is knocked down by a technique allowed within the contest rules and regains a standing position within 3 seconds, a half point will be awarded to his opponent. The (downed) opponent will be allowed to continue with the contest, only if in opinion of the referee and in case of a score to the head the advice of the doctor.

8.5 If the opponent has lost his will to fight but resumes the fight within three seconds;

8.6 If the opponent has received so much damage that he loses his balance, but not that he falls down.

- 8.7 When an opponent is downed with any allowed technique including foot sweeps (ASHI-BARAI) or dodging the opponent's DOMAWASHI-KAITEN-GERI (rolling kick) which are followed up by a well-focused non-contact technique to the body, WAZA-ARI is awarded.
- 8.8 The referee can always consult with the doctor if so required, who can on medical grounds stop the continuation of the match. See "EKO Guidelines handbook for tournament doctors".

Decision win (HANTEI):

- 8.9 In case there is no IPPON nor disqualification, the decision supported by three or more out of the five referees (one referee, four corner judges) is valid.
- 8.10 In case of one of the competitors having a WAZA-ARI, the WAZA-ARI will be the first priority in a decision.
- 8.11 In case of no WAZA-ARI, the amount of damage will be the first priority in a decision.
- 8.12 In case of no damages, the amount of techniques (punches, kicks), including YUKO-WAZA (point-giving techniques, but not enough for being a WAZA-ARI), will be the criteria for decision.
- 8.13 In case of same amount of techniques, including YUKO-WAZA, the referees shall give victory to the competitor who is more active or more offensive in fighting. (This applies to the final extension where a winner has to be decided.)
- 8.14 If CHUI (warning) or GENTEN (penalty) has been given to either of the competitors, the referees shall follow the criteria stated in "DECISION CRITERIA".

JOGAI (Step outside competition area)

- 8.15 If either of the competitors has stepped outside the area line completely with his both feet, it will be judged as JOGAI.
- 8.16 "JOGAI" will be concluded upon the referee's command "YAME".

MITOMEZU (No count)

- 8.17 When IPPON (one full point), WAZAARI (one half point), HANSOKU (fouls), etc. is not approved of, it will be judged as MITOMEZU (No count).

CHUI (warning) & GENTEN (Penalty)

- 8.18 A foul is charged with one warning "CHUI ICHI".
- 8.19 When any action is considered as a deliberate or malicious foul, or when a severe damage has been caused by a foul, a GENTEN ICHI (first penalty) may be given at the first time.
- 8.20 CHUI ICHI (one warning for the second time) results in GENTEN ICHI (first penalty), and GENTEN NI (second penalty) results in SHIKKAKU (disqualification).

Article 9: PROHIBITED ACTS and TECHNIQUES

The following actions are considered as HANSOKU (fouls). The following matters depending on a foul gravity may merit Chui, Genten or disqualification at the entire and absolute discretion of the referee and judges of the contest.

- 9.1 Attacks with techniques using hands or elbows to the opponent's head, face or neck. (Even a slight touch may result in HANSOKU. However, making faints to the face is allowed.)
- 9.2 KINTEKI-KOGEKI (groin kicks including any kind of the attack to the groin).
- 9.3 ZU-TSUKI (head thrusts).
- 9.4 TSUKAMI (grappling). (For whatever reason, to grapple the opponent's dogi is not allowed, neither to clinch

hands with each other.)

- 9.5 KAKE (hooking). To grapple or hook the opponent's neck, head, shoulders, etc.
- 9.6 OSHI (pushing). (Pushing with open hands, closed hands or with the body is not allowed. Basically it will be considered as HANSOKU even if you push only with one hand.)
- 9.7 To Attack whilst leaning the head or body against the opponent.
- 9.8 KAKAEKOMI (hugging and holding). The person who puts his arms around the other one first will be given a foul.
- 9.9 Any attacks to the frontal part of the knee joints.
- 9.10 Any intentioned attack to any part of the opponent's spine from behind.
- 9.11 To attack an opponent who is already down except a non-contact tsuki aimed to the body.
- 9.12 Making an attack from the floor after having been downed by the opponent.
- 9.13 KAKENIGE (run-away attack). Pretend to attack whilst actually running away from the opponent.
- 9.14 Running away repeatedly doing JOGAI. Step outside area.
- 9.15 Failing to obey the referee's instructions during the bout or making comments to the referee.
- 9.16 Any action that may be considered as bad attitudes towards the competition.
- 9.17 Any other actions that the referees may regard as fouls.

Article 10: WARNINGS

The following matter may merit a warning, at the discretion of the contest referee:

- 10.1 Contestants who refuse to fight for more than 30 seconds shall be regarded as lacking the will to fight and both contestants can be warned with a Chui.

Article 11: AUTOMATIC DISQUALIFICATION

The following matters can merit automatic disqualification (SHIKKAKU):

- 11.1 Contestants who arrive late (the maximum time is 1 minute) for bouts or who fail to appear at all.
- 11.2 Contestants who refuse to engage in kumite during a match after 3 calls by the referee.
- 11.3 Failing to obey the referee's instructions during the bout.
- 11.4 Facing each other for more than one minute without engaging in fight. This shall be regarded as lack of will to fight and both competitors shall be disqualified.
- 11.5 Any actions considered as sheer violence, seriously deliberate fouls or deliberate bad attitude towards the competition.
- 11.6 In case of GENTEN-NI (second penalty) = SHIKKAKU
- 11.7 When the total number of broken boards at TAMESHIWARI is 0 (zero), or when TAMESHIWARI is deliberately given up.

11.8 In case the draw that was done in advance before the arrival to the competition, if there is a weight difference of more than 7.0 kg between the weight in the application and the weight checked before the competition, the competitor will be disqualified.

11.9 The disqualification of a contestant will automatically give the other contestant the win.

Article 12: WITHDRAWAL OF A COMPETITOR

12.1 Physical disability arising during the tournament shall allow a contestant to withdraw after examination and verification of the injury in an agreement between the Tournament Physician, the Fighting area Chief Referee and the tournament Head Referee. This decision is final and must be documented in the passport (in case of a KO to the head).

Article 13: ORDER OF WARNINGS AND PENALTY

The order of warnings will be as follows:

TERMS	MEANING	ACTION OF REFEREE
CHUI ICHI	First warning	Point with the finger to offender's face
CHUI ICHI	Second warning	Point with the finger to offender's face
AWASETTE GENTEN ICHI	First penalty	Point with the finger to offender's face.
GENTEN ICHI	First penalty	Point with the finger to offender's face.
(when penalty for a grave violation is announced, immediately without warning CHUI ICHI)		
CHUI ICHI	Third warning	Point with the finger to offender's face
CHUI ICHI	Fourth warning	Point with the finger to offender's face
AWASETTE GENTEN NI	Point with the two fingers to the offender's face.	
GENTEN NI	Second penalty	Point with the two fingers to the offender's face.
SHIKKAKU	Disqualification	Point with the finger from the offender's face

and indicate that he or she must leave the mat area.

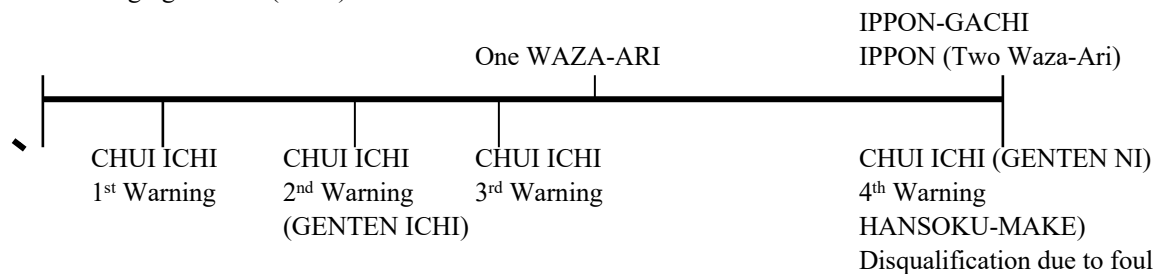
The referees hand signal goes from his shoulder to the fighter's face.

The table officials must note all these warnings.

Article 14: DECISION CRITERIA

Down below is a description of the relation between CHUI (warning) and WAZA-ARI (half-point), which of those two shall be the decisive part in different situations.

14.1 Judging Criteria (Chart)



14.2 Judging Criteria (Description) WAZA-ARI and IPPON
 $0 < \text{One WAZA-ARI} < \text{IPPON (Two WAZA-ARI)}$

14.3 In case there is no CHUI nor WAZA-ARI with no difference in the fighting between the two competitors. Damages shall be given the first priority in judging the winner.

14.4 In case of no damage seen in the both competitors, the first priority to judging shall be given to the number of punches and the number of kicks.

14.5 In case there is no difference in numbers of punches and kicks between the two competitors, the one who shows more fighting spirit will win the bout (in case of a final round where a winner has to be decided).

14.6 In case of one competitor having one CHUI more than the other, this does not influence the decision much. The decision shall be made mainly on the contents of the fight. However, in case of a final extension, if there is no difference in the fighting between the two competitors, the one with the CHUI ICHI will lose the bout.

$$\begin{array}{ccccccc} & < & & < & & < & \\ 0 & = \text{One Warning} & = & \text{Two Warnings} & = & \text{Three Warnings} & > & \text{Four Warnings} \\ & > (\text{CHUI ICHI}) & & > (\text{CHUI ICHI}) & > & (\text{CHUI ICHI}) & & (\text{CHUI ICHI}) \\ & & & (\text{GENTEN ICHI}) & & & & (\text{GENTEN NI}) \end{array}$$

14.7 In case of a difference of two CHUI, basically the one who has got two warnings more will lose. However, if he is obviously leading his opponent, there may be possibility for a draw.

$$\begin{array}{ccc} \text{Fighter 1} & & \text{Fighter 2} \\ 0 & \geq & \text{Two Warnings (GENTEN ICHI)} \\ \text{One Warning} & \geq & \text{Three Warnings} \\ (\text{CHUI ICHI}) & & (\text{GENTEN ICHI} + \text{CHUI ICHI}) \end{array}$$

14.8 In case of a difference of three warnings, the one who has got three warnings more will lose, no matter how much he is leading the fight. .

$$\begin{array}{ccc} \text{Fighter 1} & & \text{Fighter 2} \\ 0 & > & \text{Three warnings (GENTEN ICHI} + \text{CHUI ICHI)} \end{array}$$

14.9 When one competitor has both WAZA-ARI and CHUI, basically the WAZA-ARI is strongest and that competitor will win, however, depending on the number of warnings and contents, it may be judged like down below:

$$\begin{array}{ccc} \text{Fighter 1} & & \text{Fighter 2} \\ \text{a)} & 0 < & \text{WAZA-ARI} + \text{One Warning} \\ \text{b)} & 0 < & \text{WAZA-ARI} + \text{Two Warnings (GENTEN ICHI)} \\ \text{c)} & 0 \leq & \text{WAZA-ARI} + \text{Three Warnings (GENTEN ICHI} + \text{CHUI ICHI)} \end{array}$$

Basically the one holding a WAZA-ARI is the winner, but if fighter 1 is leading the fight very clearly, it is possible to give a draw.

$$\begin{array}{ccc} \text{d)} & 0 > & \text{WAZA-ARI} + \text{Four Warnings (GENTEN NI)} \\ & & \text{Even if one has a WAZA-ARI, GENTEN NI will disqualify him.} \end{array}$$

Article 15. VARIANTS OF DECISIONS TAKEN BY A REFEREE AS TO A BOUT'S RESULT (EXTENSION'S RESULT)

15.1 Judgment about a draw is valid if it takes ground on a judgment of three or more referees, including the main referee, but in some situations such as 3), 14), 15), Table № 1, decision about a draw can be taken by referee based upon like ruling of two members and himself of the referee team.

15.2 Variants of taking decisions by a referee as to the result of a bout (extension) depending on given judgments of other judges and his own decision are shown in a Table № 1 (meaning the situations when judges don't take the final decision in the last extension in favor of "Shiro" or "Aka"):

Table № 1

№	Judges' decision	Final referee's decision depending on the referee vote	№	Judges' decision	Final referee's decision depending on the referee vote	№	Judges' decision	Final referee's decision depending on the referee vote
1)	□□□□	□	6)	x x x x	x	11)	□□□ x	□
2)	□□□■	□	7)	x x x □	x	12)	■■■ x	■
3)	□□■■	1) □ 2) ■ 3) x	8)	x x □□	1) x 2) □	13)	x x □■	x
4)	□■■■	■	9)	x x x ■	x	14)	x □□■	1) □ 2) x
5)	■■■■	■	10)	x x ■■	x ■	15)	x ■■□	1) ■ 2) x

Comment:

A) symbols used in Table № 1 stand for the following decisions:

□ - Shiro (white) win;

■ - Aka (red) win;

x - draw.

B) final decisions pointed out for situations 1)-2), 4)-7), 9), 11)-13), are to be announced by a referee apart from his own personal decision that can be “Shiro”, “Aka” or “Hikiwake” ;

C) final decisions pointed out for situations 3), 8), 10), 14)-15), are to be announced by a referee with taking into consideration his own personal decision that can be “Shiro”, “Aka” or “Hikiwake”.

Article 16: TAMESHIWARI

- 16.1 For EC there is no Tameshiwari in weight categories. It will be used for Open Weight categories for the best 16
- 16.2 Normally the Tameshiwari will not commence before the 1/8. Finals (16 best fighters) in European Championship Open weight category championship.
In other championships in weights categories Tameshiwari can be used before 1/4 (8 best fighters) or before 1/2 (4 best fighters).
- 16.3 The materials used for the breaking test shall be boards of pine and the size shall be 33 centimeters (13 inches) long, 21 centimeters (8 inches) wide and 24 millimeters (0,9 inches) thick.
The tournament Chief Referee shall check whether the materials correspond to the standards set by the European Karate Organization.
- 16.4 Points are awarded on the basis of the number of boards broken. The winner of the Tameshiwari competition need not be the same as the tournament winner but shall be the person completing all four required breaking tests who has gained the highest number of points.
- 16.5 Each contestant must break a minimum of 2 boards in all categories with each of four different Oroshi techniques:
1) SEIKEN (Forefist); blocks are installed horizontally;
2) SOKUTO (Knife foot); blocks are installed horizontally;
3) HIJI (Elbow); blocks are installed vertically;
4) SHUTO (Knife hand); blocks are installed vertically.
The total number of broken boards will be the base on which “Decision by TAMESHIWARI” will be made.
- 16.6 The Boards for the breaking test must be placed across the top of two stable blocks set at designated place.
- 16.7 A contestant may attempt to break the minimum requirement or in excess of this minimum up to any number in the first attempt. If he fails to break any the boards, he shall have one more attempt at the minimum requirement. If after this second strike the contestant fails to break the minimum requirement's he will then be given 0 points.

- 16.8 Only support apparatus supplied by the tournament organizers and approved by the EKO, will be used, i.e. stands or blocks.
- 16.9 Contestants are not allowed to touch or move the boards or the supporting blocks. This can only be done by one of the Tameshiwari officials.
- 16.10 Towels or other materials may be placed on the top of boards to be used as protection, subject to the permission of the tournament Tameshiwari Head Referee.
- 16.11 The time allowed to complete each break in the Tameshiwari event is 1 minutes, all contestants will be warned 30 seconds before the expiration of the time limit. Overtime is considered a failure to break the boards.
- 16.12 In the case of successfully break the contestants sit down in Seiza position, after Seiza contestants may sit in Agura position. In the case of failure to break the contestants keep standing.
- 16.13 Tameshiwari is performed on 4 sides of the platform that after each breaking, the competitors shall move up two settings counter-clockwise.
- 16.14 No way, a contestant can refuse to break. If he refuses, he must be disqualified.
- 16.15 In the case of two or more competitors breaking the same number boards during the competition the lighter competitor wins.

Article 17: STANDARD ACTIONS AND TERMINOLOGY OF THE REFEREE AND CORNER JUDGES

- 17.1 Requests to referees and judges
- 17.2 The most important thing for the referees and judges is to respect the life of the competitors and give it the highest priority during the bout. In case of any accident during the bout, the referee and judge shall have the capacity to stay calm, and to see clearly the situation in order to take quick and appropriate actions.
- 17.3 The referees and judges must not be biased in judging and must have the capacity to make fair judgments.
- 17.4 The referees and judges must give signs and actions clearly and promptly.
- 17.5 Standard Actions of Referees

KUMITE (fighting)

Opening of Bout

Both competitors will be called to enter the competition mat by the tournament assistant.

The Referee shall stand in the center between both competitors, and give the commands “SHOMEN NI REI” (Bow to front), “SHUSHIN NI REI” (Bow to Referee), “OTAGAI NI REI” (Bow to each other), and then the bout will start with his commands “KAMAETE” (Take fighting position) and “HAJIME (Start).”

During the Bout

The corner judge shall show IPPON, WAZA-ARI, HANSOKU and JOGAI by blowing the whistle and showing those judgments with flags.

The referee shall give the command “YAME” (stop) and instruct both competitors to go back to their initial positions and show the judgment result both verbally and physically. The referee re-starts the bout again by the command “ZOKKO” (continue). “KAMATE” is not compulsory if not needed.

The signals to be given by the corner judges both by whistles and flags, and the judgments and actions to be given by the referee are as follows:

IPPON

Corner judge– Shall raise diagonally upwards the flag with the color corresponding to the competitor who got the IPPON and at the same time blow a single long and loud blast on the whistle.

Referee – Shall stop the bout by the command “YAME”, state the color of the raised flags and count them, including himself in the count, state the technique that resulted in IPPON, and from his chest raise diagonally upwards his arm to the winner’s side and declare “IPPON”.

WAZA-ARI

Corner judge – Shall raise horizontally the flag of the competitor who took the WAZA-ARI, giving a single loud blast on the whistle strongly once.

Referee– Shall stop the bout by the command “YAME”, state the color of the raised flags and count them, including himself in the count, state the technique that resulted in WAZA-ARI, and from his chest raise horizontally his arm to the winner’s side and declare “WAZA-ARI”.

From WAZA-ARI to IPPON

If the competitor does not stand up within three seconds or does not regain his will to fight within three seconds;

Corner judge – Shall change the flag position from WAZA-ARI to IPPON, and at the same time blow a single long and loud blast on the whistle.

Referee – Shall state “IPPON” if the majority of the referees, including himself (three or more) has made such a judgment. If less than three referees give IPPON, the judgment will remain “WAZA-ARI”.

HANSOKU

Corner judge – Shall wave diagonally downwards the flag with the color corresponding to the competitor who made a foul, and at the same time blow several short, sharp blasts on the whistle.

Referee – In case of a foul being equal to “CHUI”, he shall stop the bout by giving the command “YAME”, state the color of the waved flags, count the number of flags including himself, and then he shall state the actions that resulted in HANSOKU, pointing with his forefinger to the competitor who got the CHUI and declare “CHUI ICHI.” The same action shall be taken in case of GENTEN ICHI.

In case of directly giving GENTEN ICHI or SHIKKAKU at one foul, the Referee must consult with the Corner judges first.

TSUKAMI-AI, KAKAEKOMI (grappling and clinching each other)

Corner judge – Shall wave both flags diagonally downwards, and at the same time blow several short, sharp blasts on the whistle.

Referee – Shall stop the bout by giving the command “YAME”, separate both competitors, and start the bout again by the command “ZOKKOU” (continue). Depending on the way of grappling, both competitors may be given CHUI ICHI respectively.

JOGAI (out of bounds)

Corner judge – Tapping the floor several times with the flag of the side of the competitor who got JOGAI, he shall blow several short, sharp blasts on the whistle.

Referee – He shall immediately give the command “YAME” and call “JOGAI”, and then bring back the competitors to the center of the fighting area, start the bout again with the command “ZOKKOU”.

FUMEI (unclear)

Corner judge – Shall cross two flags in front of his face and blow a single short sharp blast on the whistle.

Referee – Shall let the bout go on without any interruption.

MITOMEZU (no count)

Corner judge – Shall cross the two flags and wave them back and forth and blow a single long and loud blast on the whistle.

Referee – Depending on the situation, he may declare MITOMEZU.

HANTEI-GACHI (victory by decision)

Corner judge – Shall raise diagonally upwards the flag with the color corresponding to the competitor who is considered to be the winner, and at the same time blow a single long, loud blast on the whistle.

Referee – Shall ask the corner referee for his decision by stating “HANTEI O TORIMASU” (take decision) and “HANTEI” (decision), declare the color of the flag of the winner, count the number of flags including himself, from his chest raise his arm diagonally upwards and declare the color of the flag of the winner.

(The numbers of flags for a draw and for the opponent shall also be counted, even though the number is not enough for a majority decision.)

HIKI-WAKE (draw)

Corner judge – Shall cross the flags in front of his knees, and at the same time blow a single long, loud blast on the whistle.

Referee – Shall count the number of flags indicating a draw and cross diagonally downwards his arms with open hands in front of himself and declare “HIKI-WAKE”. (The number of raised flags shall also be counted, even though they are not enough for a majority decision.)

SHIKKAKU (disqualified)

Corner judge – Especially for seriously vicious fouls, the corner judge shall request the referee for consultation.

Referee – Shall raise diagonally upwards his arm on the side of the competitor who has been disqualified, and then point with his finger in the direction outside the competition mat and declare “SHIKKAKU”. Then the referee, from his chest, raise his arm diagonally upwards and declare the other competitor the winner with announcing “Shiro” or Aka”.

UNIFORM

In case the dogi of the competitor comes into disorder during the bout, the Referee may stop the bout, gives commands ‘Yame’ and ‘Time Stop’ and making relevant gestures and bring back the competitors to their original positions, and adjust the dogi of the competitor or have him adjust it by himself.

End of Bout including announcing of the winner

In case of IPPON or SHIKKAKU:

The Referee shall stop the bout and make both competitors face to the front and declare IPPON or SHIKKAKU and give commands “SHOMEN NI REI” (Bow to the front), “SHUSHIN NI REI” (Bow to Main Referee), and “OTAGAI NI REI” (Bow towards each other). And then instruct the competitors to leave the competition mat.

In case of no IPPON or SHIKKAKU;

The Corner judge shall, at the same time as the signal for ending the bout, blow a single long, loud blast with the whistle.

The Referee shall give the command “YAME” and stop the bout immediately, get the competitors back to their original positions, and make them face to the front, and request the Corner judge for his decision by stating “HANTEI O TORIMASU” and “HANTEI”.

Corner judge – When asked by the Referee for “HANTEI”, he shall raise diagonally upwards the flag on the side of the considered winner and at the same time blow his whistle strongly once. In case the bout being a draw, he shall cross the two flags in front of his knees and at the same time blow a single short, sharp blast on the whistle.

Referee – Shall declare the color of the flag on the winner’s side, count the number of raised flags including himself, and raise his arm diagonally upwards, declaring the winner if the number of flags of the same color gets the majority. (The

numbers of flags for a draw and for the opponent shall also be counted.)

An example (1): “AKA (red) ICHI (1), NI (2) SAN (3), SHI (4) and GO (5)” → “AKA (red)”

An example (2): “HIKIWAKE (draw) ICHI (1), NI (2)”, “AKA (red) ICHI (1), NI (2) and SAN (3)” → “AKA (red)”.

In case of a draw, the Referee shall count the numbers for a draw, crossing his arms diagonally downwards in his front and declare “HIKIWAKE (draw)”. And he shall proceed to an Extension or “Decision by Weight” or “Decision by TAMESHIWARI”.

An example: “AKA (red) ICHI (1)”, “HIKIWAKE (draw) ICHI (1), NI (2), SAN (3) and SHI (4)” → “HIKIWAKE (draw)”.

The Referee shall declare the winner, and give the commands “SHOMEN NI REI”, “SHUSHIN NI REI”, “OTAGAI NI REI” and instruct the competitors to leave the competition mat.

17.6 TERMINOLOGY OF THE REFEREE

Term	Action
Greeting (AISATSU):	
SHOMEN NI REI	The referee team face the official table and bow.
KOHO NI REI	The referee team turns to another side and bow.
OTAGAI NI REI	The referee team members turn and bow to each other.

Opening the bout (SHIAI KAISHI):

Competitors must to enter their start lines directly after they received commands from referee team assistances (Aka Hosa and Shiro Hosa). The first in the fighting area comes AKA (red competitor) from the corner judge Jogai area and moves diagonally to his starting position. When the AKA stopped next to his starting red line SHIRO (white competitor) enters by diagonally from the corner judge Jogai area to the fighting area and stopped next to his starting white line. Both competitors deployed faces forward in the Shomen direction.

When SHIRO took the first step from the Jogai zone to the Jonai zone, the referee starts to move from his waiting position to the place of bout operation.

AKA	Red. First competitor entering the arena.
SHIRO	White. Second competitor entering the arena.
SHOMEN NI REI	The fighters face the official table and bow. (The referee too).
SHUSHIN NI REI	The fighters face the main referee and bow.
OTAGAI NI REI	The fighters face each other and bow.
KAMAETE	Take fighting position, including the main referee.
HAJIME	Start the bout. The main referee indicates the start by punching a gyaku tsuki.

During the bout (SHIAI-CHU):

YAME	Stop the bout immediately.
ZOKKO	Continue the bout.
ZOKKO	Attack, Fight. (When the competitors do not fight, just stand and look at each other).
FUKUSHIN SHUGO	Calling judges together
ENCHOSEN	Extension.
SAI ENCHOSEN	Anew extension
SAISHU ENCHOSEN	Last/final extension

Fouls-names:

GANMEN-KOGEKI	Attacking the face with the hand or elbow.
or GANMEN ODA	Strike to the face
TSUKAMI	Grabbing the karate-gi.
KAKAEKOMI	Hugging and holding.
KAKENIGE	Pretend to attack whilst actually running away from the opponent.
SHOTEI-OSHI	Pushing the opponent with open hand.
or OSHI	Pushing the opponent with closed hand or any part of hand, both hands or body (forearm, elbow, shoulder, chest, etc.).

KINTEKI-KOGEKI	Any attack (kick, punch etc.) to the genitals area.
ZUTSUKI	Head thrust.
KAKE	Hooking (To grapple or hook the opponent's neck, head, shoulders, etc.).
AKUSHU	Shake hands.

Declaration of fouls:

The referee designates the competitor who made the foul as Aka or Shiro and he declares the foul, and its nature.

E.g.: "Aka, tsukami, chui-ichi".

The competitor who committed the foul must say "Osu!" when hearing the main referee's declaration.

Declaration of full point and half point:

IPPON. The referee designates the competitor as Aka or Shiro and declares "Ippon" and its nature.

E.g.: "Shiro, count flags, migi-mawashi-geri, Ippon".

WAZA-ARI Effective attacks which damages the opponent, but not to the same extent as an Ippon. Waza-ari is declared in the same way as Ippon.

E.g.: "Aka, count flags, migi-mae-geri, Waza-ari".

Two declaration of Waza-ari constitutes a full point.

E.g.: "Shiro, count flags, chudan-tsuki, waza-ari" (For the first)

"Shiro, count flags, migi-mae-geri, waza-ari" (For the second) and immediately "awasete, Ippon".

End of the bout (SHIAI SHURYO):

Decision:

When no clear half or full-point has been scored, the victory is awarded by decision. The procedure of decision is as follows:

YAME	Stop the bout.
SHOMEN-MUI TE	The fighters face the front to the official table.
HANTEI-O TORIMASU	The referee asks the decision to the corner judges.
HANTEI	When hearing this, the corner judges must use the flags and the whistle to show there decision.
SHIRO/AKA	White/Red. The corner judges raise the flag having the same color as the competitor whom they consider the winner, diagonally upwards.
HIKIWAKE	Draw. The corner judge crosses both flags in front of himself downwards.
ICHI, NI, SAN, SHI, GO	One, Two, Three, Four, to count the flags plus referee decision (Five). Counting the lowest number of flags first and from right to left in direction with the referee as the last member.
AKA/SHIRO or HIKIWAKE	Decision of the referee (Red/White or Draw).

The referee declares the winner. This is the end of the bout. Referee make the same procedure as the opening of the bout.

SHOMEN NI REI The fighters face the official table and bow. (The referee too).

SHUSHIN NI REI The fighters face the main referee and bow.

OTAGAI NI REI The fighters face each other and bow.

Declaration of decision:

The referee counts the number of flags and gives his own decision and then points with his hand to the winner and say in case of AKA win: AKA and in case of SHIRO win - SHIRO.

In case of a draw, he crosses downwards his arms with open hands and announce: HIKIWAKE

E.g.: "Hikiwake ichi; Shiro ichi, ni, san, shi; → Shiro" In this case "Shiro" wins 4 to 0.

"Shiro ichi, ni; Hikiwake ichi, ni, san; → Hikiwake" In this case there is a draw (2:0).

To win by decision it is required to have three or more of the judge's approval.

How to announce warnings (example):

1-st time:	Aka Ichi, Ni, San, Shi, Go	TSUKAMI, CHUI ICHI
2-nd time:	Aka Ichi, Ni, San, Shi	GANMEN KOGEKI, CHUI ICHI, AWASETE GENTEN ICHI
3-rd time:	Aka Ichi, Ni, San	KINTEKI-KOGEKI, CHUI ICHI
4-th time:	Aka Ichi, Ni, San, Shi, Go	OSHI, CHUI ICHI, AWASETE GENTEN NI, SHIKKAKU.

How to announce WAZA-ARI, IPPON (examples):

Shiro Ichi, Ni, San, Shi, Go GEDAN MAWASHI-GERI, WAZA-ARI
Shiro Ichi, Ni, San, Shi CHUDAN-ZUKI, WAZA-ARI, AWASETE IPPON
Aka Ichi, Ni, San, Shi, Go JODAN MAWASHI-GERI, IPPON.

KUMITE ACTIONS (Corner judges):

IPPON The judges raise the flag diagonally and blow a single long and loud blast on the whistle.
WAZA-ARI The judges raise the flag horizontally to the side and blow a single long and loud blast on the whistle.
HANSOKU The judges shall wave diagonally downwards the flag with the color corresponding to the competitor who made a foul, and at the same time blow several short, sharp blasts on the whistle. Used for all other situations as Chui, Genten or Shikkaku.
JOGAI The judges lower either flag diagonally, tapping the floor, and blow several short, sharp blasts on the whistle.
MITOMEZU The judges cross both flags in front of themselves waves them from side to side and blow the whistle.
(no count)
FUMEI The judges cross both flags at eye level and blow the whistle.
(unclear)

In case when time of the fight is up the judge makes a short loud signal by blowing a whistle.

TAMESHIWARI ACTIONS:

Start the Tameshiwari:

SHOMEN NI REI The same as the opening of the bout.
MAWATTE REI Turn around, bow and say "Osu".
KAMAETE Stand by.
HAJIME Break the boards.

Declaration of results:

KANSUI All the boards have been broken. The Tameshiwari official raises his arm 45°.
E.g.: Competitor's number or name and indicates the number of broken boards, Kansui.
SHIPPAI The breaking test has failed. The Tameshiwari official cross their arms in front and waves from side to side indicating a failed attempt. E.g.: Competitors number or name, Shippai.

Article 18: CHANGE OF THE REFEREE TEAM

Hand gesture After gesture from the referee, the judges gather in one line and bow according to the etiquette.
The judges and referee turn to the right. The old team must turn to the right and walk to the edge of the mat and face the new team. The old team referee, which leaves the fighting area, will give the following command: OTAGAI NI REI Bow between both referee teams.

Both referee teams will move to the right and the entering team will occupy the place of the leaving team who will leave the arena.

FINAL.

Any matter not contemplated in this Kumite rules, and that could happen in a tournament, will be discussed between The Referees, the Fighting area Chief Referee and the Tournament Chief Referee.

Article 19: CADET RULES

19.1. Amendments for the Cadet EKO rules

All basic principles of the adult EKO rules apply for the Cadets, referee commands etc. There is no tameshiwari for the Cadets.

19.2. Definition of a Cadet

A competitor is considered as a cadet from: 1st of January in the year he/she will be 15 years old to the 1st of January in the year he/she will be 17 years old.

19.3. Criteria for competing

All competitors under the age of 18 must have written permission from their parents to compete in the Cadet tournament. A competitor can be asked for proof of age by producing an ID card or country passport.

Competition system

- Kumite for Cadet-boys and Cadet-girls.

19.4. Grade

Members of the E.K.O. must be at least 7-th Kyu grade to be eligible to compete.

If members of other Associations and styles wish to compete in the (Shin)Kyokushinkai Open Tournaments, any grade will be allowed to enter. Providing they sign a disclaimer stating that they have practiced a Martial Art for at least two years.

19.5. Fighting time

For European Championship

Fighting time for both Cadet-boys and Cadets-girls will be:

Main bout shall last one minute and 30 seconds in running time.

In case of draw (hikiwake) there will be an extension (Enchosen) lasting for one minute and 30 seconds in running time.

If no decision can be made a further one minute and 30 seconds in running time extension is awarded (Saishu enchosen).

At the end of this final extension a decision must be made to declare the winner.

Duration of Cadet bout all true the competition (elimination as well as finals)

1. 1 Main bout 1.5 minutes.
2. Extension 1.5 minutes Enchosen.
3. Final extension 1.5 minutes Saishu enchosen.

For other national or international championships on the choice of the organizer.

Fighting time for both Cadet-boys and Cadets-girls will be:

Main bout shall last one minute and 30 seconds in running time.

In case of draw (hikiwake) there will be extension (Enchosen) lasting for one minute and 30 seconds in running time.

In case of no decision in favor of either opponent is made then the competitors must be weighed with all those equipment's he wore during the bout. In case the weight difference is 3.0 kg and more + for junior-men and for junior-women in all weight categories, save for heavyweights, for whom the difference must be 5.0 kg and more +.

If no decision can be made after the weighing then a further one minute and 30 seconds in running time extension is awarded (Saishu enchosen). At the end of this final extension a decision must be made to declare the winner.

Duration of Cadet bout all true the competition (elimination as well as finals).

1. 1 Main bout 1.5 minutes.
2. Extension 1.5 minutes Enchosen.
3. Scale
4. Final extension 1.5 minutes Saishu enchosen.

19.6. Weight categories

All weights are kilograms.

Weight categories for Cadet-boys: under 50, 50-55, 55-60, 60-65, 65-70, 70-75, 75 and +75.

Weight categories for Cadet-girls: under 50, 50-55, 55-60, 60-65 and +65.

19.7. Protection for Cadet-boys

White shin protection with instep with full foot protection, groin protection, knee protections and white gloves are compulsory. A compulsory EKO unified helmet to protect the chin, the face with a net/bars or plastics, top and back of the head, to be provided by the hosts. A compulsory EKO protective vest to protect the front and back of body and shoulders as well to be provided by hosts. Teeth protectors are optional but recommended.

19.8. Protection for Cadet-girls

White shin protection with instep with full foot protection, groin protection, knee protections and white gloves are compulsory. Girls must also wear white breast (Cups) protectors. Girl competitors may wear a white T-shirt under their dogi. A compulsory EKO unified helmet to protect the chin, the face with a net/bars or plastics, top and back of the head, to be provided by the hosts. A compulsory EKO protective vest to protect the front and back of body and shoulders as well to be provided by hosts. Teeth protectors are optional but recommended.

19.9. Prohibited acts and techniques (Hansoku waza)

The following actions are added as prohibited to those set for Adults:

- attack to the spine;
- kicking an opponent's head (helmet) or neck uncontrolled or with full strength; (only controlled contact with no injure is allowed)
- frontal kick to the head (helmet) or neck;
- side kick (yoko-geri) to the head (helmet) or neck;
- downfall kick (oroshi-geri) to the head (helmet) or neck;
- rolling kick (do mawashi kaiten-geri) to the head (helmet) or neck;
- knee kick (hiza-geri) to the head (helmet) or neck;
- any gedan-geri (svep with ashi barai is allowed);
- any deliberate punch attack to upper arms and shoulders.

19.10. Ippon

Full point (IPPON) victory. See Article 8.

- With the exception of techniques that are not allowed by the rules, any technique that connects and instantaneously downs the opponent resulting that he/she is not able to continue the fight for 3 seconds or more, scores a full point.
- Lost the will to fight for 3 seconds or more.
- If a contestant is up within 3 seconds, but the injuries he/she suffered are so serious that not allow him/her to continue the bout (Doctor Stop), his/her opponent shall be awarded a full point and the match.
- If a contestant gives up the bout, the opponent will win with a full point.
- Second WAZA-ARI automatically means AWASETE IPPON.

19.11. Waza-ari

Half point - WAZA-ARI. See Article 8.

- When a contestant is knocked down by one or more effective techniques allowed within the contest rules and regains a standing position within 3 seconds, a half point will be awarded to his/her opponent.
- When a contestant is not knocked down yet by techniques but is staggered, a half point can be awarded to the opponent.
- If the opponent has lost his will to fight but resumes the fight within three seconds.
- When an opponent is downed with any allowed technique including foot sweeps which are followed up by a well-focused non-contact technique to the body, a half point is awarded.

- Clap kick to the helmet. Only control kicks with clap on the helmet is acceptable such as mawashi-geri, haisoku uchi mawashi-geri and kake-geri are allowed.
- After a half point gained by a contestant only the referee can give the permission to continue the bout.
- The referee can always consult with the doctor if so required, who can on medical grounds stop the continuation of the match. See “EKO Guidelines handbook for tournament doctors”.

19.12. Victory by decision win (HANTEI)

- When no definite IPPON or WAZA-ARI has been scored, the judges may award a win when time is up by decision on the basis of (with taking into consideration Chui, Genten) superior techniques, technical skill, condition and fighting spirit.
- In case of a draw, at the beginning of each extension all points (Waza-ari) and warnings (Chui, Genten) acquired by contestants in the main bout or previous extension are to be cancelled.

19.13. Disqualification

- In addition to the rules set for Adults.
- In case of to hard kick to the head, the participant who used a prohibited technique will be disqualified (SHIKKAKU). Disqualification is automatically ruled when there is any kick to the head resulting in knock-down 3 sec and longer (No uncontrolled kick is allowed).

FINAL

Any matter not contemplated in this Kumite rules, and that could happen in a tournament, will be discussed between the Referees, the Fighting area Chief Referee and the Tournament Head Referee.

Article 20: JUNIOR RULES

20.1. Amendments for the Junior EKO rules

All basic principles of the adult EKO rules apply for the juniors, referee commands etc. There is no tameshiwari for the Juniors.

20.2. Definition of a Junior

A competitor is considered as a Junior from the 1st of January in the year he/she will be 17 years old to the 1st of January in the year he/she will be 19 years old. The Junior, who has turned 18 years old and has the right to participate in a tournament according to the year of birth pointed out in a corresponding invitation, shall not have the right to take part in Adults competitions as well in the same tournament, if the tournament is of a joint character (Adults and Juniors together for several days). If a tournament is separate, such participant shall have the right to participate as a junior or Adults respectively.

20.3. Criteria for competing

All competitors under the age of 18 must have written permission from their parents to compete in the Junior tournament. A competitor can be asked for proof of age by producing an ID card or country passport.

Competition system

- Kumite for Junior-men and Junior-women.

20.4. Grade

Members of the E.K.O. must be at least 6-th Kyu grade to be eligible to compete.

If members of other Associations and styles wish to compete in the (Shin) Kyokushinkai Open Tournaments, any grade will be allowed to enter. Providing they sign a disclaimer stating that they have practiced a Martial Art for at least two years.

20.5. Fighting time

For European Championship

Fighting time for both Junior-boys and Junior-girls will be:

Main bout shall last two minutes in running time.

In case of draw (hikiwake) there will be an extension (Enchosen) lasting for two minutes in running time.

If no decision can be made a further two minutes in running time extension is awarded (Saishu enchosen). At the end of this final extension a decision must be made to declare the winner.

Duration of Junior bouts all true the competition (elimination as well as finals)

1. 1 Main bout 2 minutes.
2. Extension 2 minutes Enchosen.
3. Final extension 2 minutes Saishu enchosen.

For other national or international championships on the coise of the organizer.

Fighting time for both Junior-boys and Girls-girls will be:

Main bout shall last two minutes in running time

In case of draw (Hikiwake) there will be extension (Enchosen) lasting for two minutes in running time.

In case of no decision in favor of either opponent is made then the competitors must be weighed with all the equipment he wore during the bout. In case the weight difference is 3.0 kg and more for junior-men and for junior-women in all weight categories, save for heavyweights, for whom the difference must be 5.0 kg and more.

If no decision can be made after the weighing then a further two minute in running time extension is awarded (Saishu Enchosen). At the end of this final extension a decision must be made to declare the winner.

Duration of Junior bouts all true the competition (elimination as well as finals)

1. Main bout 2 minutes.
2. Extension 2 minutes Enchosen.
3. Scale.
4. Final extension 2 minutes Saishu enchosen.

20.6. Weight categories

All weights are kilograms.

Weight categories for Junior-men: under 60, 60-65, 65-70, 70-75, 75-80, 80 and more.

Weight categories for Junior-women: under 50, 50-55, 55-60, 60-65, 65 and more.

20.7. Protection for Junior-men

White Shin with instep protection covering the full foot, knee and groin protection are compulsory. A compulsory EKO unified helmet to protect the chin, most of the face, top and back of the head, helmets to be provided by hosts. Teeth protectors are optional but recommended.

20.8. Protection for Junior-women

White Shin with instep protection covering the full foot, knee and groin protection are compulsory. A compulsory EKO unified helmet to protect the chin, most of the face, top and back of the head, helmets to be provided by hosts. Teeth protectors are optional but recommended. Women must also wear white breast (Cups) protectors. Women competitors may wear a white T-shirt under their dogi.

20.9. Prohibited acts and techniques (Hansoku waza)

The following actions are added as prohibited to those set for Adults:

- any attack to the spine;
- kicking an opponent's head (helmet) or neck uncontrolled or with full strength; only controlled contact with no injure is allowed
- frontal kick (mae-geri / ushiro geri) to the head (helmet) or neck;
- side kick (yoko-geri) to the head (helmet) or neck;
- downfall kick (oroshi-geri) to the head (helmet) or neck;
- rolling kick (do mawashi kaiten-geri) to the head (helmet) or neck;
- knee kick (hiza-geri) to the head (helmet) or neck;

20.10. Ippon See Article 8 in adult rules

Full point win (IPPON-GACHI):

The following cases will be judged as IPPON-GACHI (full point victory).

- With the exception of techniques which are fouls and not allowed by the contest rules, any technique that connects and instantaneously downs the opponent for 3 seconds or longer, scores a full point (Counting one thousand and one, one thousand and two, one thousand and three.).
- If the opponent has loss of his will to fight for 3 seconds or longer.
- When a contestant informs the referee or judges that he is beaten as the result of techniques allowed within the contest rules, his opponent shall be awarded a full point and the match.
- When having obtained two WAZA-ARI (half-points), which results in one IPPON (full-point)

20.11. Waza-ari See Article 8 in adult rules

Half point - WAZA-ARI.

- When a contestant is knocked down by one or more effective techniques allowed within the contest rules and regains a standing position within 3 seconds, a half point will be awarded to his/her opponent.
- When a contestant is not knocked down yet by techniques but is staggered, a half point can be awarded to the opponent.
- If the opponent has lost his will to fight but resumes the fight within three seconds.
- When an opponent is downed with any allowed technique including foot sweeps which are followed up by a well-focused non-contact technique to the body, a half point is awarded.
- Clap kick to the helmet. Only control kicks with clap on the helmet is acceptable such as mawashi-geri, haisoku uchi mawashi-geri and kake-geri are allowed.
- After a half point gained by a contestant only the referee can give the permission to continue the bout.
- The referee can always consult with the doctor if so required, who can on medical grounds stop the continuation of the match. See "EKO Guidelines handbook for tournament doctors".

20.12. Victory by decision win (HANTEI) See Article 8 in adult rules

- In case there is no IPPON nor disqualification, the decision supported by three or more out of the five referees (one referee, four corner judges) is valid.
- In case of one of the competitors having a WAZA-ARI, the WAZA-ARI will be the first priority in a decision
- In case of no WAZA-ARI, the amount of damage will be the first priority in a decision.
- In case of no damages, the amount of techniques (punches, kicks), including YUKO-WAZA (point-giving techniques, but not enough for being a WAZA-ARI), will be the criteria for decision.
- In case of same amount of techniques, including YUKO-WAZA, the referees shall give victory to the competitor who is more active or more offensive in fighting. (This applies to the final extension where a winner has to be decided.)
- If CHUI (warning) or GENTEN (penalty) has been given to either of the competitors, the referees shall follow the criteria stated in “DECISION CRITERIA”.

20.13. Disqualification

- In addition to the rules set for Adults.
- In case of a too hard kick to the head, the participant who used a prohibited technique will be disqualified (SHIKKAKU). Disqualification is automatically ruled when there is any kick to the head resulting in knock-down 3 sec and longer (NO uncontrolled kick is allowed).

FINAL.

Any matter not contemplated in this Kumite rules, and that could happen in a tournament, will be discussed between The Referees, the Fighting area Chief Referee and the Tournament Chief Referee.

Article 21: YOUTH U-21 RULES

21.1. Amendments for the U-21 EKO rules

All basic principles of the adult EKO rules apply for the U-21, referees commands etc. There is no tameshiwari for the Youth.

21.2. Definition of a Youth U-21

A competitor is considered as a Youth U-21 from the date of birth he/she will be 18 years old to the 1st of January in the year he/she will be 21 years old.

The Youth, who has turned 18 and has the right to participate in a tournament according to the year of birth pointed out in a corresponding invitation, shall not have the right to take part in Adults competitions as well at the same tournament, if the tournament is of a joint character (Adults and Juniors together for several days). If a tournament is separate, such participant shall have the right to participate as a Juniors or Adults respectively.

21.3. Criteria for competing

A competitor can be asked for proof of age by producing an ID card or country passport.

Competition system

- kumite for Youth-men and Youth-women
- have not been prize winner at adult EC/WC (1-3 place), Open weight EC/WC (1-8 place).

21.4. Grade

Members of the E.K.O. must be at least 6-th Kyu grade to be eligible to compete.

If members of other Associations and styles wish to compete in the (Shin)Kyokushinkai Open Tournaments, any grade will be allowed to enter. Providing they sign a disclaimer stating that they have practiced a Martial Art for at least two years.

21.5. Duration of bout

For European Championship

Fighting time for both U21 Men and U21 Women will be:

Main bout shall last two minutes in running time.

In case of draw (hikiwake) there will be an extension (Enchosen) lasting for two minutes in running time.

If no decision can be made a further two minutes in running time extension is awarded (Saishu enchosen). At the end of this final extension a decision must be made to declare the winner.

Duration of U21 bouts all true the competition (elimination as well as finals)

1. 1 Main bout 2 minutes
2. Extension 2 minutes Enchosen
3. Final extension 2 minutes Saishu enchosen

For other national or international championships on the choice of the organizer.

Fighting time for both Youth U21 Men and Youth U21 Women will be:

Main bout shall last two minutes in running time.

In case of draw (hikiwake) there will be extension (enchosen) lasting for two minutes in running time.

In case of no decision in favor of either opponent is made then the competitors must be weighed with all the equipment he wore during the bout. In case the weight difference is 3.0 kg and more + for Youth-men and for Youth-women in all weight categories, save for heavyweights, for whom the difference must be 5.0 kg and more +.

If no decision can be made after the weighing then a further two minute in running time extension is awarded (Saishu enchosen). At the end of this final extension a decision must be made to declare the winner.

Duration of U21 bouts all true the competition (elimination as well as finals)

1. Main bout 2 minutes
2. Extension 2 minutes Enchosen
3. Scale
4. Final extension 2 minutes Saishu enchosen

21.6. Weight categories

All weights are kilograms.

Weight categories for U21-men: under 65, 65-70, 70-75, 75-80, 80-85, 85-90, +90

Weight categories for U21-women: under 50, 50-55, 55-60, 60-65, +65

21.7. Protection for Youth-men

Shin with instep and groin are compulsory. Teeth protectors are optional but recommended.

21.8. Protection for Youth-women

White shin- with instep and groin protection are compulsory. Women must also wear white breast (Cups) protections.

Women competitors may wear a white T-shirt under their dogi. Teeth protectors are optional but recommended.

21.9. Prohibited acts and techniques (Hansoku waza)

The Prohibited acts and techniques (Hansoku waza) are the same as for adult competitions.

21.10. Criteria for Ippon, Waza-Ari and Hantei-gachi

Criteria for victories by Full point (IPPON), by half point - WAZA-ARI and by decision (HANTEI) are the same as for Adults competitions.

21.11. Disqualification

Criteria for disqualification are the same as for Adults competitions.

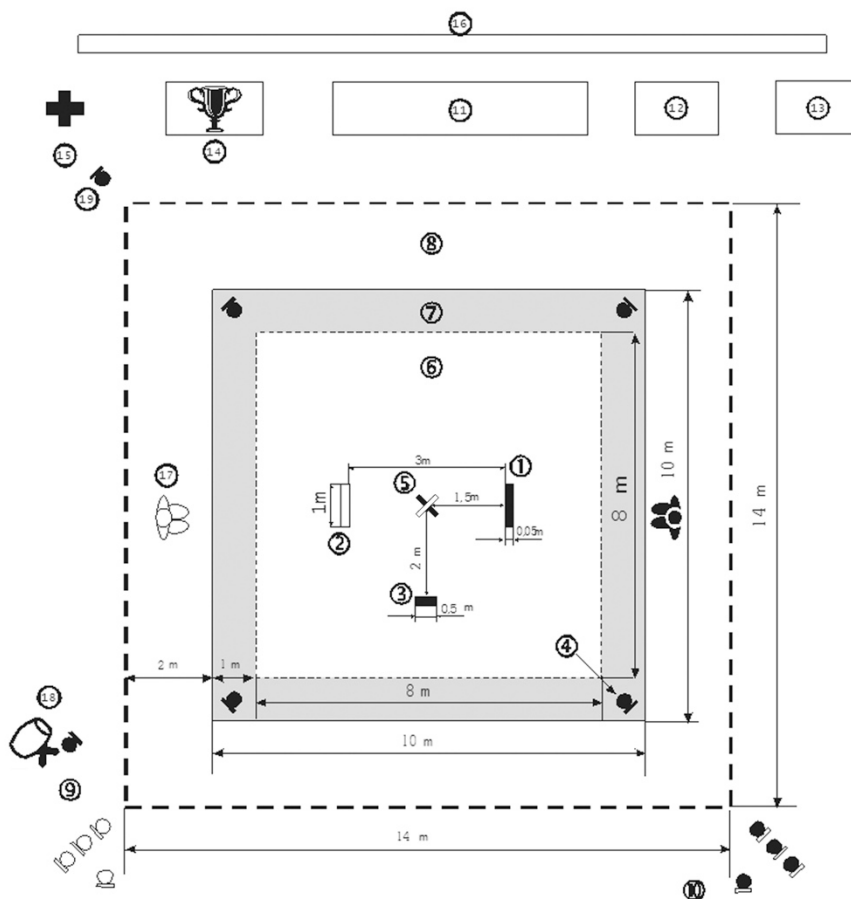
FINAL.

Any matter not contemplated in this Kumite rules, and that could happen in a tournament, will be discussed between The Referees, the Fighting area Chief Referee and the Tournament Chief Referee.

EUROPEAN KARATE ORGANIZATION
EKO Referee Committee

LAYOUT OF THE KUMITE COMPETITION AREA AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE

Pic. № 1.

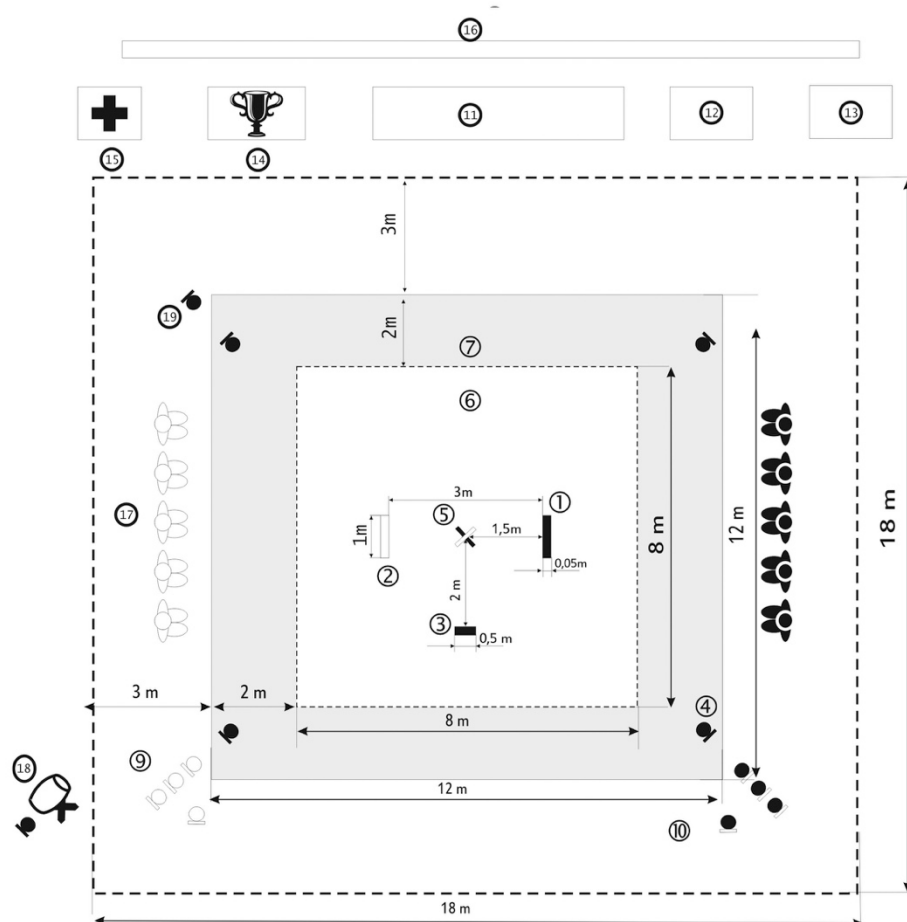


Used signs:

- A – front side of the match area “Shomen” (the alignment line of competitors);
- B – back line of the competition area;
- 1 – start position of the 1st participant with a red belt;
- 2 – start position of the 2nd participant with a white belt;
- 3 – start position of the Referee (may not be indicated);
- 4 – chair of a Corner Judge;
- 5 – center diagonal red / white center cross of the competition area (Aka / Shiro kosa);
- 6 – competition area (“jonai”);
- 7 – safety area (“jogai”);
- 8 – safety area of the competition place “shiai-jo”;
- 9 – chairs for the competitors who wait for their participation in further fights;
- 10 – chairs for contestants’ staff;
- 11 – main judge table;
- 12 – place for technical secretaries and time-keeper;
- 13 – rest-area for not involved judge teams;
- 14 – table (place) for prizes;
- 15 – table (place) for the first-aid post;
- 16 – table (place) for official and invited persons, the main grandstand for spectators;
- 17 – coaches (seconds) of participants of the competition (can sit on chairs);
- 18 – the place for drum “Taiko” and a chair for assistant time-keeper who produces sounds by means of hitting the drum;
- 19 – chair (place) for assistant time-keeper who throws a red pad into the fighting area.

**LAYOUT OF THE HIGH KUMITE COMPETITION AREA (PODIUM)
AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE**

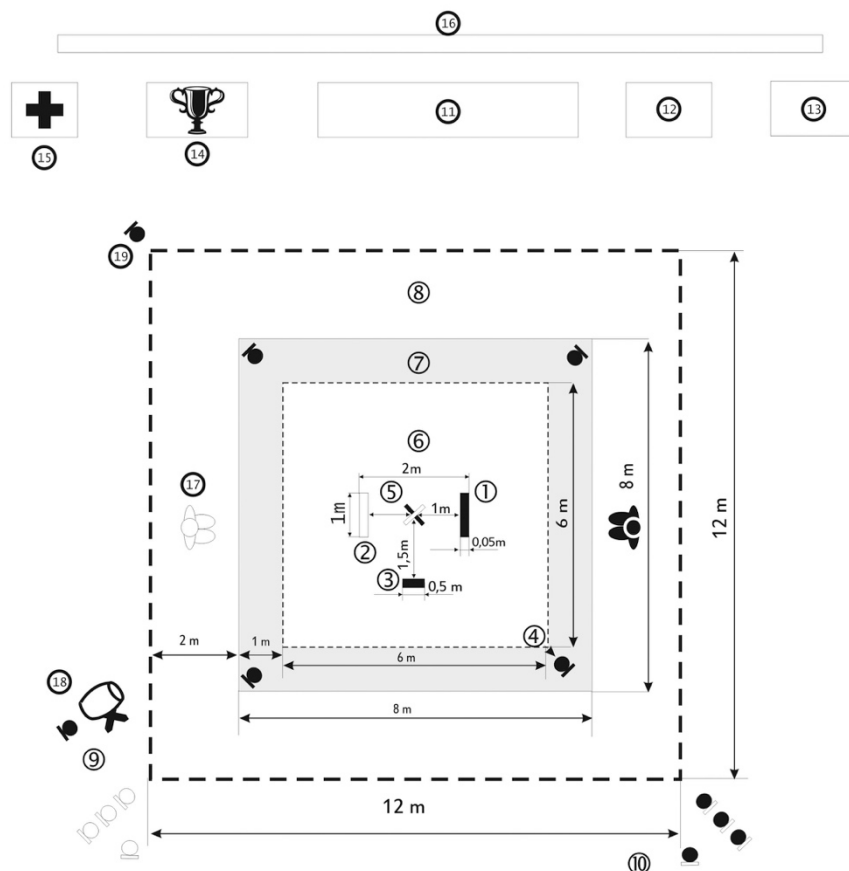
Pic. № 2.

Used signs:

- 1 – start position of the 1st participant with a red belt;
- 2 – start position of the 2nd participant with a white belt;
- 3 – start position of the Referee (may not be indicated);
- 4 – chair of a Corner Judge;
- 5 – center diagonal red / white center cross of the competition area (Aka / Shiro kosa);
- 6 – competition area (“jonai”);
- 7 – safety area (“jogai”);
- 8 – safety area of the competition place “shiai-jo”;
- 9 – chairs for the competitors who wait for their participation in further fights;
- 10 – chairs for contestants’ staff;
- 11 – main judge table;
- 12 – place for technical secretaries and time-keeper;
- 13 – rest-area for not involved judge teams;
- 14 – table (place) for prizes;
- 15 – table (place) for the first-aid post;
- 16 – table (place) for official and invited persons, the main grandstand for spectators;
- 17 – coaches (seconds) of participants of the competition (can sit on chairs);
- 18 – the place for drum “Taiko” and a chair for assistant time-keeper who produces sounds by means of hitting the drum;
- 19 – chair (place) for assistant time-keeper who throws a red pad into the fighting area.

**LAYOUT OF THE KUMITE BOYS'/GIRLS', CADETS', JUNIORS' COMPETITION AREA
AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE IN A REDUCED SIZE**

Pic. № 3.

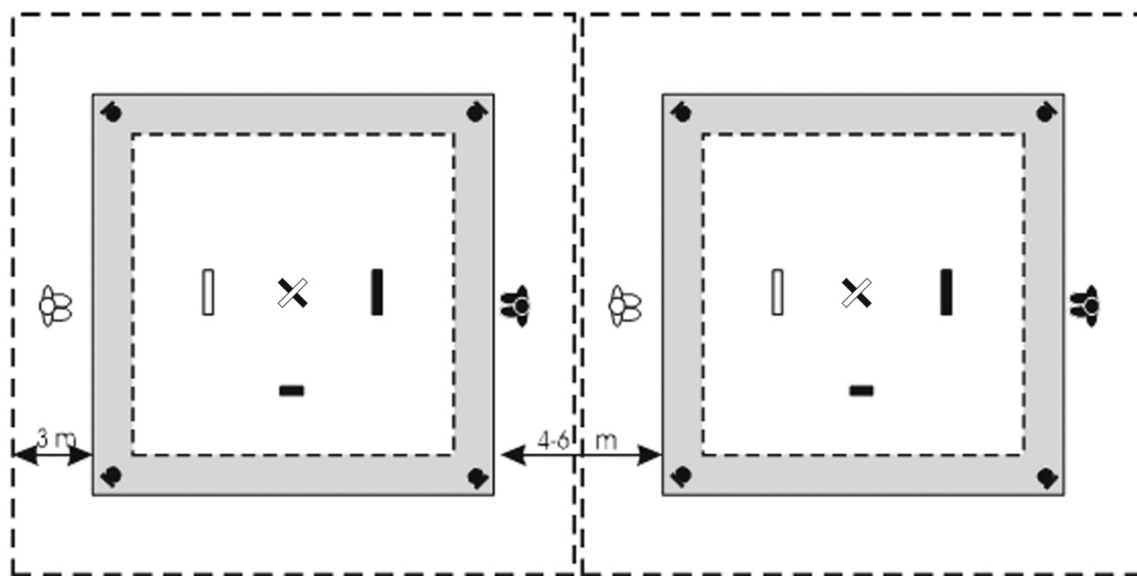


Used signs:

- 1 – start position of the 1st participant with a red belt;
- 2 – start position of the 2nd participant with a white belt;
- 3 – start position of the Referee (may not be indicated);
- 4 – chair of a Corner Judge;
- 5 – center diagonal red / white center cross of the competition area (Aka / Shiro kosa);
- 6 – competition area (“jonai”);
- 7 – safety area (“jogai”);
- 8 – safety area of the competition place “shiai-jo”;
- 9 – chairs for the competitors who wait for their participation in further fights;
- 10 – chairs for contestants’ staff;
- 11 – chief jury table;
- 12 – place for technical secretaries and time-keeper;
- 13 – rest-area for not involved judge teams;
- 14 – table (place) for prizes;
- 15 – table (place) for the first-aid post;
- 16 – table (place) for official and invited persons, the main grandstand for spectators;
- 17 – coaches (seconds) of participants of the competition (can sit on chairs);
- 18 – the place for drum “Taiko” and a chair for assistant time-keeper who produces sounds by means of hitting the drum;
- 19 – chair (place) for assistant time-keeper who throws a red pad into the fighting area.

LAYOUT OF SEVERAL COMPETITION AREAS AT THE COMPETITION PLACE

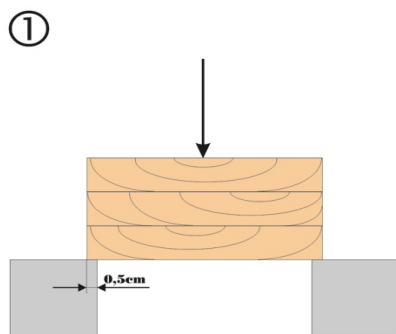
Pic. № 4.



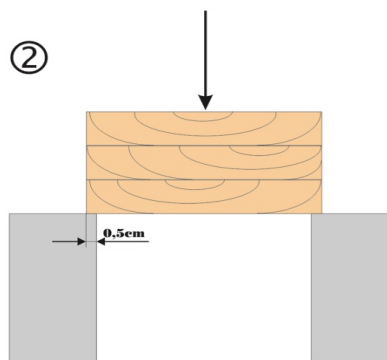
Appendix 5.

1 PATTERN OF BOARDS' FIXING ON THE SUPPORTING BLOCKS FOR TAMESHIVARI COMPETITION

Pic. № 5.



Pic. № 6.



1. Pattern of boards' fixing on supporting blocks, which are laid horizontally for the performance of the first two tameshivari techniques – “seiken” and “sokuto”.

2. Pattern of boards' fixing on supporting blocks, which are laid vertically for the performance of the last two tameshivari techniques – “hiji” and “shuto”.

Note:

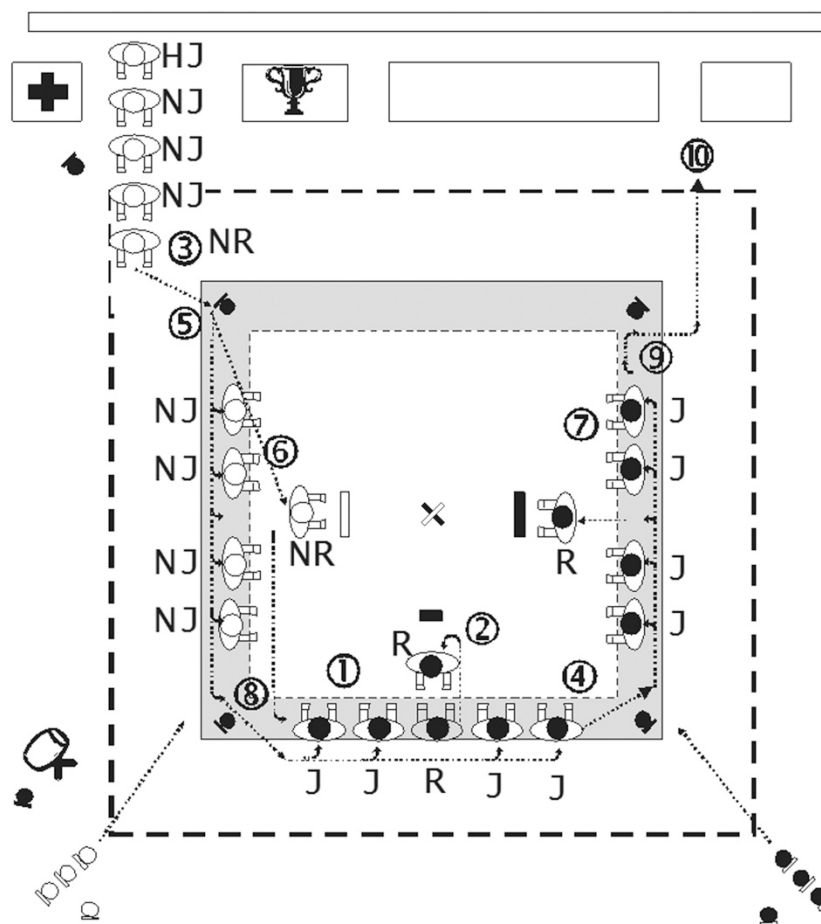
The Judges in “tameshivari” fixes boards on the supporting blocks according to the following rules:

1. Deflection of wood fibers of each board must be directed down.
2. The abutment on the blocks must be 5-7 mm long on each side of the boards.
3. The boards must be placed tightly to each other and create a single steady construction.

Appendix 6.

THE PROCEDURE OF JUDGE TEAMS' CHANGE AT KUMITE COMPETITION

Pic. № 7.



Used signs:

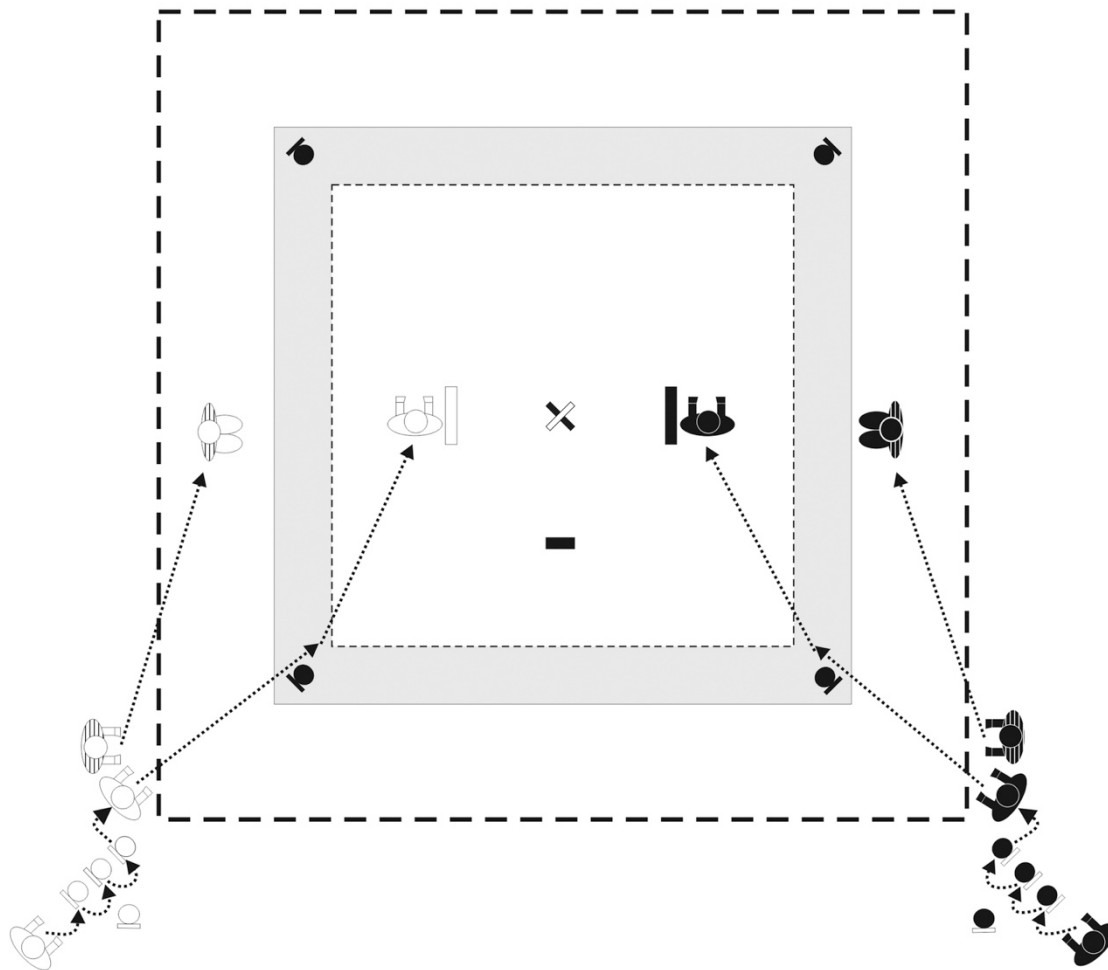
R – the Referee of the judge team which is to be changed; J – Corner Judge of the judge team which is to be changed;
 NR – the Referee of a new judge team; NJ – Corner Judge of a new judge team.

Judge teams change in the following order:

- 1 – the judge team, which is to be changed, aligns on the back line of the competition area on referee's command "Fukushin shugo";
- 2 – the members of the team, which is to be changed, perform the following actions:
 - a) the referee steps forward and gives a command "Shomen-ni, Rei!" and all the members of the team bow in the direction of the front side of the competition area, saying "Osu!" ;
 - b) if grandstand is behind the competition area, the referee and judges quickly and simultaneously turn 180 degrees back in the right direction and leaning on the left foot, the referee after they turn gives a command "Koho-ni, Rei!" and all the members of the team bow in the direction of the back side of the competition area, saying "Osu!"
 - c) again judges quickly and simultaneously turn 180 degrees back in the right direction and leaning on the left foot (the referee does not turn)
 - c) after that the judges and referee greet each other, saying "Osu!", by the referee command "Otagai-ni, Rei!";
- 3 – a new judge team led by a new referee aligns at the entrance to the competition area;
- 4 – the referee of the team which is to be changed heads the column and the team goes to the lateral side of the competition area.
- 5 – the new team headed by the referee enters the competition area and goes to its opposite side; when the referee and all judges enter the competition area they stop in the corner of "jogai" area, make two bows saying "Osu!" – the first bow in the direction of the main judge table, the second one – in the direction of the centre of "jonai" area;
- 6 – the team, which is to be changed, stops and turns to the opposite lateral side of the competition area;
- 7 – the new team stops and turns to the opposite lateral side of the competition area;
- 8 – when the teams stand opposite each other, the teams greet each other on a old referee's team command "Otagai-ni, Rei!";
- 9 – the team to be changed turns right and leaves the competition area on their referee's command; when the referee and all judges leave the competition area, they stop in the corner of "jogai" area and make two bows saying "Osu!", the first bow – in the direction of the main judge table and the second one – in the direction of the centre of "jonai" area;
- 10 – the new team turns right on the referee's commands and goes to the back side of the competition area. After that the new referee acts according to respective rules;
- 11 – the referee of the changed team can hold a meeting with his team judges if needed; after that the team members go to the rest-area for judges where they can wait for the next invitation to the competition area or have a rest.

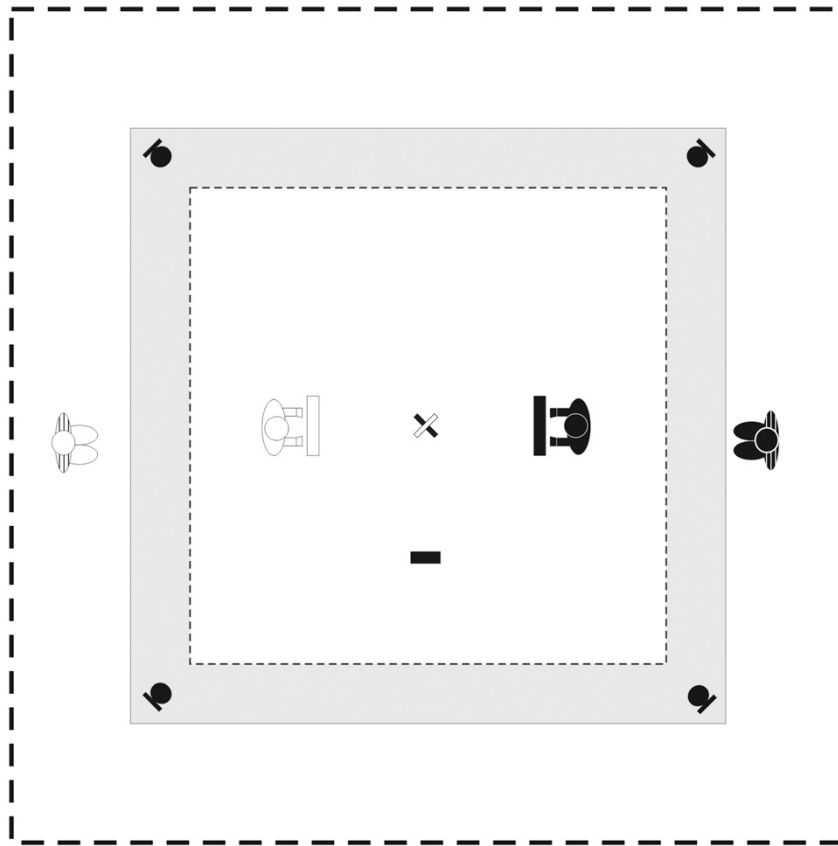
THE PROCEDURE FOR ENTERING FIGHTERS AND COACHES IN THE COMPETITION AREA

Pic. № 8.



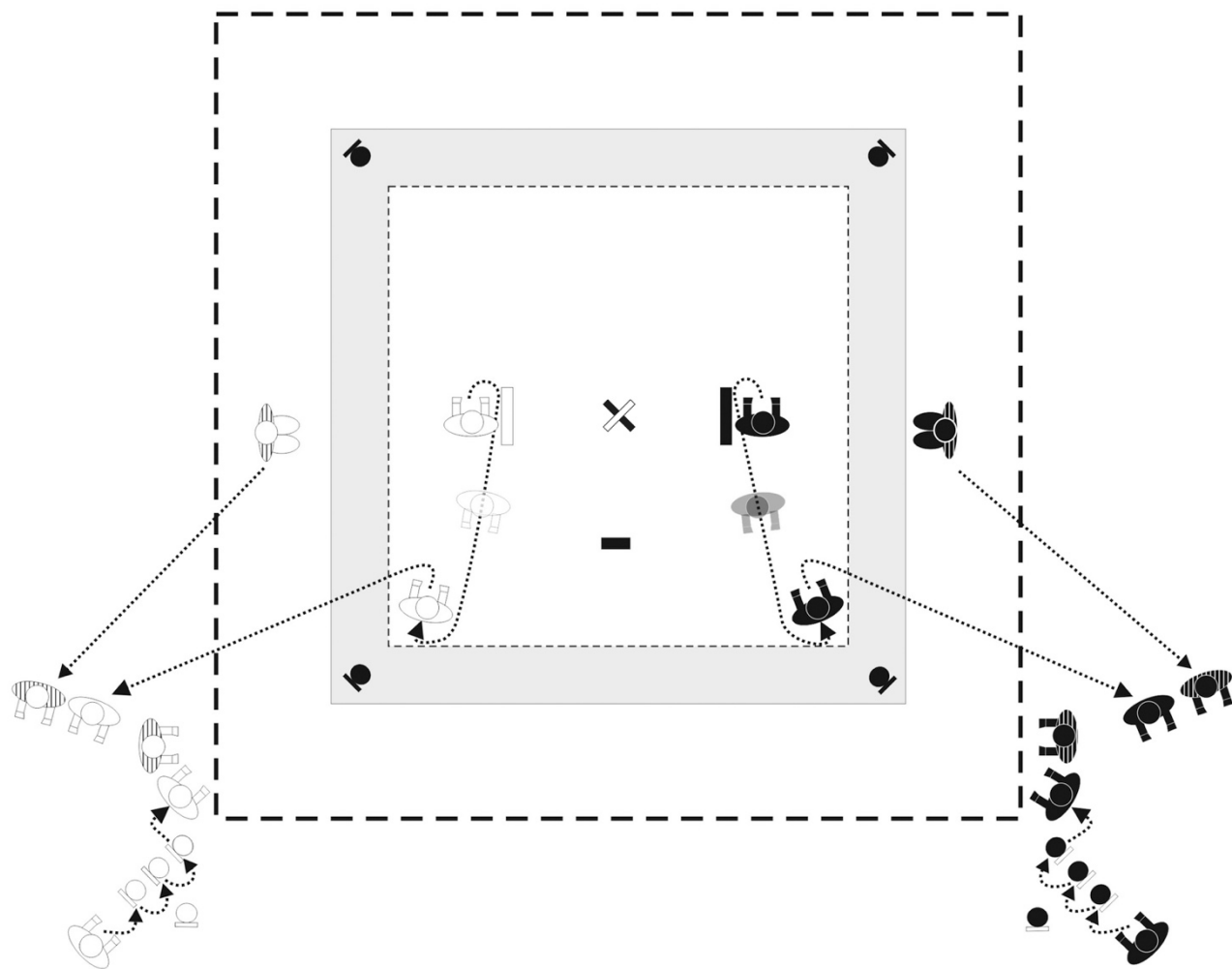
**POSITIONS OF THE FIGHTERS AFTER REFEREE STOPS THE BOUT WITH COMMAND “YAME”
IN CASE IF THE TIME FOR THE BOUT IS NOT OVER**

Pic. № 9.



THE PROCEDURE FOR LEAVING FIGHTERS AND COACHES FROM THE COMPETITION AREA

Pic. № 10.



SAMPLES OF THE PROTECTORS

Pic. № 11.
Soft gloves for Cadets



Pic. № 12.
Soft knee protectors for Cadets and Juniors



Pic. № 13.
Soft shin & instep protectors



Pic. № 14.
Soft shin & instep protectors closing toes



Pic. № 15.

Pic. № 16.

Helmets with removable plastic face guard



Pic. № 17
Vest for Cadets

Helmets with removable wire net face guard



Pic. № 18.
Vest for Cadets Red and Blue



Pic. № 19.
Vest for Cadets White, front side



Pic. № 20.
Vest for Cadets White, back side White, back side



Pic. № 21.
Groin protector for male competitors



Pic. № 22.
Groin protector for female competitors



Pic. № 23.
Chest protector for female competitors

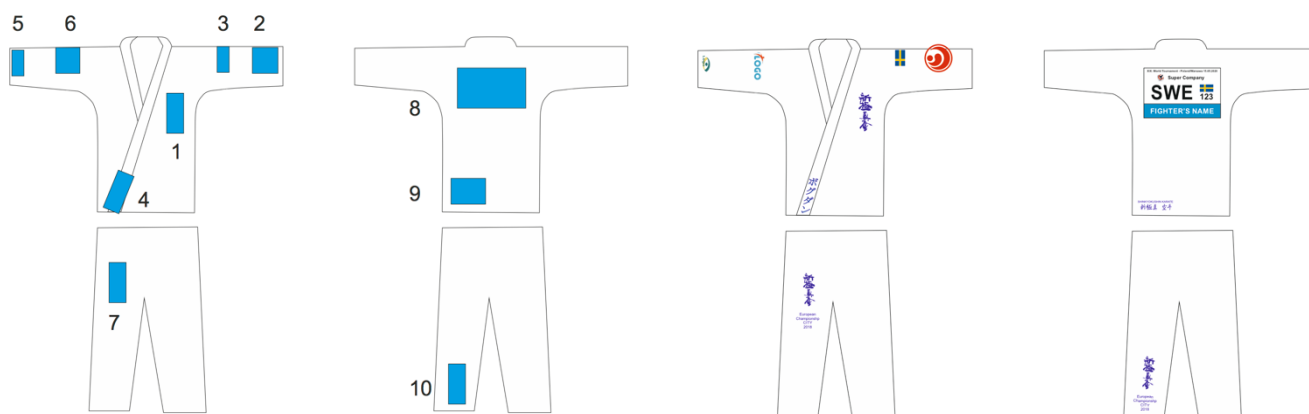


Pic. № 24.



COMPETITORS UNIFORM (DOGI) STANDARD

Pic. № 25.
Competitors dogi and permitted emblems and signs



Pic. № 26.
Description of the names and sizes of emblems and signs

VERSION 2		
#	size [cm]	Comment
1	6 x 15	Shinkyokushinkai or Kyokushinkai kanji
2	10 x 10	Local/National dojo logo
3	6 x 4	Flag of the nation
4	3 x 15	Name of the competitors
5	8 x 3	Fighters/National sponsor. In case of conflict of interest with Tournament's sponsor it must be removed
6	8 x 3	Tournament sponsor
7	8 x 15	Shinkyokushinkai / Kyokushinkai kanji or memorial logo
8	30 x 20	Number and identification plate
9	15 x 8	Memorial text or Country text
10	8 x 15	Shinkyokushinkai / Kyokushinkai kanji or memorial logo
		sleeves below elbow.
		- jacket long enough to stay inside the belt.

NUMBER ON THE BACK OF THE COMPETITOR'S DOGI JACKET STANDARD

Plate version 2



Pic. № 27.

Addition to competition rules.

Rules, duties and regulations for coaches, judges and referees concerning how to act during the bout.

The position of the coach:

1. Only one coach is allowed during the bout.
2. A chair shall be provided for the coach one and a half meter from the tatami. The position of the chair shall be marked with tape on the floor.
3. The coach shall remain seated during the whole bout. During no time will he/she be allowed to stand up or in other way leave the chair.
4. Under no circumstances is a coach allowed to approach or enter the tatami.
5. Such an act can only be on the signal of the referee.
6. Under no circumstances is a coach allowed to approach or enter the tatami except by a signal of the referee.

Conduct and dress of the coach:

7. Coach is allowed to support and to give instruction to the fighter only with good budo manners in mind.
8. Coach shall be dressed in the training overall of his country or overall of the dojo. No other type of outfit will be allowed.
9. Caps or any type of headgears are not allowed.
10. It is strictly forbidden to comment loudly, or with gestures, the judge's decision.
11. Protest can be made only at the end of the bout according to the regulations of the tournament.
12. Coach is not allowed to discuss during the tournament the event with the judges involved in it.
13. Excessive shouting and exaggerated hand movements are not allowed.

The duties of the referee and judges:

14. The referee must bear in mind that the responsibility is not only for the conduct of the bout but also for the immediate proximity of the fighting area.
15. The above includes to a great extent the coaches and possible disturbing activities that may occur.
16. Infringement of the regulations must be pointed out at an early stage by the referee.
17. Corner judges shall also be observant for such activities and call the attention of the referee.
18. Neglecting the instructions of the referee may result in dismissal of the coach from the mach area. In severe cases the referee committee can decide on future actions of participation of the coach.