

Ryukyukan International Karatedo Kobudo Federation
Knockdown Rules

COMPETITOR UNIFORM AND PROTECTIVE EQUIPMENT:

All Knockdown competitors must wear a traditional karate gi including top, pants, and belt (obi). Uniform exceptions may be made for competitors from different styles, as approved on a case by case basis by the Tournament Director.

Protective Equipment - Knockdown Divisions:

Mouthpiece (gum shield) mandatory all divisions

Groin protectors are mandatory for men, all divisions

Soft protective head gear is mandatory for all divisions

Face shields are optional for all divisions except men's advanced (men's advanced knockdown is mandatory soft headgear only)

Hand guards (cloth kumite hand pads or mma competition gloves) are mandatory for all divisions. Punching bag gloves with hard grip bars are not allowed.

Soft cloth or soft leather shin and instep protection is mandatory for all divisions.

Soft chest protectors are optional for all divisions except men's advanced knockdown.

Boxing wraps or supportive tape is not allowed. Taping due to injury must be approved by the medic and also by the tournament director.

Hard protective equipment is not allowed.

Jewelry is not allowed

COMPETITION AREA

The competition area is normally an 8 meter x 8 meter mat. Ring size can be adjusted by the tournament director as needed.

JUDGES

The Shushin (head judge) begins standing on the mat between the competitors and jogai (out of bounds) and may move about freely during the match.

The Fukushin (judges) are seated at each mat corner. At the tournament director's discretion, two Fukushin may be used, at diagonal corners of the mat.

MATCH DURATION

Note: Match duration may be adjusted as needed by the Tournament Director, any changes must be described before a division begins.

Children's divisions will be 1.5 minute rounds. In the case of a first round tie, an additional 1 minute round will be conducted. At the end of the second round, judges must decide on a match winner.

Teen, women's divisions, and men's beginner and intermediate divisions will all be a 2 minute round. In the case of a first round tie, an additional 1 minute round will be conducted. At the end of the second round, judges must decide on a match winner

Advanced men's knockdown division will be a 3 minute round. In the case of a first round tie, an additional 1 minute round will be conducted. At the end of the second round, judges must decide on a match winner.

SCORING TARGETS

Head, body torso (except spine), legs (except thrusting kicks to the knees)

SCORING TECHNIQUES

Scoring techniques may use foot and shin, and punches. Open hand, elbows, knees are not scoring techniques.

SCORING CRITERIA

Waza Ari is a recognized scoring technique. Ippon is a match winning point. Two Waza Ari will equal ippon, the winning point.

IPPON CRITERIA

Ippon will be awarded for a knockdown. A knockdown is defined as a legal technique which knocks a competitor to the mat (not able to stand on two feet), when the competitor cannot stand up completely within 5 seconds, or cannot return to the line in a safe fighting posture within 10 seconds.

Ippon will also be awarded upon the second scoring of Waza-Ari, ending the match.

WAZA-ARI CRITERIA

Waza-ari is a recognized point, not in itself sufficient to win the match. Two Waza-ari will add together for Ippon. Waza-ari is scored when a legal technique causes the opponent to temporarily stop fighting, or fall to the mat for a short period of time. If the technique causes enough damage that the competitor cannot stand up within 5 seconds, or cannot return safely to the fighting line within 10 seconds, or the Shushin (head judge) determines that the competitor cannot safely continue, Ippon will be awarded, not Waza-ari.

SCORING TO THE HEAD

Unblocked Jodan Geri (head kicks) will score at least Waza-ari regardless of the reaction shown by the opponent. It is not good karate to withstand head kicks without blocking; Ryukyukan Knockdown rules are designed so that competitors guard their head.

HANTEI (Vote)

At the end of round one, the Shushin will say "Hantei" followed by a two tone whistle blast. Judges may vote for Aka (red), for Shiro (white), or cross their flags to designate a tie. If the first round is a tie, a second round will be conducted. After the second round, another Hantei will be called by Shushin, but this time judges must decide on a winner. Judges look first to score when voting. If a tie score, then judges weigh penalties and fighting spirit.

FOULS

Fouls will be penalized as a Chui (warning). Two Chui will cause a Waza-ari to be added to the opponents scoreboard. Another two Chui will cause another Waza-ari to be awarded to the opponent, amounting to Ippon Kachi (winning point). Fouls are: groin kicks, elbow techniques, knee techniques, open hand techniques, grabbing, obvious pushing, attacking the spine, or thrusting kicks to the knees. Punching the face or head, punching at the face or head (as a feint), or punching across the plane of the face or head is a foul. Administrative fouls including behavior (such as talking or arguing) are also penalized as Chui.

JOGAI (out of bounds)

Judges will call jogai when a competitor leaves the ring by tapping their flags on the floor. The Shushin (head judge) will call Yame (stop). Shushin has the option to not call Yame if competitors move quickly over jogai and back, depending on safety considerations. Four jogai warnings will cause the opponent to be awarded Waza-ari. It is important to note that constant retreating is a consideration during the judges vote (Hantei).

DISPUTES

The Ryukyukan Shushin (head judge) and the Ryukyukan Tournament Director's decisions are final. No arguing over decisions is allowed.

KNOCKDOWN COMPETITION PROCEDURE

Judges will be seated and Shushin (head judge) is standing. Competitors stand at the edge of the ring in and Yoi (at ease) stance. Shushin signals for the competitors to enter the ring at which time competitors bow and walk to the start line. Shushin will initiate the bowing procedure as follows: Shomen ni rei (bow to the head table), Shushin ni rei (bow to the head judge, Otogai ni rei (competitors bow to each other). The Shushin will then instruct the competitors to stand in a guarded stance (kamaete) and give the command of Hajime (begin). Fighting will continue unless the Shushin calls Yame, in the case of a possible point, jogai (out of bounds) or foul. Shushin will call for vote to determine fouls or points. The Shushin is in charge of the match and in charge of the judges (Fukushin). The decision of the Shushin is final. Competitors will be alerted when there are 30 seconds remaining in the round. Hantei will be called after the first round. A win by Hantei at the end of the first round is the end of the match. If Hantei is a tie, a second round is conducted. At the end of the second round, a winner will be selected by judge's vote. Shushin will initiate the bowing procedure as follows: Shomen ni rei (bow to the head table), Shushin ni rei (bow to the head judge, Otogai ni rei (competitors bow to each other). Competitors leave the ring, bowing at the edge of the ring.