

# Funakoshi Shotokan Karate Association Tournament Rules

## KUMITE:

### Point System

1. Most matches are two waza ari or one ippon.
2. **Black belt adult finals are four waza ari or two ippon.**
3. If time is up before the necessary points are scored, the judges will make a decision based upon contact warnings, jogais, points, aggressiveness, size differences, and superiority
4. **All warnings will carry over to extension matches.**

### Length of Matches

1. Most matches will be two minutes.
2. **Black belt adult finals will be three minutes.**
3. All extension matches shall be one minute. The first contestant to score in the extension match wins.
4. **In the final match, judges must choose a winner by the end of the third extension match (if not before). In a 3<sup>rd</sup> and 4<sup>th</sup> place match, a winner must be chosen by the end of the second extension match (if not before). A winner must be chosen after the first extension in any other match.**

### Target Areas

1. Entire head – front, side, and back (light to no contact).
2. Front of body – from chest to stomach.
3. Side of body – from armpits to above hips.
4. Back of body – entire back (except spine).

### Non-Contact Areas

1. Head, neck, throat, spine, groin, collarbone, knees.
2. No attacks below the belt, except sweeps to the ankles.

### Restrictions

1. No pushing, throwing, or grabbing and pulling.
2. **ALL coaches, instructors, spectators, contestants and volunteers MUST control their actions. If behavior / words are deemed disrespectful or bothersome, the individual(s) involved may be asked to leave the tournament site.**

### Contact

1. Light warning = Keikoku (no point to opponent).
2. Moderate = Hansoku Chui (half point to opponent).
3. Excessive = Hansoku (disqualification).
4. Shikaku = Contestant must leave the tournament.
5. **Any two keikokus equals a hansoku chui.**
6. In giving warnings, judges will consider excessiveness, size differences, face mask, and/or moving in or away from the target.

### Criteria for One Point (ippon)

1. A technique delivered that would have rendered the opponent unconscious if it were not controlled. It combines quick acceleration and rhythm, perfect timing and distance, and incredible strength.
2. When a technique is delivered to an opponent who does not attempt to block or move.
3. When a technique is delivered in instant before the opponent attacks.
4. After a sweep when an effective technique is delivered before, or at the same instant, the opponent hits the floor.

### Criteria for Half Point (waza ari)

1. When a technique is delivered that would have disabled an opponent if not controlled. It combines speed, power, form, balance and control.
2. When an effective technique is delivered immediately after an opponent is swept to the floor.

### Equipment

1. Mandatory: mouthpiece, knuckle pads, and cup (males).
2. Optional: face mask, chest protector, and shin or foot pads.
3. Any questionable equipment must have the approval of the ring official or tournament director.

### Stepping Out of the Ring (jogai)

1. First time is jogai ikkai (no point awarded).
2. Second time is jogai nikai (no point awarded).
3. **Third time is jogai sankai (half point to opponent).**
4. Fourth time is jogai yonkai (half point to opponent).
5. Judge will decide jogai warnings based on size, attempts to stay in the ring, slipping, etc...
6. In black belt adult finals, after jogai yonkai, the judge will continue to award a half point to the opponent.

## Officials

1. Both the corner judge and the chief judge shall only have the power of one vote.
2. There must be at least three votes to determine a waza ari or ippon.
3. There must be at least two votes to determine a warning.
4. Chief judges cannot wave down three flags unless corner judges change their minds after a judge's meeting or different judges see different techniques.
5. At the end of a match, if the score is 0-1, the chief judge must still call for "hantei"

## KATA:

### Katas

1. Color belts should perform lower level katas (Heians).
2. Brown belts should perform intermediate level katas.
3. Black belts should perform advanced level katas.

### Criteria for Points

1. Contestants must demonstrate courtesy by bowing respectfully to the chief judge before and after the kata.
2. Katas should be performed with strong stances, correct timing and rhythm, focus, spirit (kiai), proper movements, and no hesitations.
3. Contestants performing a basic kata well should receive a higher score than a contestant who performs the above criteria average or poorly with an advanced kata.
4. Advanced katas require good basic and quick/fluid movements that are natural. If a contestant performs an advanced kata with only basic movements and mechanical rhythm, the kata will be judged as a basic kata.

### Non-influencing Factors

1. Applause or jeers from spectators.
2. Excessively long or extra kiais.
3. Gymnastic type movements.
4. Vibrating hands to simulate kime.
5. Theatrics and over-acting.
6. Crowd favorites.
7. Students, family, or friends competing.

### Scoring

1. Of the five scores, the high and low will be taken out.
2. The three remaining scores are added to reach a total score.
3. In the event of a tie, the lowest score will be added.
4. If there is still a tie, the highest score will be added.
5. If a tie remains, the intermediate and advanced contestants perform a different kata. Beginners perform the same kata.
6. An average of 6.0 is used for beginners and intermediates, 6.5 for brown belts, and 7.0 for black belts.

## TEAM KATA AND KUMITE DIVISIONS:

### Team Kata

1. The criteria for the team kata will be based on the synchronization of the performers as well as the criteria for the individual kata requirements.

### Team Kumite

1. All matches are Shobu Ippon.
2. The length of the matches is two minutes.
3. If a match ends in a draw, **there will be no extensions.**
4. The winning team is decided by the most matches won, not by the number of waza ari accumulated.
5. After all team members have competed, in the event of a team tie, the team will decide who goes up to break the tie (the same person cannot go up again if the tiebreak match is a draw). **This is a new match, not an extension match; therefore, all previous warnings do not carry over as in individual extension matches.**
6. **In the finals, a winner must be chosen by the end of the third tiebreak match (if not before). In deciding 3<sup>rd</sup> and 4<sup>th</sup>, a winner must be chosen by the end of the second extension match (if not before). In any other match, a winner must be chosen after the first tiebreak match.**
7. If not mutually agreed upon, to determine the order of contestants, the chief judge will flip a coin. The team winning the toss decides which team sends a contestant up first. The other team then sends someone up to compete. During the next round, the other team sends someone up first.