

2023 BUSHIKEN KARATE WARRIOR'S CHALLENGE

COMPETITION RULES

KATA AND WEAPONS

- All participants must perform a **traditional kata** . A traditional kata is a series of traditional karate techniques that can be taught and performed by all members of an organization; it is an element required during belt passage tests and not a tailor-made kata for one or a few members of the organization.
- Each participant presents himself to the judges and announces the kata he is going to perform. It is not required to identify the chosen kata further in advance.
- Each participant receives a score from each judge; the total scores awarded are used to establish the entrant's position within their category (or round).
- If a contestant chose to perform a “ non-traditional ” kata they would be disqualified – with each judge awarding them the **minimum score of 5** .
- To ensure fairness of competition, entrants must choose and perform katas of a **proportional skill level** to their division's belt ranking. Performing a kata outside these parameters (too low or too high) will result in disqualification - with each judge awarding them the **minimum score of 5**. For example, a participant registered in the 6th-3rd kyu division category should not be performing a 1st kyu or Dan level kata. Instead they should register for a more advanced division, or choose a more appropriate level kata.
- Since **traditional katas** can vary from one style of karate to another, each participant is judged according to the following criteria:
 - Gross errors, loss of balance, hesitation
 - Basic positions and stances
 - Kicking techniques
 - Techniques of punches, blocks and knifehand
 - Consistency in the execution of techniques

- Balance and fluidity
- attitude and intensity
- Speed and control
- Kata difficulty level

RULES – KATA AND WEAPON KATA

- **Kata events** are for **competitors ages 4+**, all ranks.
- **Weapon Kata events** are for **competitors ages 6 and over** , from **6th kyu to black belt**.
- A team of judges consists of **3 to 5 judges** , including a **head judge** who takes charge of the competition at his court.
- A participant's performance is evaluated against that of other participants in the category.
- To help the judges establish a **basis for evaluation** , the first 3 participants in a category may perform their kata in succession, without receiving their scores from the judges. They then return in turn to the judges to receive their scores. The other participants do their kata and receive their marks immediately after performing.
- In the case of a tie for 1st , 2nd or 3rd place in a category, the head judge asks the tied participants to perform another kata in order to establish the winner of the position.
- Participants from **3rd kyu level** to black belt must be ready to perform **2 traditional kata** of their choice: a first participation kata and a second kata in case of a tie for one of the first 3 positions. If a contestant chooses to perform the same kata twice, a **0.5 point deduction** will be awarded by each judge.

FULL CONTACT KARATE FIGHT

How to win a fight:

- With an Ippon (one full point), two Wazaari (two half points), or the opponent's disqualification (Shikakku) – End of the fight and immediate victory.

- By **unanimous decision** at the end of regulation time based on obtaining a Wazaari.
- By **favorable decision of a majority of judges and referee** (at least 2/3 or 3/5) at the end of regulation time based on:
 - Damage inflicted on the opponent : The effects of one or more strikes that do not deserve a Wazaari but come close to it.
 - Techniques and tactics : The superior quality of techniques and tactics deployed in order to dominate the opponent.
 - The number of strikes : An active attack that results in a large number of strikes (arms and legs) in the majority of actions initiated by the fighter; moving forward without hitting is not considered an attack.
 - The attitude and fighting spirit : The advantage is given to the fighter who has initiated a greater number of attacks.

NB: The attribution of a Genten Ichi (1st penalty) or 3 Chui (3 warnings) to a fighter prevents them from winning the fight; he can at best get a tie verdict.

Ippon and Wazaari - Winning Shots:

- **Ippon** : Immediate victory following a legal technique that incapacitates or puts the opponent out of action for 3 seconds or more – Score one full point, End of the fight
- **Wazaari** : legal technique that incapacitates the opponent (reduction of guard, vigilance or physical stability of the opponent) for less than 3 seconds – score one half point (advantage), Resuming the fight. At the end of the round, the fighter with a half point advantage wins.
- **Second Wazaari** : Wazaari resulting in an immediate victory (Ippon) – End of the fight
- An Ippon or Wazaari must be seen and signaled by a majority of judges and referee (at least 2/3 or 3/5).
- The fight is interrupted by the central referee who makes the official announcement of an Ippon or a Wazaari.

Chui and Genten – Official warnings and penalties:

- Official warnings and penalties are awarded by a majority of judges and referee (at least 2/3 or 3/5).
- The fight is interrupted and the central referee announces the official warning or the penalty.
- **Chui** : Official warning following an infraction;
- **Genten Ichi** : 1st penalty following 2 official warnings;
- **Genten Ni – Shikakku** : 2 nd penalty following 2 other official warnings – Disqualification of the fighter – Immediate victory for the opponent.

RULES – SEMI-KNOCKDOWN FIGHT

A semi-knockdown karate match (with protective gear) involves two opponents who can hit each other with full force as long as they follow the rules in place at Warrior's Challenge 2023 – as described below.

• Eligibility

- Men and women fighters aged 4 and over, from 10 th kyu (white belt) to black belt, grouped according to age, sex, rank and weight.

• Protective Gear – Provided by each fighter

- Mandatory protective equipment : shin & instep guards, gloves, helmet
- Helmets with face shield/grille: highly recommended for any fighter
- Mouth guard: mandatory if helmet does not have a face shield
- Mouthguard or helmet with grille: compulsory for any fighter wearing orthodontic appliances
- Groin cup: mandatory for any male fighter
- Chest protector: compulsory for all fighters ages 14 and under

- Chest protector: forbidden to any fighter ages 15 and over
- Bustier (chest protector worn inside the uniform): mandatory for any female fighter ages 14 and over
- Wrist and ankle wraps: prohibited for all fighters
- Glasses and jewelry: prohibited for all fighters
- **Arbitration team**
 - A refereeing team consists of a central referee who supervises the fight, 2 or 4 corner judges who evaluate the fighters, a timekeeper and a scorekeeper.
 - The central referee may consult the corner judges, the timekeeper and the scorekeeper before pronouncing his decision.
- **Regulation duration of the fights**
 - 1 ½ min for 12 years old & under, 1 ½ min overtime in case of a tie
 - 2 minutes for ages 14 and up, 2 minutes overtime in case of a tie
 - 1 minute for the 3rd and final tiebreaker round
- **Legal techniques**
 - To the legs (above the knees): roundhouse kicks and knee strikes
 - To the body: open hand strikes, punches, elbow strikes, knee strikes and kicks (direct and circular techniques)
 - To the Head: Under 18 - circular kicking techniques only, no direct strikes to the face. Ages 18+ - circular and direct kicking techniques allowed to the face/head
- **Illegal techniques**
 - Kicks to the knee joint and below knee

- Open hand blows, punches, elbow strikes, and headbutts to the face, head, or neck
- All blows – with the hand, fist, elbow, knee, foot – to the genitals or the back
- Under 18 - Knee kicks and direct kicks to the face
- Grabbing, holding, and grappling
- Striking or grappling with a downed opponent
- Opponent's repeated pushes
- refusal to fight
- ***Coaches***
 - Only one coach can sit near the combat area, on the side of his fighter. All spectators and parents must remain in the spectators' area
 - The trainer does not have access to the combat area at any time.
 - Only the coach can represent the fighter with a competition organizer in case of conflict.

RULES – FULL KNOCKDOWN FIGHT

A Knockdown Karate fight (without protective gear) involves 2 adult opponents (18+) with experience who can hit each other with full force as long as they follow the rules in place at Warrior's Challenge 2023 – as described below .

- ***Eligibility***
 - Male and female fighters – 4th kyu to black belt
 - Wearing a uniform (dogi) is compulsory.
- ***Protective Gear – Provided by each fighter***
 - Mouthguard: mandatory for every fighter

- Groin cup: mandatory for every male fighter
- Bustier (chest protector worn inside the uniform): mandatory for every female fighter

- **Prohibited Items:**

- Helmets, gloves, shin/instep guards, chest protectors
- Wrist and ankle wraps
- Glasses & Jewelry

- **Arbitration team**

- A refereeing team consists of a central referee who supervises the fight, 2 or 4 corner judges who evaluate the fighters, a timekeeper and a scorekeeper.

- The central referee may consult the corner judges, the timekeeper and the scorekeeper before pronouncing his decision.

- **Regulation duration of the fights**

- 1st round: 2 minutes
- 2nd round overtime: 2 minutes
- 3rd round tiebreaker: 1 minute

- **Legal Techniques**

- To the legs (above the knees): roundhouse kicks and knee strikes
- To the body: open hand strikes, punches, elbow strikes, knee strikes and kicks (direct and circular techniques)
- To the head: circular and direct kicking techniques to the head and/or face

- **Illegal Techniques**

- Strikes to the knee joint or below the knee
- Open hand blows, punches, elbow strikes and headbutts to the face, head or neck
- Any strikes or hits to the groin or back
- Grabbing, holding, and grappling
- Striking or grappling with a downed opponent
- Repeatedly pushing or shoving the opponent
- Refusal to fight
- **Coaches**
 - Only one coach can sit near the combat area, on the side of his fighter. All spectators and parents must remain in the spectators' area
 - The trainer does not have access to the combat area at any time.
 - Only the coach can represent the fighter with a competition organizer in case of conflict.

For additional information and/or clarification of the rules, please contact the tournament director Shihan Mike Skinner at 845-264-0995.