

Seishin Karate Cup Clicker Rules

Officials

1. Each fighting area shall have the following officials:
 - a. an announcer
 - b. a time keeper
 - c. an arbitrator
 - d. a referee and
 - e. a mirror referee
2. In a decision upon the outcome of a contest the referee, the mirror referee and the arbitrator shall each have one vote.
3. The arbitrator is appointed to ensure the fairness of the conduct of matches and judgements rendered thereon.

Duration of a match

1. Each match shall last for one two (2) minute round. In the event of a draw, one one (1) minute extension will be allowed. At the end of this period the referees and the arbitrator will make a positive decision.
2. The timing of the match begins when the referee gives a signal to start, and stops each time the referee calls "Yame". The timing shall resume when the referee signals a continuation of the bout.
3. The timekeeper shall give signals by a clearly audible gong, or buzzer indicating that time is up. Simultaneously, a beanbag or similar object will be thrown into the fighting area to signal the end of the match. The contestants are to stop fighting on the signal of the referee only.
4. A technique delivered at the same time that the end of the round or match is signalled, is considered valid. An attack, even if effective, delivered after an order to suspend or stop the match shall not be scored and may result in a penalty being imposed on the offender.
5. No technique will be scored if it is delivered when one contestant is outside the fighting area.

Protective equipment

The following equipment is mandatory:

- Hand protection/gloves (no boxing or bag training gloves allowed)
- Shin and foot protection (instep of foot must be covered)
- Breast protection for women

The following equipment is recommended. Its use, however, remains voluntary:

- Groin protection
- Mouthguard
- Open face type headgear (KKCW will provide headgear as well as disinfecting equipment. Each fighter/coach is responsible for disinfecting the headgear after use)

Criteria for a decision

1. Procedure

The referees and arbitrator will award points as they are seen by using clickers, clearly marked as red (right) and white (left).

On completion of the bout, the referee will call for the judges' decision. At this time, the referees and arbitrator will look to the ground so that they do not see the other officials' decisions and will immediately indicate the contestant with the higher score by holding out the appropriate clicker. In the event of a draw, both clickers are to be held with the arms crossed in front and pointing downward.

The referee will note the decision of the judges and then award the bout as either a win or a draw. A win can only be awarded if two or more of the officials award the bout one way.

A situation may arise where one judge awards the bout to "white", the second judge to "red" and the third judge declares the bout a draw. The referee will be obliged to declare the bout a draw and signal an extension bout.

2. Scoring:

A fighter can win either by points or by decision.

- a. Two points (ippon) will be awarded for any controlled and valid kick to the head. The bout will be stopped and the points awarded. In the event of a judge not seeing the technique in question he/she should clearly indicate that the technique was not seen by crossing his/her hands before the eyes. Two points may only be awarded if at least two judges concur that it was a valid scoring head kick. If at least two judges did not concur, no judge may award two points for the technique.
- b. One point will be awarded for any controlled and valid kick to the body.
- c. One point will be awarded for any controlled and valid punching technique to the body. A maximum of three punches are permitted, where after a competitor must break or do a kicking technique. In the event of a contestant attacking with more than three punches

without breaking, any punches after the third will not be scored.

- d. For any technique to be awarded a point, it is required that the contestant deliver it with good form and balance. A score is awarded when a technique is performed according to the following criteria to a scoring area:
1. Good form
 2. Vigorous application (power and speed)
 3. Good timing
 4. Correct distance – techniques must be performed as follows to be scored:
 - i. Children (up to 14 years): No contact is allowed, but the distance to the target must not exceed one handbreadth to score.
 - ii. Youths (14 to 20 years): The techniques must touch the body (light contact). Head gear, as described in the section on protective equipment, is recommended.
 - iii. Adults: The techniques must touch the body (light contact).
- e. The fighter who has scored the most points by the end of the bout will be declared the winner.

3. Superiority

- a. Should it become apparent that a competitor is being completely dominated by a superior opponent, the referee may after consultation with the corner judges, stop the bout and award a win to the superior competitor.
- b. In the event that both fighters have the same amount of points at the end of the extension, the fight will be awarded on the basis of relative spirit and technical excellence of the participants. This decision is at the discretion of the referees and arbitrator by agreement.

Target Area

1. The following are the legitimate targets for punches:
 - a. the chest
 - b. the abdomen
 - c. the ribs
2. The following are the legitimate targets for kicks:
 - a. the head
 - b. the chest
 - c. the abdomen
 - d. the ribs
 - e. the thighs

Prohibited Acts and Techniques

The following matters may merit disqualification at the entire and absolute discretion of the referee of the contest. The contestant disqualified may give notice through his coach to the contest arbitrator, of his wish to appeal to the Chief Referee who, after consultation with the referee and match officials, may reinstate the disqualified contestant or endorse and confirm the match referee's

decision. The Tournament Chief Referee's decision is final.

1. The following techniques are forbidden and shall be punished in accordance with their severity:
 - a. attacks to the head, face, throat or neck with the open hand, fist or any part of the arm
 - b. kicks to the groin
 - c. head thrusts or butts
 - d. knee kicks and axe kicks
 - e. kicks to any part of the knee joint
 - f. elbow strikes
 - g. throwing and sweeping techniques
 - h. striking or kicking an opponent who has fallen
 - i. holding or grabbing the opponent gi
 - j. any other techniques or practices that the referee of the match decides is improper or unfair and not in the spirit of fair competition
2. Any technique delivered to any legitimate target area which clearly stuns or hurts the opponent will be deemed as applying excessive force or contact.
3. The following behavior is forbidden and shall be punished in accordance with its severity:
 - a. failing to obey the referee's instructions during a match
 - b. frequently leaving the fighting area
 - c. deliberately wasting time
 - d. discourteous behaviour
 - e. persistent bad behaviour or violence
 - f. hair pulling, biting, gouging, etc
4. The coach of a competitor must not by word or deed, interrupt or cause to interrupt the smooth operation of the match. In the event that the coach contravenes this rule, then his/her contestant will be penalised.
5. Contestants who arrive late for bouts or who fail to appear* can merit automatic disqualification. In this instance the contestant is disqualified from the tournament and may not partake in any further activities in the tournament.

* The contestant will be called a maximum three times, with a 30 second pause between each call and 1 minute after the last call.

Penalties

Chui: An official warning resulting in a penalty of 1 or two points as described below.

Genten: A genten is equivalent to two chuis. A competitor is penalised with a genten warning for serious or continued infringements of the rules, and the opponent is automatically awarded two points (ippon).

The normal order of warnings is as follows:

Chukoku	=	first contact/infraction: verbal warning
Chui ichi	=	second contact/infraction: 1 st penalty (waza-ari – 1 point)
Chui ni, genten ichi	=	third contact/infraction: 2 nd penalty (ippon – 2 points)
Chui san	=	fourth contact/infraction: 3 rd penalty (ippon – 2 points)
Chui yon, genten ni	=	fifth contact/infraction: disqualification (Shikkaku)

A contestant cannot be saved from disqualification by the act of the injured/fouled opponent withdrawing. In such a case, the injured/fouled contestant automatically withdraws from any further participation in the tournament and the offending contestant is disqualified.

Warnings and penalties are applied at the discretion of the referees. A serious infraction may result in a direct application of a genten penalty or even disqualification if the match referees deem it appropriate.

Please note that warnings and penalties received in the first round of a bout are carried over into the extension round. These warnings and penalties must be considered by the referees when awarding the fight if a decision cannot be reached clearly on points. The timekeepers are responsible for recording the warnings during a fight to aid the referees in ensuring correct accounting.

An example of the different levels of warning is as follows:

1. Any deliberate attack to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, which shakes the opponent or worse shall merit an automatic disqualification (Shikkaku).
2. Any deliberate attack to the opponents head, face, throat or neck with the open hand, fist or any part of the arm, which clearly hurts the opponent shall normally merit a penalty (Genten).
3. Any accidental contact to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, which shakes the opponent or worse shall normally merit a warning (Chui).
4. Any accidental contact to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, which clearly hurts the opponent shall normally merit a private warning (Chukoku).

Jogai: Jogai relates to a situation where a contestant moves outside of the fighting area. An exception is when the contestant is actually propelled from the area by his opponent. Repeated offences by the contestant stepping outside the fighting area to avoid an opponent's attack and interrupt the flow of the match will be penalized at the discretion of the referee with the application of the warnings and penalties described above.

Notes:

1. **“which shakes the opponent or worse”** – the competitor receiving the attack is severely hurt, seriously disadvantaging him/her or the competitor is not able to continue the bout. For

example, a technique which would result in the awarding of an ippon in a full contact tournament would result in an automatic disqualification in a semi contact tournament.

2. **“which clearly hurts”** – the competitor receiving the attack is hurt, but not seriously disadvantaged. This would, for example, be equivalent to a technique that if carried out in a full contact tournament would result in the awarding of a waza-ari.
3. If a competitor is deemed unfit to continue a bout due to receiving an illegal technique, the offender will be disqualified and the opponent will be awarded the bout. Please note that a disqualification in bouts run with the double knockout system results in a disqualification from the tournament and the opportunity to return through the loser’s bracket is lost.
4. A competitor that is deemed unfit to complete a particular match due to receiving an illegal technique that results in the disqualification of the opponent must be cleared by the tournament doctor before being allowed to continue in subsequent rounds of the tournament. In such a case, the competitor will be allowed a reasonable time for recovery at the discretion of the Chief Referee.
5. A fighter may only be deemed fit to participate or not by the medical staff present at the competition.

Chief referee

The chief referee will have the following responsibilities:

1. To ensure that match areas are fully equipped and staffed
2. To allocate referees and arbitrators to fighting areas
3. To adjudicate final judgement on matters of a technical nature that give rise to disputes during a match or with the result of a match. The chief referee will only enter into the matter if the protest is brought by the competitor's official coach. Such coaches must be named before the tournament begins. In such cases the chief referee may consult with the coach, referees and arbitrator involved in the disputed match.
4. The chief referee may not officiate any of the matches directly except in cases in which there is a shortage of officials. In this case, the chief referee may not pass judgement on a disputed bout in which he/she acted as referee or arbitrator. In this case, the most senior referee that is not involved with the bout will be called to pass judgement.