

Wa No Kizuna – 2012

NEW RULES OF COMPETITION

KATA

Mandatory Equipment: All divisions: White karate-gi

Scoring:

- Highest point totals determine winner. If competitors are tied, beginner/novice divisions may repeat their kata for a new score; intermediate/advanced divisions must perform a different kata.

Team Kata:

- Must have three members on each team
- Family division contestants must be members of the same immediate family (father, mother, children from the same family – contact Sensei for exceptions)

KUMITE

Mandatory Equipment: White karate gi, cloth/soft-leather fist guards (white or WKF red/blue), mouth guard, groin protection (males), white head gear (boys under 12; girls under 13)

Optional Equipment: White head gear, shin guards, chest protectors (females).

Match Time:

- Children Divisions (12 & under – boys; 13 & under – girls): 1 ½ minutes run time
- All other divisions Adult Divisions (except Division S 28): 2 minutes, stop time
- Division S 28: 3 minutes, stop time

Scoring:

- Ipon (one point)
 - punches (zuki) or strikes (uchi)
- Nihon (two points)
 - Body (chudan) kicks
 - punches or strikes to the back
 - combination hand techniques, each of which would be a score in their own right
 - unbalancing the opponent and scoring
- Sanbon (three points)
 - head (jodan) kicks
 - throwing or leg sweeping the opponent to the mat followed by a scoring technique

KUMITE (Con't)

Scoring Areas:

1. head
2. face
3. neck
4. chest
5. abdomen
6. sides
7. back

Scoring Criteria:

1. good form
2. sporting attitude
3. vigorous application;
4. correct distance
5. good timing
6. zanshin

Criteria for Decision:

- First contestant to obtain six points or the contestant with the highest number of points at the end of the match.
- In the event of a tie: *sai shiai* (new bout), one minute, first competitor to score will be declared the winner. Previous scores and penalties do not carry forward.
- If *sai shiai* ends in a tie: decision by *hantei* (vote of referee and judges). A decision in favor of one or the other competitor is obligatory and is determined on the basis of the following:
 - Attitude, fighting spirit, and strength demonstrated by contestants.
 - Superiority of tactics and techniques displayed.
 - Which contestant initiated the majority of the action.

Prohibited Behaviors

Category I

1. Excessive Contact
2. Contact to the throat
3. Open hand techniques to the face
4. Attaches to the arms, legs, groin, joints, instep
5. Dangerous or illegal throws

Category II

1. Feigning or exaggerating injury
2. Exiting the competition area (*jogai*)
3. Self-endangerment/failure to protect (*mubobi*)
4. Avoiding combat
5. Clinching, wrestling, pushing, seizing or standing chest to chest without attempting a throw or other technique
6. Techniques, which by their nature, cannot be controlled
7. Simulated attack or attacks with the head, knees or elbows
8. Talking or goading the opponent, failure to obey the orders of the referee, discourteous behavior and other breaches of etiquette

Ten Second Rule:

- Children Divisions (12 & under – boys; 13 & under – girls): No ten second rule
- All other divisions: Ten second rule applies.