

## Bushiken Karate Knockdown/Semi-knockdown Tournament Rules



### 1. JUDGES

#### A. Tournament Chief Judge:

1. All tournament Referees and Judges are under the authority of the tournament Chief Judge.
2. The Tournament Chief Judge's decision is final in all matters, including the awarding of points, subtraction of points, disqualifications, etc.
3. The Tournament Chief Judge may call a conference with all the Referees, Judges and the Time Keeper.
4. The Tournament Chief Judge has the right to expel any of the Referees and Judges for failure to act in the spirit of the tournament.

#### B. Fight Judge Team:

1. The Fight Judge Team consists of one Referee, four corner Judges and a Time Keeper.
2. The Referee:
  - a. Except when overturned by the Tournament Chief Judge, the Referee's decision is final in all matters, including the including the awarding of points, subtraction of points, disqualifications, etc.
  - b. The Referee has only one vote in determining match winners, including the awarding of points, subtraction of points, and determining disqualifications.
  - c. If the Referee alone observes a flagrant violation of the rules, after consultation with the Tournament Chief Judge, the Referee may issue a disqualification.
3. Corner Judges:
  - a. Each Corner Judge has one vote in determining the match winners, awarding points, subtracting points, and determining disqualifications.
  - b. Each Corner Judge will communicate his/her observations or judgments by using flags and whistles.
4. Time Keeper:
  - a. The Time Keeper will be responsible for keeping time and record match winners.

### 2. COACHES

- A. Each fighter may have no more than two coaches.
- B. Only the coaches of each competitor may sit beside the fighting area. They are allowed to give the fighter water/sports drinks only between rounds. The coaches will not be allowed onto the actual fighting area at any time.
- C. The head coach can end the fight by throwing a towel into the ring.

### 3. MATCHES

- A. Knockdown: The first round is three minutes, first overtime round is two minutes, and second overtime round is two minutes.
- B. Adults Semi-Knockdown: The first round is two minutes, the first overtime round is two minutes, and the second overtime round is one minute.
- C. Kids Semi-Knockdown: The first round is two minutes, the first overtime round is one minute, and the second overtime round is one minute.

### 4. WINNING A MATCH

- A. Ippon (one point)
- B. Ippon by two Waza Aris (Half Points)
- C. If three or more judges/referee call one of the competitors the winner, he/she automatically wins.
- D. If one competitor is disqualified, the other automatically wins.
- E. If one competitor forfeits the match or can't return for the next fight, the other competitor (in that fight) is automatically the winner and will advance.
- F. Knockdown:
  - i. If at the end of the third round there is no winner by the judges/referee decision or by points awarded, then the competitor who broke the most boards in that round will be the winner.
  - ii. If at the end of the third round there is no decision and the board breaking is even, then the lighter competitor will be the winner.
- G. Semi-Knockdown: Judges/Referee must make a decision at the end of the third round in all semi-knockdown matches.

## 5. HOW POINTS ARE AWARDED

- A. Ippon (one point) is awarded when a competitor knocks down or stuns his/her opponent for 3 or more seconds by using any legal technique. The Referee will signal the Time Keeper and then count the seconds out loud so that it is clear to all of the Judges.
- B. Waza Ari (half point) is awarded when a competitor knocks down or stuns his/her opponent for less than 3 seconds by using any legal technique.
- C. Two Waza Aris will result in Ippon.

## 6. Kouka

- A. Kouka is counted by each Judge/Referee him/herself and considered when the Judges/Referee make a decision of the winner.
- B. A Kouka is awarded when a competitor gives his/her opponent a clean shot with momentary light damage by any legal technique.
- C. When a competitor throws down the opponent and follows up immediately with a controlled strike, the competitor may not be awarded with Half Point, only Kouka.

## 7. Grabbing

- A. Attach and sweep techniques with momentary grabbing are legal. Momentary hooks to the neck and head are legal, grabbing the hair is illegal.
- B. Momentary means to hold your opponent for only a split second. Holding your opponent longer will not be allowed.

## 8. FAKE PUNCHES AND PALM HEELS

- A. Pushing with Palm Heels is legal.
- B. Fake technique with fists to the face without contact is legal. Accidental contact may result in the loss of a point.

## 9. ILLEGAL TECHNIQUES

- A. All intentional kicks to the knee joint, such as Gedan yoko geri, kakato geri, and gedan mawashi geri.
- B. Punches, elbows and head butt to the face or throat.
- C. Striking the groin, neck or back.
- D. Sweeping technique following up by falling on the opponent for the purpose of doing damage to the opponent.
- E. Running out of the fighting area for the purpose of avoiding an opponent is illegal and will result in the loss of a half point.
- F. (Only for kid's competition Under 18 years of age): No kicks to the front of the face.

## 10. WARNINGS

- A. Referee may issue unofficial warnings to fighters while a fight is in progress.
- B. An official warning is either a decision of three or more Judges/Referee or the Referee alone.

## 11. DISQUALIFICATION

- A. If a violation is accidental:
  - a. 2 warnings will result in a minus half point
  - b. 4 warnings will result in a disqualification
- B. IF the violation is clearly intentional:
  - a. Referee may deduct one half point immediately
  - b. If a second intentional violation seriously injures one of the competitors, the Referee may deduct one half point from the violator.
- C. If a competitor acts in an unsportsmanlike manner the Referee may immediately disqualify him/her.

## 12. BREAKING BOARDS (Knockdown only)

Each competitor must break a minimum of three boards by one of the following methods:

- Shuto - Knife Hand
- Tettsui - Hammer fist
- Seiken - Punch

## 13. COMPETITORS

- A. All competitors must wear groin protection and mouth pieces to participate in the competition.
- B. Competitors and coaches cannot talk to the Judges or Referee during the match, except in the case of injury.

**ABSOLUTELY NO CAMERAS OR VIDEOTAPING AT ANY TIME DURING THE KNOCKDOWN COMPETITION**