

WintiCup Clicker Rules

Officials

1. Each fighting area shall have the following officials:
an announcer;
a time keeper;
an arbitrator;
a referee; and
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, a single one (1) minute extension will be allowed. At the end of this period the referees and the arbitrator must make a positive decision, taking into account any warnings given to either participant during the full course of the match.
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.
6. The timekeeper shall keep a record of official warnings given to either contestant and report to the referee upon request.

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 the first 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.

A bout that ends in a draw after the first round will be extended by a single one minute round.

A bout that ends in a draw after the extension round will be judged based on the number of penalties awarded to each contestant, the one with the least being declared the winner. In the event that both contestants have the same number of penalties, the judges will be called to make a final independent decision based on their subjective opinion of the fighter having displayed the superior spirit and technique during the bout. Should a decision not be forthcoming at this point, the judges will be called to confer and reach agreement on the winning contestant through consensus.

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 consecutive punches are permitted, where after a competitor must break or perform 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 delivers 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/technique;
 2. Technique must land on a legitimate target area;
 3. Vigorous application (power and speed);
 4. Good timing and focus;
 5. Correct distance;
 6. Correct control.

Correct control is defined as follows and applies to ALL legitimate hand and foot techniques:

1. Children (up to 16 years of age): No contact, maximum one hand width distance;
 2. Youth (17 to 20 years of age): Light contact/touch with proper retraction of the strike;
 3. Adults (over 20 years of age): Light contact/touch with proper retraction of the strike.
- e. The fighter who has scored the most points by the end of the bout will be declared the winner according to the procedure described in paragraph 1 of this section.

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 the 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:
 - the chest;
 - the abdomen;
 - the ribs.
2. The following are the legitimate targets for kicks:
 - the head;
 - the chest;
 - the abdomen;
 - the ribs;
 - the thigh.

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:
 - attacks to the head, face, throat or neck with the open hand, fist or any part of the arm;
 - kicks to the groin;
 - head thrusts or butts;
 - knee kicks and axe kicks (kakato geri);
 - kicks aimed directly at the face (mae geri jodan);
 - kicks to the knee joint or any part below the knee;
 - elbow strikes;
 - throwing and sweeping techniques;
 - striking or kicking an opponent who has fallen;
 - holding or grabbing the opponent's gi.
2. Any technique delivered to any legitimate target area that clearly stuns or hurts the opponent will be deemed as excessive.
3. The following behavior is forbidden and shall be punished in accordance with its severity:
 - failing to obey the referee's instructions during a match;
 - frequently leaving the fighting area;
 - deliberately wasting time;
 - discourteous behaviour;
 - persistent bad behaviour or violence;
 - 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 will forfeit the bout with the normal consequences of a loss. Before the bout is awarded to the present contestant, the missing contestant will be called a maximum three times, with a 30 second pause between each call and 1 minute after the last call. It is the responsibility of the coach to inform the tournament referee in the event of a fighter being temporarily indisposed and being unable to be present. In this case, the tournament referee will make a decision on the application of the forfeit penalty after considering the coach's justification.

Penalties

Chui: An official warning.

Genten: A genten is equivalent to two chuis. A competitor is penalised with a genten warning for serious infringements of the rules, and the opponent is automatically awarded one point.

The order of warnings is as follows:

Chukoku	=	private warning
Chui ichi	=	1 st official warning
Chui ni, genten ichi	=	1 st penalty, waza-ari
Chui ichi	=	2 nd official warning
Chui ni, genten ni	=	2 nd penalty, shikkaku (disqualification)

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.

NOTE: Warnings given during the first round carry through to the following round in the event of a draw and must be considered by the judges when awarding the win after the extension round.

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 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 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 opponents 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.

2. “**which clearly hurts**” – the competitor receiving the attack is hurt, but not seriously disadvantaged.
3. If a competitor is deemed unfit to continue a bout due to the receiving of an illegal technique, the offender will be disqualified and the opponent will be awarded the bout. However, the winner of the bout will not be allowed any further participation in the clicker fighting bouts.
4. If the competitor is deemed unfit to complete a particular match, but deemed fit to continue after being rested for a short period, the competitor may continue in the next round of bouts. The offender will however still be disqualified.
5. A fighter may only be deemed fit to participate or not by the medical staff present at the competition.

Equipment

The following equipment is mandatory:

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

The following equipment is optional:

- Groin protection;
- Mouthguard.

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.