

NELSON SEIDO KARATE

INTERNATIONAL TOURNAMENT

AND 50TH ANNIVERSARY OF
EIKO HANSHI ANDY BARBER'S
SEIDO KARATE NELSON SHIBU



NEW ZEALAND
OCTOBER 26/27 2024
AGE GROUPS: 16-18. 18+
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POINTS KUMITE RULES

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POINTS KUMITE RULES

CONTENTS

- A. COMPETITORS**
- B. PROTECTIVE EQUIPMENT**
- C. REFEREE PANEL**
- D. DURATION OF THE BOUT**
- E. JUDGING THE BOUT**
- F. WINNING THE BOUT**
- G. PROHIBITED BEHAVIOUR**
- H. WARNINGS AND PENALTIES**
- I. INJURIES AND ACCIDENTS IN COMPETITION**
- J. POWERS AND DUTIES**
 - 1. Referees**
 - 2. Judges**
- K. STARTING, ENDING AND PAUSING THE BOUT**
- L. WEIGHT DIVISIONS**

A. COMPETITORS

Points kumite competition is open to adult men and women (19yrs and above), youth (16 to 18yrs) and veterans (50yrs plus). Green belt level and above.

B. PROTECTIVE EQUIPMENT

The following is compulsory:

- **hand protectors** - at least 13mm, foam dipped (not vinyl covered), covering entire fist, knuckles and fingers; no hand wraps or taping of hands allowed; no bag gloves allowed
- **mouth** guard/gum shield
- **groin** protectors for men
- **chest** protectors for women
- shin pads
- **foot** protectors: at least 13mm thick, foam dipped (not vinyl covered), covering top, front (including toes), sides and back of foot
- **head** protector – **optional for adults and veterans**: back of the head must be protected.
- **head** protector – **compulsory for youth** division.
- regular glasses must not be worn but approved sports glasses are permissible.

C. REFEREE PANEL

The refereeing panel for each match comprises one referee and four judges.

D. DURATION OF THE BOUT

Duration of the kumite bout is defined as:

- **two** minutes in the preliminary rounds.
- **three** minutes final - with one minute extension when necessary (because the fighters are evenly matched).

The timing of the bout begins when the referee gives the signal to start and stops when the referee calls 'YAME' at the end of the bout. The clock doesn't stop between the beginning and the end of the bout unless the referee calls for the clock to be stopped due to injury.

E. JUDGING THE BOUT

A score is awarded when a technique is performed according to the following criteria, to a scoring area (in point 6 below):

- a. Good form
- b. Sporting attitude
- c. Vigorous application - i.e. speed, power and strength of controlled technique with continued commitment
- d. Awareness
- e. Good timing
- f. Correct distance

Scores are as follows:

- **Sanbon:** Three points
- **Nihon:** Two points
- **Ippon:** One point

Sanbon is awarded for:

- Jodan kicks
- Any **scoring technique** delivered on an unbalanced opponent
- The judges award sanbon score by raising a blue or red flag at jodan level

Nihon is awarded for:

- Chudan kicks
- The judges award a nihon score by raising a blue or red flag at chudan level

Ippon is awarded for:

- Permissible hand techniques (punch, haito)
- The judges award a ippon score by pointing a blue or red flag at gedan level

Permissible target areas and explanations:

- **Head:** side of head gear. No head contact at kyu grade level. Light and controlled contact at black belt level.
- **Face:** no face contact
- **Abdomen**
- **Chest**
- **Side:** no contact to kidney area
- **Sweeping and grabbing techniques:** not permitted in kyu grade divisions. At black belt level, sweeping without grabbing is allowed but must be followed immediately with a technique BEFORE the opponent hits the floor. Any technique after the competitor is down, is not considered a point.

An effective technique delivered as the end of the bout is signaled is considered valid. An effective technique, delivered after an order to suspend or stop the bout, shall not be scored and may result in a penalty being imposed on the offender.

No technique, even if technically correct, will be scored if it is delivered when one or both contestants are outside the competition area (i.e. both feet outside the ring). Being in the ring means having at least one foot in the ring. For example, when contestants fight with left foot forward and the left foot is inside the ring and right foot is out, both competitors can score a point except for those done with the left foot. If one contestant delivers an effective technique while still inside the competition area and before the Referee calls 'YAME', the technique will be scored.

F. WINNING THE BOUT

The result of a bout is determined in one of the following ways:

- A contestant obtaining a clear lead of eight points, or
- The contestant with the highest number of points at the end of the bout, or
- In the event of a tie the competitor that has senshu (first to score a point) wins, or

- In cases of disqualification, or no-show, imposed against a contestant.

G. PROHIBITED BEHAVIOUR

Prohibited behaviours that may result in warnings and penalties are:

- Techniques with excessive contact, having regard to the scoring area attacked
- Techniques which contact the throat
- Attacks to the arms, legs, groin, joints or instep
- Open-hand attacks to the face
- Dangerous or forbidden throwing techniques
- Exit from the competition area not caused by the opponent
- Self-endangerment by indulging in behaviour that exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection
- Avoiding combat as a means of preventing the opponent having the opportunity to score
- Passivity by not attempting to engage in combat over an extended period of time
- Clinching, wrestling, pushing, seizing or standing chest to chest, without attempting a throw or other technique
- Techniques that, by their nature, cannot be controlled for the safety of the opponent, and dangerous and uncontrolled attacks
- Simulated attacks with the head, knees, or elbows
- Talking to or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other breaches of etiquette

H. WARNINGS & PENALTIES

1st warning: Imposed for the first instance of an illegal technique

Disqualification: Imposed following a **very serious infraction** or when a 1st warning has already been given.

The Referee can advise a competitor for any prohibited behaviour seen or done (e.g. avoiding the opponent to score by running away or stepping outside the competition area) without issuing an official warning. The Referee can also issue an immediate disqualification for any illegal and dangerous technique (e.g. a deliberate punch to the throat).

I. INJURIES & ACCIDENTS IN COMPETITION

- Forfeiture is the decision given when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not resulting from the opponent's actions.
- If two contestants injure each other, or are suffering from the effects of previously incurred injury, and are declared by a medical professional as unable to continue, the bout is awarded to the contestant who has amassed the most points. If the points score is equal, then the Judges' vote will decide the outcome of the bout.

- An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without medical permission. If the contestant is injured, he or she may win a second bout by disqualification but is immediately withdrawn from further Kumite competition in that tournament.
- When a contestant is injured, the Referee shall at once halt the bout and call for medical treatment (diagnosis and injury treatment only).
- A competitor who is accidentally injured during a bout (e.g. walking into a punch) and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight or whether an extension of treatment time shall be given.

J. POWERS & DUTIES

1. REFEREES

The referee's powers are:

- To conduct matches including announcing the start, suspension, and end of the match.
- To award points based on the decision of the judges.
- To stop the match when, in the referee's opinion, a point has been scored, a foul committed, or to ensure the safety of the contestants.
- To request confirmation of the Judges' verdict in instances where there may, in the Referee's opinion, be grounds for the Judges to re-evaluate their call for warning or penalty.
- To impose penalties and to issue warnings.
- To obtain and act upon the opinion(s) of the Judges.
- To conduct voting by the judges and announce the result.
- To announce the winner.

2. JUDGES

The judges' powers are:

- To signal points scored, warnings and penalties.
- To exercise their right to vote on any decision to be taken.

The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:

- When a scoring technique is observed.
- When a contestant has committed a prohibited act and/or techniques.
- When an injury, illness or inability of a contestant to continue is noticed.
- When one or both contestants have moved out of the competition area.
- In other cases when it is deemed necessary to call the attention of the Referee.

K. STARTING, ENDING & PAUSING THE BOUT

- The Referee and Judges shall take up their prescribed positions; contestants bow to each other, the Referee announces 'HAJIME' and the bout will commence.
- Once the bout commences judges can actively move from their starting corner, 2 steps to their right or left along the outside edge with enthusiasm to better and actively see and call the points being scored.

- The referee will closely watch the contestants and the judges for indication of points scored . When Judges indicate a point and importantly depending on both the contestants skill and control, the referee may say 'NOT ENOUGH ' (eg 2 RED and 2 BLUE is a CLASH etc) and say ' CONTINUE ' letting the bout run until a clear point is scored , (3 BLUE) then the referee will announces 'YAME' and follow the next steps.
- The referee will stop the bout by announcing 'YAME'. If necessary, the referee will order the contestants to take up their original positions.
- When the referee returns to his or her position, the judges will indicate their opinion by means of a signal. In the case of a score to be awarded the referee identifies the contestant (RED or BLUE), the area attacked, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling 'HAJIME'.
- When a contestant has a clear lead of eight points during a bout, the referee shall call 'YAME' and order the contestants back to the starting lines. The winner is then declared and indicated by the referee raising a hand on the side of the winner and declaring '(RED or BLUE) WINNER'. The bout is ended at this point.
- When time is up, the contestant with the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring '(RED or BLUE) WINNER'. The bout is ended at this point.
- In the event of a tied score at the end of a bout the winner will be the competitor who scored the first point in the match.

When faced with the following situations, the Referee will call 'YAME' and halt the bout temporarily:

- When one or both contestants are out of the match area.
- When the referee orders the contestant to adjust the gi or protective equipment.
- When a contestant has contravened the rules.
- When the referee considers that one or both contestants cannot continue with the bout owing to injuries, illness, or other causes. The Referee will consider medical advice when making this decision.
- When a contestant grabs the opponent to sweep or throw.
- When both competitors seize or clinch with each other.
- When competitors stand chest to chest without attempting any legal technique.
- When both contestants are off their feet following a fall or attempted sweep and begin to wrestle.
- When a score or foul is indicted by two or more Judges for the same competitor.
- When, in the opinion of the referee, there has been a point scored or foul committed, or the situation calls for halting the match for safety reasons.

L. WEIGHT DIVISIONS

Women:

- Light weight: 60.01kg - 70.00kg
- Middleweight: 70.01kg - 80kg
- Heavyweight: 80.01kg and over

Men:

- Lightweight 65kg - 75kg
- Middleweight 75.01kg – 85kg
- Heavyweight 85.01kg and over

There is no weight division for youth competitors.

Note: Divisions are subject to change in the event of low competitor numbers.



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