

**INTERNATIONAL**  
**CHAMPIONSHIPS**  
**OFFICIALS**  
**HANDBOOK**



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## **PART I. THE PURPOSE OF CHAMPIONSHIPS**

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

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

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

### **(A)Officiating Team and Responsibilities.**

#### **(1)Officiating Team:**

##### **(a)Supreme Judge (Saiko Shinpan-Cho)**

The Supreme Judge chairs the Review Panel and has the authority to make the final decision in all matches. He/she has the right to select officiating teams, decide championship brackets, and makes the final decision on appeals.

##### **(b)Judge Chairman (Shinpan-Cho)**

The Judge Chairman is a member of the review Panel and supports the Supreme Judge.



He/she will act as a second and assume all responsibility of the Supreme Judge in his/her absence.

**(c) Judge Vice-Chairman (Fuku Shinpan-Cho)**

The Judge Vice-Chairman is a member of the Review Panel and supports the Supreme Judge and Judge Chairman. The Judge Vice-Chairman will assume the responsibility of the Supreme Judge in the absence of both the Supreme Judge and Judge Chairman.

**(d) Referee (Shushin)**

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

- (i) Proper entrance and exit direction of the judging team and respective fighters.
- (ii) The beginning and finishing the match.
- (iii) Maintain the composure of the match preserve the safety of fighters.
- (iv) Assessing the judges' calls and decisions and publicizing the judgment to the spectators.
- (v) Make clear decisions to the fighters and spectators.
- (vi) Calling judges meetings when necessary to examine any call or decision made by a judge.
- (vii) Must support and respect the Supreme Judge's decision making authority above his own.

**(e) Judge (Fukushin)**

Each judging team has four judges. They judge the matches from the four corner positions of the ring. A Judge's responsibilities are as follows:

- (i) Making clear decisions to fighters and spectators.



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

## **(2)Responsibilities of Officiating Team:**

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

## **(3)Championships Executive Committee.**

- (a) The Championship Executive Committee consists of a Vice Chairman and any number of Committee Members.
- (b) The duties of the Committee are to see that the Championship runs smoothly and is concluded on schedule.
- (c) The Championship Committee Chairman, along with the Supreme Judge, has the authority to alter the time schedule as necessary but shall confer with each other and the Review Panel in such case.

## **B) Rules for Kumite Competitions.**

### **(1) Final Decision:**

- (a) Referee and Judge have equal authority in judging matches.
- However, the final decision rests with the Supreme Judge.



## (2) **Match Duration.**

### (a) **Official Standard KWF Championship Rules**

Decisions are made in the following order:

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

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

### (b) **Modified Match Lengths.**

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

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

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

### **(3) Official Ring Dimensions and Layout:**

#### **(a) Standard Ring Size.**

- (i) The ring itself should be 9x9 meters square.
- (ii) The out-of-bounds area encircling the ring should be 12.5 x 12.5 meters square. The out-of-bounds area should be preserved for the safety of the fighters.

#### **(b) Corner and starting lines:**

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

#### **(c) The position of judges chairs:**

- (i) There should be a chair at each corner within the out of bounds area just outside the ring for the four corner judges.

### **(4) Protective Gear:**

#### **(a) Mandatory gear:**

- (i) Groin protectors are mandatory for men.
- (ii) Breast protection and **shin pads** are mandatory for women.



Homologated breast protection for women



(b) **Optional gear:** all gear must comply KWF Regulations.

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

(c) **KWF Regulation Wrapping/taping:**

(i) For injured hands, feet and joints are permitted only after Official Championship Doctor’s examination and with the prior consent of the Supreme Judge, and after the first round.

(5) **Kumite Matches and Decision Making:**

Victory is awarded to a contender in the following cases

(a) **Full point (Ippon Kachi):**

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

(b) **Two Half Points (Awase Ippon Kachi):**

Two declarations of a half point constitute a full point victory.

(c) **Half Point (Waza-ari):**

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



- (ii) A half-point is valid when at least three of the five member judging team makes such a determination.

**(d) Victory by decision “A” (Hantei Kachi):**

(i) When no one point victory has been made but one half point has been awarded, victory is awarded by decision.

(ii) The decision is valid when at least three of the five judging team makes such a determination.

The criteria for decision making is prioritized as follow:

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

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

Genten Ichi < Wazaari

Genten Ni = Wazaari.

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

Examples:

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

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

(6) **Extensions:**

When a decision cannot be reached on the basis of three of five member judging team, a draw is declared and an extension granted.

(7) **Fouls and Warnings:**

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

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

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

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

(ii) Groin kicks (kinteki kogeki).



- (iii) Head Thrusts (Zu Tsuki).
- (iv) Dangerous techniques such as attacking the knee joint on direct attacks.
- (v) Attacking an opponent who is already down.
- (vi) Attacking an opponent from behind.
- (vii) Grabbing or hooking the opponent's neck.
- (viii) Grabbing or holding the opponent's uniform (do-gi), arms, legs, or hair.
- (ix) Repeated intentional pushing or the opponent.
- (x) Such repeated actions as falling down excessively after throwing a technique or otherwise obvious no-contact techniques suggesting the fighter has lost the will or strength to participate. (kakenige).
- (xi) Frequently and intentionally going out of bounds.
- (xii) Being inactive and not throwing any techniques.
- (xiii) Displaying manners that would be considered as having a poor attitude towards competition such as spitting, using foul language, and untying belt or intentionally disrobing.
- (xiv) Any other actions that referees may regard as a foul.

(8) **Penalties.**

- (a) Penalties are valid when at least three of the five member judging team makes such a determination.
- (b) The following result in one penalty (Genten).
  - (i) Two warnings.
  - (ii) Deliberate or severe foul.



- (ii) Any other actions that referee consider as a bad attitude towards the competition.

### **(9) Disqualifications.**

(a) Disqualifications are valid when at least three of the five member judging team makes such a determination.

(b) The following actions shall result in a disqualification.

(i) Three penalties. (Genten-san= Shikkaku).

(ii) Falling to comply to the referee's instructions during a bout.

(iii) Actions considered as sheer violence, deliberate serious fouls and a bad attitude towards the competition.

(iv) Facing each other for more than one minute without engaging in a fight. (This shall be regarded as lacking the will to fight and both contestants shall be disqualified).

(v) Interacting with coaches without the referee's permission, such as provided with a drink.

(vi) Venturing outside the ring for any reason without the referee's permission.

(vii) Being late for a bout or failing to appear at all.

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

The following circumstances are exceptions:

(i) Physically lacking the ability to continue as determined by medical examination of the Official Championship Doctor.

(ii) Unforeseen misfortune to the contestant or anyone closely related to the contestant such a family member, which happens immediately before or during the bout. Permission to leave or withdraw from Championship will be granted after



consultation with the Supreme Judge and Official Championship Attorney.

A. On the illegal techniques the way to announce is:

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

B. On illegal or several exits out of competition area refusing to compete the way to announce is:

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

#### 11) **Review Panel and Decisions Appeal.**

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

- (i) The duty of the Panel is to adjudicate appeals on decisions rendered by the Referee or judging team.
- (ii) The final arbitration and decision rests with the Supreme Judge.

(b) Review procedure as made by a contestant:

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



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

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

(i) When the decision of the judging team is highly or clearly questionable, the Review Panel may, during the bout, stop the bout and review the decision. (they may also review the decision upon completion of the bout.)

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

**(C) Rules for Weight Category Championships.**

**(1) Weight Categories:**

The following are standard KWF Weight Categories:

**(a) Men's division:**

- 70 kg.

70– 75 kg.

75- 80 kg.

80 -- 90 kg

+ 90kg.

**(b) Women's division:**

-- 55 kg.

55 -- 60 kg.

60-- 65 kg.

+ 65 kg.



c) **THE SAME WEIGHTS AND CATEGORIES ARE FOR MEN AND WOMEN FOR KUMITE 18-21 YEARS.**

(2) **Official Weigh-In.**

- (a) When the Official Weigh-in is performed on the day of the Championship, each contestant must be within the maximum weight limit for his/her division or will be automatically disqualified.
- (b) When a decision is made according to weigh differences, the victory in weight categories Championships is awarded to the contestant who is lighter by 3 kg or more.
- (c) All other regulations are in accordance with standard KWF rules for open weigh Championships.

**PART III. CHAMPIONSHIP OFFICIALS STANDARD PROCEDURE.**

(A) **Attire and Conduct.**

(1) **Attire**

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

(2) **Conduct.**

- (a) Referees and Judges must maintain proper decorum on and off the mat and exemplify the integrity of Kyokushin.





(b) Referees and Judges must be honest and impartial towards contestants. If they feel they cannot perform their duties completely and fairly, they must withdraw.

**(B) Official Procedure.**

**(1) Entering and exiting the Ring.**

**(a) Entering**

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

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

(ii) If there is no other judging team in the ring and stand facing the head table, must proceed directly to the far side of the ring and stand facing the head table.

(iii) The Referee stands at the far center ring and the Judges stand in the out of the bounds area.

(iv) The Referee shall give the command “Shomen ni rei”, “Mawate” Rei” “Mawatte” and “Shushin ni rei”. (The Judges shall follow the Referee’s commands and bow “Osu” after the Referee’s command of “Rei”).

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

**(b) Exiting.**

(i) When the judging team completes their shift, they will proceed to the far side of the ring and stand facing the head table and repeat the preceding ritual.

(ii) If they are not replaced by a new judging team, they will proceed to the near left side of the head table, stop to bow “Osu” to the head table and exit the ring.



- (iii) Should the judging team about to enter be replacing and exiting team currently in the ring, upon entering the mat, the new team will bow “Osu” to the head table and proceed to the right of the head table, with the Referee center within the ring and the Judges in the out of bounds area, all facing the left (red side).
- (iv) The withdrawing judging team, after bowing out at the far side of the ring, will proceed to the left of the head table and face the right side with the Referee at center within the ring and the Judges in the out of bounds area, all facing the right (white) side.
- (v) The Referee of the withdrawing team will give the command “Otagai Ni Rei” and the two teams will bow “Osu” to each other.
- (vi) The withdrawing team will then exit the ring as described above in (ii).

**(c) Contestants Entering the Mat.**

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

**(2) Referee Procedure.**

Basic Procedure for Starting and Finishing the Match.

- (a) “Shomen ni rei”. Face the head table and bow.
- (b) “Shushin ni rei”: Face the Referee and bow.
- (c) “Otagai ni rei”: Face each other and bow.
- (d) “Kamaete”: Take fighting stance (competitors must stand behind their starting lines.)
- (e) “Hajime”: Proceed to fight.



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

**\*Basic Procedure During the match.**

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

**\*Procedure for illegal Techniques:**

- (a) When illegal techniques are thrown, the Referee must go between the two contestants and stop the match. He/she confirms the judges' flags decision.



(i) The Referee may give warnings for illegal techniques when it is based on the judgment of at least three of the five member judging team.

(b) The following are examples of the Referee's declaration of illegal techniques:

(i) "Ganmen ouden": Attacking the face with the hand or elbow.

(ii) "Tsukami": Grabbing or hooking the opponent.

(iii) "Shotei oshi" : Pushing the opponent with open hand or palm edge.

(iv) "Zutsuki": Head thrust.

(v) "Kinteki kogeki": Kick to the groin.

(vi) "Kakenige": Such repeated actions as falling down after throwing technique to the opponent.

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

(i) Chui: First warning.

(ii) Genten ichi: Second warning. First penalty.

(iii) Genten ni: Third warning : Second penalty.

(iv) Genten san: Fourth warning: Third penalty. Shikaku. (disqualification).

#### **\*Procedure with Regards to Fouls:**

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

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



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

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

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

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

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

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

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

(d) Examples of Referee's calls:

- (i) "Aka, ichi, ni, san, Jodan geri," Wazaari".
- (ii) "Shiro, ichi, ni, san, shi, chudan tsuki, "Wazaari, awasete Ippon.
- (iii) "Aka, ichi, ni, san, shi, go, ushiro geri "Ippon".



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

EG. “Yusei Kachi” and “Hantei Kachi”.

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

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

(b) The Referee then calls the decision.

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

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

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

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

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

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

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

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

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

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



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

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

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

They must follow Referee's directions on the mat.

#### (a) **Conduct:**

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

(ii) The whistle must be held in the mouth for immediate use during the bout.

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

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

#### (b) **Standard Procedure of the Flags and Whistles:**

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

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

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

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

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



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

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

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

(ix) "Aka yusei. Hantei kachi": The red flag raised up above the shoulder and the whistle is given a loud blast.

(x) When the bout is to be determinate by decision, the Referee will declare "Hantei onegaishimasu", pause and command "Hantei". The judges will then immediately indicate their decision by raising the appropriate flag.

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

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

#### **4.FINAL.**

Any other matters which is not contemplated on this handbook and may happen during the Championship, will be discuss between the competition Referees and the Supreme Judge.

Reviewed by:



Shihan Fernando Pérez



Shihan Antonio Piñero



