

TDA Int'l

Tiger & Dragon Association - International

Rules & Regulations



Preamble

These Rules are for all kind of divisions.

Other

Every competitor is responsible for his own to read this rules book.



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General Rules

Areas

All fights are on mats. Mats have a minimum of 2.5cm size.

Following minimums of area should be at the tournament:

Forms traditional and Weapon	6x6
Forms Creative/Open/Music	6x6
Self Defense	6x6
Grappling	6x6
Breaking	(no mats)
Kumite	7x7

In one meter distance to the middle of the area are two red mats on the top. They mark the border between the competitors.

Pointfighting	6x6
Continous Fighting	6x6
Fullcontact/K1/Muay Thai	6x6 Mattenfläche oder wenn möglich Ring mit mindestens 4x4

Coaches

For following divisions is no coach intended: Forms, Breaking and Self Defense. For Pointfighting, Continous Fighting, Grappling and MMA divisions is one coach allowable. For K1, Fullcontact & Muay Thai are two coaches allowable.

Every competitor is responsible by himself to have a coach.

A Coach is legitimate to stop the fight for his competitor if he belief this is neccessary for his healthness.

Healthiness of the competitor

Every competitor declares with his registration for the tournament that he has no health limitations which wouldn't him allow to compete. Every competitor is responsible for his own and has to check his health before at a doctor.

TDA Int'l doesn't take a liability for any damages.

Proteste

For all competitions of the TDA Int'l an absolute "zero tolerance" regarding political, religious views and good behavior applies. This applies to competitors, spectators and coaches. Any violation of good morals will be punished with a deduction of points up to disqualification.

For protests regarding rating or unsporting behavior this can only be done by the coach. The coach raises his hand and loudly calls "protest". The coach always stays outside the contest area. The HR interrupts the fight and goes to the sidelines to take up the protest and make his decision.

1. Protests before the fight:
 - (a) because of the composition of the judges.
2. Protests during the fight:
 - (a) in case of a violation by the referee or the opposing side
 - (b) violation of the competitors
 - (c) wrong scoring
3. Protests after the fight:
 - (a) in case of a violation by the referee or the opposing side
 - (b) wrong scoring.
4. If a protest is called without a previously listed reason, the offense will be punished as follows:
 - (a) no further protests during the fight
 - (b) the competitor will be warned or deducted

Timekeeper/Scorekeeper

The timekeeper starts and stops the time on command of the HR and informs the HR when the lap time has expired.

The scorekeeper writes the points in the lists provided after announcement by HR and SR. With 5 judges the lowest and highest rating will be canceled.

In point fights, he displays the points by turning the appropriate scoreboards.

When using electronic software, proceed simultaneously.

Weight - in

Every competitor who fights in the following divisions must be weighed:

- Point Fight
- Continuous Fighting
- Full Contact
- K1
- Grappling

The weight is determined by the assigned organizational staff and entered in a designated start card.

Late Entry

Once the division is started, no late registration is possible. There are no exceptions.

Order of the divisions

After the last call of the division, the collection of the fighter cards, tickets or other messages by the HR / SR takes place on the ring. The division of the fighters is done by the HR.

Wrong Division

Competitors starting in the wrong division will automatically be disqualified.

Coaching

- At no time may a coach, friend, team member, etc. enter the ring without permission. The permission for this can only be given by the HR

- No unsporting behavior towards the opponent or his guardian
- A coach can not apply for a time-out
- A coach can never interfere with HR's decision
- A coach can never interfere with HR's decision

Forms traditional & Weapons

Forms traditional and Weapons

Competitor

All competitors have to compete in a neat, clean and traditional competition clothing. NO EXCEPTION !!!
No T-shirts and no sweatshirts are allowed. Logo and labels / imprints with reference to martial arts and schools are allowed.

T-shirts are to be put in the pants and must not be visible under the Gi jacket below. Shoes are allowed if they do not damage the mat surfaces. Imprints on the Gi's may not have racist or similar imprints.

Late entry and wrong order of competition

In the moment in which the division is started, no late registration is possible. NO EXCEPTION !!!
If the divisional lists are divided and the competitors are still in the lineup, a late registration is possible. However, the registered fighter must start first. Swapping the starting places is not allowed.

Time Limit

Each division except some tradit. Chinese divisions, have a time limit of 3 minutes.

Content of the form

Any traditional form may not be altered. The forms are to run according to the textbook. Otherwise, the competitor can be penalized with deduction or disqualification.

If a form is changed, this is to be communicated beforehand to the referee.

Reason for a change:

- Health restrictions for certain movements
- Change of form by instruction of the trainer, with justification

Division change

Each participant must start in the division to which his graduation belongs.

Exception: Higher categories

Beispiel:

allowed:

Green belt (belongs to Intermediate) would like to start in the red belt class (belongs to Advanced) ->

Not allowed:

Green Belt (belongs to Intermediate) would like to start in the yellow belt class (belongs to the beginner) -> not allowed

others

- The forms must include traditional movements such as standing, footwork and weapons.
- No front or backflips
- No wheels
- No spin deposits
- Easy hand changes
- No music allowed
- Empty hand divisions are always without weapons

References for Weapons

1. The HR checks all weapons for their safety
2. No sharp weapons!
3. The weapons must be presented to HR before the start
4. The HR has to ensure that there is enough distance between the competitors and the spectators
5. Black belts that drop the weapon are automatically disqualified
6. Color belts that drop the weapon are rated with a 0.50 point deduction

Open/Creative/Musical/Empty Hand and Weaponforms

These divisions can be freely designed by the competitor. Music is freely selectable.

The competitor is responsible for his music.

TDA Int'l does not guarantee any existing music system. Whether a music system is available on a TDA Int'l tournament or not can be inquired in advance by mail to the host.

Permitted Music

1. If music is part of the form, the form must be adapted to the beat of the music, otherwise this will be punished with point deduction.
2. Presenting a traditional form with background music leads to point loss
3. If the competitor has a defective CD or other medium, this will lead to loss of points.
4. The music may not contain racist or similar expressions and may not be on the index.

Self Defense

Self Defense

All techniques are evaluated according to the following points:

- Cleanliness of the technology
- Fast, hard and clean technique of the attacker
- Fast and clean technique of the defender
- Realistic techniques
 - Not suitable, for example:
 - ♣ knife defense with foot
 - ♣ Defender does not budge from attack after attack
- Use of weapons
- variations of the techniques
- Difficulty
- overall picture

Team Self Defense up to 5 Attackers (Division: TSD)

evaluation criteria

Is evaluated according to the following points:

- Number of attackers Each attacker 1 point
 - number of attacks. Each attack 1 point
 - Effectiveness of the attackers
 - Effectiveness of the defense
 - Weapons yes / no stick 1 extra point, knife / pistol 2 extra points
 - variations of the techniques. Different fighting styles !!!
 - Difficulty level: how often do the attackers change and how demanding are the attacks
 - overall picture
 - 3 minutes time limit
 - No music, breakage tests, real weapons and other dangerous items allowed
- Note: the more liquid the procedure, the higher the points awarded

Real Self Defense (Division: RSD)

Max. 1 attacker, attacks are given

Attackers and defenders stand back to back. The attacker blindly chooses a card from predefined attacks. This will be handed over to HR. On command, the two remove and on another command the attack takes place. The attacks can be requested in advance from the respective organizer.

Is evaluated according to the following points:

- Effectiveness of the attackers
 - Effectiveness of the defense
 - variations of the techniques. Different fighting styles !!!
 - overall picture
 - No music, breakage tests, real weapons and other dangerous items allowed
 - No "hinting" of the attack
 - execution of the attack immediately without delay after command of the HR
- Note: the more liquid the procedure, the higher the points awarded

Self Defense 1/1

Max. 1 attacker, attacks are freely selectable, max. 5 attacks

The attacks can be freely chosen by the competitor himself. After each attack / defense the competitor stops and starts the next attack after a short break.

- Effectiveness of the attackers
- Effectiveness of the defense
- Weapons yes / no stick 1 extra point, knife / pistol 2 extra points
- variations of the techniques. Different fighting styles !!!
- Difficulty: how challenging are the attacks
- overall picture
- 3 minutes time limit
- No music, breakage tests, real weapons and other dangerous items allowed
- No "hinting" of the attack
- execution of the attack immediately without delay

Breaking

Breaking

Holder

Each participant is responsible for the provision of his board holder. These are not provided by the organizer.

Number of Boards/Stations Wood Breaking

In Wood Breaking a maximum of 5 stations may be set up. Each station may have a maximum of 3 boards.

IMPORTANT: 5 boards are included in the entry fee. Any additional board needed can be purchased at cost at the tournament.

Number of Boards/Stations Creative Breaking

Creative Breaking allows a maximum of 8 stations to be set up. The number of items to be struck are announced by the competitor and are freely selectable.

IMPORTANT: Breaking test material is not included in the entry fee. These must be brought for the Creative Breaking itself.

Thickness of the Boards

1,8 cm Kids

2,8 cm Adults

Scoring

The number of stations and the number of items / boards per station are assessed.

Only one trial is allowed per station for the break test. If the board is not broken on the first try, the attempt is considered invalid for this station. The remaining stations are not affected by this.

EXCEPTION: children under 16 years. Children under 16 receive two attempts per ward. 0.5 points will be deducted for each failed attempt.

Points

Points are awarded as follows:

- kick 1 point
- Hand 2 points
- Cracked kick 2 points
- Twisted kick 2 points
- Twisted and cracked kick 3 points
- 2 kicks consecutively without putting down the leg 2 points
- Additional board per station plus 1 point

Pointfighting



Pointfighting

Safety Equipment

Mandatory:

- Head protection, front, side, top and back must be protected. A faceshield is allowed in children under 12 years
 - Mouthguard
 - Gloves (10 oz),: fingers; The back of the hand, the thumb and the side of the hand must be covered
 - Chestguard (women)
 - Groin
 - shin guards
 - Foot protection, The surface must cover the toes, instep, heel and ankle joint. No shoes!
- Due to the high number of manufacturers, not every supplier is listed individually. The equipment must comply with the rules and be safe. You must not fight with damaged equipment.

Not approved equipment:

Any piece of equipment that no longer complies with the safety regulations may no longer be used. The decision as to whether a piece of equipment is still suitable or not is up to the respective main referees. In case of objections and protests by the competitor, the tournament management decides. Padded shoes are not allowed as foot protection.

Officials

Referee (Main Judge)

The Referee should be the most experienced official in the ring and master the rules. He leads the complete ring and the fight. He is responsible for the safety of the competitors, enforces the rules and ensures a fair process. He starts, stops and is the only one who interrupts the fight. He forgives the points, warnings and point deductions. He also announces the winner of the division. The Referee should announce the decisions in a loud and clear voice. In addition, he is required to give hand signals.

1. additional tasks of the main referee:

- a. the fight starts and ends only on his command (not the timekeeper's)
- b. has permission to award cautions and penalty points
- c. had the final decision on complaints
- d. can forgive time-outs. A competitor can ask for a time-out, decision is up to HR
- e. HR can stop the time for the following reasons:
 1. due to injury of the competitors
 2. for the announcement of the ratings
 3. to give warnings and penalties.
 4. To send the competitor to a neutral position
 5. To accept complaints and objections in case of breaches of the rules
 6. To exchange, repair or properly tighten equipment

Judges (Side Judge)

The SR will report every point you see. However, only the HR has the possibility of scoring.

If the HR believes he has seen a violation, he stops the competition in a loud voice with the word "Stop!". Exactly the same procedure is used when the HR or SR has seen a point. At the same time, HR and SR indicate the point with their hands. 1 finger = 1 point / 2 fingers = 2 points etc. All SR should move on the mat surface with the fighters to get a good overview.

Official Change

A split HR or SR that evaluates a Form Division can not be exchanged during the division before the division is completed.

Length of Match

In the TDA Int'l bouts a time limit is given. Each fight lasts 2x 90 seconds. Winner is the fighter with the most points at the end. With a point difference of 10 points, the fight is considered won and is terminated by the HR.

Final bouts take 2x 120 seconds. Winner is the fighter with the most points at the end. With a point difference of 10 points, the fight is considered won and is terminated by the HR.

There will be a pause of 60 seconds between laps.

What is a point

A point is a controlled martial arts technique on allowed targets that touches the opponent.

Criteria for scoring

1. Was it a legitimate and allowed karate technique?
2. Was it a controlled technique with contact to a permitted hit area?
3. Was the competitor scoring within the competition area?
4. Was the competitor who scored in good balance and scored points in a controlled manner

Legal Techniques

1. Permitted target areas: head side, surface head. Face, ribs, chest, abdomen, collarbone and kidneys. No face in children under 12! Exception: Each fighter wears a faceshield!

2. Illegal targets:

Spine, neck, back of the head, neck / throat, sides of the neck, legs, groin, knees and all back surfaces. Each hit on the above mentioned areas will result in a warning or a minus point up to disqualification.

3. No hit surfaces:

Hips, shoulders, buttocks, arms and legs. Each hit on the above mentioned areas will result in a warning or a minus point up to disqualification.

4. Legal techniques:

Legal techniques are all controlled karate techniques not listed under points 1-3.

5. Illegal techniques:

Head bumps, hair pulling, scratching, biting, elbows, knees, eye attacks, every type of litter, ground combat, every kick to a downed competitor, clinging and uncontrolled techniques. Partly not applicable for grappling divisions.

Scoring

Points are awarded by the HR / SR. It must have been seen for every point at the point sparring 2 of the 3 judges the point.

- All legal hand techniques are scored with one (1) point.
- All legal foot techniques to the body are scored with one (1) points.
- All legal foot techniques to the head are scored with two (2) points.
- All legal jumping foot techniques to the head are scored with three (3) points. (Both legs must be in the air when hit, otherwise it is not considered a cracked kick)

Sweeps, Takedowns, Grabs and Ground Fighting

Foot sweeps are allowed inside and out. The broom must be set as low as possible (height ankle). Drafts and ground battles are not allowed. Exception grappling.

Warning and Penalties

- In the first violation of the rule, the HR will give a warning. In case of a gross violation of the rule, the warning can be skipped with the agreement of all HR / SR and a minus point awarded immediately.
- In the second and third rule violation the fighter is deducted one point each.
- In the fourth rule violation, the fighter is disqualified and the opponent declared the winner.
- If a competitor has not finished his preparations and the start is delayed, then 1 point will be deducted from the final score per minute or part thereof.
- If the competitor is still not ready to start after 3 minutes, he will automatically be disqualified
- A competitor can never be warned at the same time or given a minus score, and at the same time with a score. A warning or a minus point always has priority here.
- If the referee or the medical staff decides that the fighter can not continue because of an injury, the fight for the injured competitor is automatically lost
- If the fight must be stopped due to an illegal hit, the fight for the hit responsible fighter is considered lost
- If the competitor is responsible for the illegal hit, there are no warnings or penalty points

e.g. Head goes down to the knee, etc.

Reasons for warnings and negatives

1. Attack not allowed hit areas
2. not allowed attacks
3. leave the ring / mat area to fight avoidance
4. fall to the ground to fight avoidance
5. Continue to fight for a call by HR
6. Unnecessary block / cling
7. Uncontrolled, blindly executed, grossly negligent or reckless attacking
8. any rude behavior of the competitor against others
9. too hard contact (except full contact and K1)
10. not ready at the beginning of the competition
11. Leaving the competition area for combat avoidance

Out of Bounds

If a competitor with both legs is out of the competition area he can not score anymore. If he deliberately leaves the area several times to avoid a point, this can be warned or given a minus point. The scoring competitor must have the base within the competition area so that it is considered a regular point. With jumps kicked the fighter must also land again on the competition area so that it can be counted as a point.

Non-Competing Penalty

If the competitor has no intention of performing the combat properly in the martial arts, the fight is automatically considered lost.

Continuous Fighting



Continous Fighting

Safety Equipment

Mandatory:

- Head protection, front, side, top and back must be protected. A faceshield is allowed in children under 12 years
- Mouthguard
- Gloves (10 oz),: fingers; The back of the hand, the thumb and the side of the hand must be covered. Closed gloves 10OZ. No open finger gloves Chest protector (women)
- Groin
- shin guards
- Foot protection, The surface must cover the toes, instep, heel and ankle joint. No shoes!

Due to the high number of manufacturers, not every supplier is listed individually. The equipment must comply with the rules and be safe. You must not fight with damaged equipment.

Not approved equipment:

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Judges (Side Judge)

The SR will report every point you see. However, only the HR has the possibility of scoring.

If the HR believes he has seen a violation, he stops the competition in a loud voice with the word "Stop!". Exactly the same procedure is used when the HR or SR has seen a point. At the same time, HR and SR indicate the point with their hands. 1 finger = 1 point / 2 fingers = 2 points etc. All SR should move on the mat surface with the fighters to get a good overview.

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Order of Competition

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What is a Point

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Criteria for scoring

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No face in children under 12! Exception: Each fighter wears a faceshield!

2. Illegal targets:

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3. No hit surfaces:

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4. Legal techniques:

Legal techniques are all controlled karate techniques not listed under points 1-3.

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Sweeps, Takedowns, Grabs and Ground Fighting

Foot sweeps are allowed inside and out. The broom must be set as low as possible (height ankle). Drafts and ground battles are not allowed. Exception grappling.

Warnings and Penalties

- In the first violation of the rule, the HR will give a warning. In case of a gross violation of the rule, the warning can be skipped with the agreement of all HR / SR and a minus point awarded immediately.
- In the second and third rule violation the fighter is deducted one point each.
- In the fourth rule violation, the fighter is disqualified and the opponent declared the winner.
- If a competitor has not finished his preparations and the start is delayed, then 1 point will be deducted from the final score per minute or part thereof.
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Fullcontact

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- If the referee or the medical staff decides that the fighter can not continue because of an injury, the fight for the injured competitor is automatically lost
- If the fight must be stopped due to an illegal hit, the fight for the hit responsible fighter is considered lost
- If the competitor is responsible for the illegal hit, there are no warnings or penalty points

e.g. Head goes down to the knee, etc.

Reasons for warnings and negatives

1. Attack not allowed hit areas
2. not allowed attacks
3. leave the ring / mat area to fight avoidance
4. fall to the ground to fight avoidance
5. Continue to fight for a call by HR
6. Unnecessary block / cling
7. Uncontrolled, blindly executed, grossly negligent or reckless attacking
8. any rude behavior of the competitor against others
9. too hard contact (except full contact and K1)
10. not ready at the beginning of the competition
11. Leaving the competition area for combat avoidance

Out of Bounds

If a competitor with both legs is out of the competition area he can not score anymore. If he deliberately leaves the area several times to avoid a point, this can be warned or given a minus point. The scoring competitor must have the base within the competition area so that it is considered a regular point. With jumps kicked the fighter must also land again on the competition area so that it can be counted as a point.

Non-Competing Penalty

If the competitor has no intention of performing the combat properly in the martial arts, the fight is automatically considered lost.

Grappling



Grappling

Safety Equipment / Dress

Clean competition clothing consisting of:

- Rashguard + Fightshorts
- Fighting with your upper body is allowed
- Deep protection voluntarily
- Teeth protection voluntary
- Fingertape is allowed
- Knee, foot, wrist and elbow bandages are not allowed
- Wrestler or mat shoes, socks or other footwear are not allowed

Officials

Referee (Main Judge)

The Referee should be the most experienced official in the ring and master the rules. He leads the complete ring and the fight. He is responsible for the safety of the competitors, enforces the rules and ensures a fair process. He starts, stops and is the only one who interrupts the fight. He forgives the points, warnings and point deductions. He also announces the winner of the division. The Referee should announce the decisions in a loud and clear voice. In addition, he is required to give hand signals.

1. additional tasks of the main referee:
 - a. the fight starts and ends only on his command (not the timekeeper's)
 - b. has permission to award cautions and penalty points
 - c. had the final decision on complaints
 - d. can forgive time-outs. A competitor can ask for a time-out, decision is up to HR
 - e. HR can stop the time for the following reasons:
 1. due to injury of the competitors
 2. for the announcement of the ratings
 3. to give warnings and penalties.
 4. To send the competitor to a neutral position
 5. To accept complaints and objections in case of breaches of the rules
 6. To exchange, repair or properly tighten equipment

Judges (Side Judge)

The SR will report every point you see. However, only the HR has the possibility of scoring.

If the HR believes he has seen a violation, he stops the competition in a loud voice with the word "Stop!". Exactly the same procedure is used when the HR or SR has seen a point. At the same time, HR and SR indicate the point with their hands. 1 finger = 1 point / 2 fingers = 2 points etc. All SR should move on the mat surface with the fighters to get a good overview.

Order of Divisions

After the last call of the division, the collection of the fighter cards, tickets or other messages by the HR / SR takes place on the ring. The division of the fighters is done by the HR.

Length of Match

Kids: Rookie 2x2 min + 1 min (Golden Point)

Advanced 2x2 min + 1 min (Golden Point)

Final 4 min + 1 min (Golden Point)

Teens: Rookie 2x2 min + 1 min (Golden Point)

Advanced 2x2 min + 1 min (Golden Point)

Final 4 min + 1 min (Golden Point)

Adults: Rookie 4 min + 1 min (Golden Point)

Advanced 5 min + 1 min (Golden Point)

Final 8 min + 3 min (Golden Point)

Master 8 min + 1 min (Golden Point)

Final 10 min + no time limit (Golden Point)

Hygiene

- Fingernails and fingernails must be cut short and clean
- Long hair must be tied into a braid
- Applying strong

Legal Techniques

All grappling techniques that are not expressly forbidden or grossly endanger the health of the opponent are allowed.

Non Legal Techniques

a) General

- punching and kicking techniques
- Pulling on the hair, ears or nose
- scratching, biting, pinching
- Sting in the eye
- Hitting or gripping the genital area
- Choking with fingers on the larynx
- Inserting fingers into body openings
- Throws on the head or the neck
- Slams from a height above waist level
- Uncontrolled actions and jerky lever and strangulation techniques
- Unsporting behavior

b) Special (in addition to a))

Children:

- All submissions
- Any slamming

Teenagers: Rookies:

- All submissions
- Any slamming

Teenagers: Advanced:

- heel hooks
- Neckcranks
- Calf and biceps licer
- Knee Lever
- Crucifix
- Any slamming

Adults: Rookies:

- heel hooks
- Neckcranks
- Calf and biceps lacer
- Knee Lever
- Crucifix
- Any slamming

Scoring

- Backmount: 4 points
- Fullmount: 3 points
- Side Control: 2 points
- takedown + control: 1 point
- o Points for control after 3 seconds
- o Scoring only in ascending order
- o Points for the takedown / throw only if the thrower can take the position of the top man after the throw / takedown

Commands

1) Shake Hands

1. The athletes shake hands at the beginning and at the end of the fight

2) Fight

2. Start of the fight

3) Stop

3. The fight must be stopped immediately and may only be continued if the referee issues a new command

4) Freeze

4. If the athletes move from the field in the ground combat, the referee interrupts the fight with the command "Freeze". The referee and the fighters remember their position and retake them at the center of the fight area.

5) Time

5. The competition time is interrupted. The referee must announce the cause of the interruption.

In these situations, the referee must stop the competition time:

o Injury (Maximum time for treatment by the doctor is 2 minutes)

o interruption by the doctor

o Force majeure

6) Disqualification

In case of unsportsmanlike behavior or the use of prohibited techniques, the referee can disqualify the athlete for the respective fight. For gross offenses, the athlete and / or his entire team may be disqualified from the entire tournament

Decisions

- by task (Tapout or verbal)
- by coach (towel throw)
- by points
- by "Golden Point" in the extension
- by referee's decision (if none of the opponents in extra time scores a Golden Point)
- by disqualification

-

Statement „Golden Point“

If no decision is made in the regular fight time (no submission + equality of points), the fight goes into extra time. The fight ends immediately as soon as one of the fighters scores a point, the so-called Golden Point.

Non-Competing Penalty

If the competitor has no intention of performing the combat properly in the martial arts, the fight is automatically considered lost.

Kumite



Kumite

Area

1. The competition area must be level and free from sources of danger.
2. The competition area is square and covered with mats. The side length is six meters (measured from the outside), with one meter in addition on each side as a safety zone. There must be a free safety zone of two meters on all sides.
3. At a distance of one meter from the center of the match area, two mats are turned red side up to mark a boundary between the competitors.
4. The Referee (HKR) stands in the middle of these two mats one meter away from the safety zone facing the competitors.
5. The Side Judges (SKs) sit at the corners on the mat within the security zone. The Referee can move around the entire tatami, including the security zone where the referees sit. The Judges have one red and one blue flag each.
6. The chairman (match supervisor) sits just outside the security zone, left or right behind the referee. He has a red flag or a red signal and a whistle.
7. The List Supervisor sits at the Official Competition Table between the List Guide and the Timekeeper.
8. The supervisors sit outside the security zone on the edge of the tatami on the respective side of their fighter, with a view to the competition table. When the tatami is on a pedestal, the caregivers are sitting outside the pedestal.
9. The one-meter boundary should be a different color than the rest of the mat area.

Officials

1. Competitors must wear the official uniform described here.
2. The Referees Committee may exclude officials and competitors who violate these rules.

Referees

1. Judges must wear the official uniform as determined by the Referees Committee. This uniform must be worn at all tournaments and courses.

Competitor

1. The competitors wear a white karate gi. One competitor wears a red belt and the other a blue belt. The belts must be about five inches wide and so long that there are still six inches free on either side of the knot. The belts are monochrome red or blue, without personal embroidery, without advertising and without other labels than the usual label of the manufacturer.
2. Without prejudice to paragraph 1 of this article, the Executive Committee may approve specific labels or trademarks of approved sponsors.
3. The jacket must be long enough to cover at least the hips but not more than three quarters of the thigh when the belt is tied. Female competitors may wear a solid white T-shirt under the jacket. The binding straps of the jacket must be tied. Jackets without ties should not be worn.
4. The sleeves should not extend beyond the wrist, but must cover the forearms in half. The sleeves must not be rolled up.
5. The pants must cover at least two-thirds of the tibia and must not reach longer than the ankle. The trouser legs must not be rolled up.
6. The competitors must keep their hair clean and the hair length must not hinder the smooth running of the fight. Hachimaki (headbands) are not allowed. If the Referee considers the hair of a competitor too long or too unkempt, he may exclude him from the fight. Hair clips are prohibited as well as metallic hair clips. Bows, beads and other hair accessories are prohibited. A discreet hair tie or braid is permitted.
7. Competitors must wear their fingernails for a short time and may not carry any metallic or other items that could injure the opponent. Metallic braces must be approved by the Referee and by the official physician. The competitor bears full responsibility for any injury.
8. The following protective equipment is required:
 - 8.1 Fist-guard, one athlete wears red, the other blue.
 - 8.2 mouthguard.
 - 8.3 Body protection (for all athletes) plus chest protection for female athletes.
 - 8.4 Shin Guards, one athlete wears red, the other blue.
 - 8.5 foot protectors, one athlete wears red, the other blue.
 - 8.6 Teenagers also wear a face mask.
 - 8.7 A groin guard is required!
16. Glasses are prohibited. Soft contact lenses can be worn at the competitor's own risk.
17. Unauthorized clothing or equipment is prohibited.
18. The umpire is obliged to ensure that the competitors wear approved equipment before each fight or each round.
19. Bandages, bandages etc. may only be worn if they have been previously approved by the Referee in consultation with the tournament doctor.
20. The competitor wears only one belt. Red for AKA and blue for AO. Belts appropriate for graduation may not be worn during combat.
21. If a competitor enters the contest area inappropriately he will not be disqualified immediately but will instead have one minute to comply with the claim.

Judges

1. The Fighting Judgment consists of one Referee (SHUSHIN / Referee), four Judges (FUKUSHIN / Judges) and one Referee (KANSA / Match Supervisor).
 2. Main and side referees of a Kumite encounter must not have the same nationality as the respective competitors.
 3. In addition, to facilitate the conduct of the competitions, timekeepers, announcers, criers, list leaders and list supervisors are named.
- STATEMENT:
- I. At the beginning of a fight, the Referee arises at the outer edge of the contest area. To the left of him are the Judges 1 and 2 and to his right the Judges 3 and 4.
 - II. After the formal exchange of bows by the competitors and judges, the Referee takes a step back, the Judges turn to him and all bow together. After that, everyone takes their seats.
 - III. If the entire referee court changes, the relegated officials, with the exception of the referee, take the same position as before the encounter / before the fight, bow to each other and then leave the mat together.
 - IV. If a single referee is replaced, the substituting referee goes to the colleague to be replaced, they bow to each other and then swap places.

V. Provided that everyone in the Fighting Court holds the required license, the positions of the main and side referees can be rotated in team matches after each fight.

Length of Match

1. The fight time is three minutes for the Kumite Seniors male (team and individual). For the Kumite Senior Female, the fight time is two minutes. In the category "Under 21 years" the men's fight time is 3 minutes and for ladies 2 minutes. The fight time for youth and juniors is two minutes.
2. The fight time runs as soon as the Referee opens the fight and is stopped each time the Referee calls "YAME".
3. With a good audible chime or buzzer, the timer signals "10 seconds remaining" and "Time expired". The "time expired" signal means the end of the fight.
4. Competitors will be allowed a period of time equal to the normal time between fights to recover and change gear. The only exception to this rule is the consolation round, in which the time allowed - in the case of a color change of equipment - is five minutes.

Scoring

1. There are the following ratings:
 - a) IPPON Three points
 - b) WAZA-ARI Two points
 - c) YUKO One point
 2. A rating is awarded when a technique is run in a target region according to the following criteria:
 - a) Good shape
 - b) Sporty attitude
 - c) Powerful execution
 - d) vigilance (ZANSHIN)
 - e) Good timing
 - f) Correct distance
 3. IPPON is rated for:
 - a) Jodan foot techniques.
 - b) Any rating technique on a thrown or fallen opponent.
 4. WAZA-ARI is granted for:
 - a) Chudan foot techniques.
 5. YUKO is granted for:
 - a) Chudan or Jodan Tsuki. b) Jodan or Chudan Uchi.
 6. The attacks are limited to the following target regions:
 - a) head
 - b) face
 - c) neck
 - d) belly
 - e) breast
 - f) back
 - g) page
 7. A rating technique that coincides with the final gong is valid. A technique after the command to interrupt or end the fight, no matter how good, is not to judge, but can even be punished.
 8. A technique - even if technically correct - that is carried out when both competitors are out of the contest area will not be scored. However, if one of the competitors makes a scoring technique while still within the contest area and before the Referee calls "YAME", the technique is scored.
- STATEMENT:**
- To score, the technique must be carried out to one of the target regions listed in paragraph 6 above. The technique must be adequately controlled in accordance with the respective target region and meet all of the six scoring criteria set out in paragraph 2 above.

Statement technical criterias

Ippon (3 points) is awarded for:

1. Jodan foot techniques. Jodan means face, head and neck. 2. Scoring techniques performed on thrown or even fallen or grounded opponents.

Waza-Ari (2 points) is awarded for:

Chudan-foot techniques. Chudan means stomach, chest, back and side.

Yuko (1 point) is awarded for:

1. Every fist punch (Tsuki) to one of the seven target regions.

2. Each stroke technique (Uchi) to one of the seven target regions.

I. Throws in which the opponent is caught below the waist, thrown, without being detained, thrown dangerously or with the pivot point above the belt, are prohibited and will be warned or punished. The exception to this is the conventional karate foot sweeping techniques, which do not require the opponent to be held in place during execution, e.g. Ashi-Barai, Ko Uchi Gari, Kani Waza, etc. After the throw, the Referee gives the competitor time to immediately try to apply a scoring technique.

II. If a competitor becomes compliant, slips, falls or otherwise lands on the ground and the opponent scores, the rating is IPPON.

III. A "good form" technique has features that suggest probable effectiveness within the framework of traditional karate terms.

IV. The sporty attitude is part of the good form and means a non-malicious attitude of great concentration, which is recognizable during the execution of the valuation technique.

V. Powerful execution refers to the power and speed of technology and the obvious desire to score.

VI. Zanshin is the criterion most often missing for a rating. It is the state of continued vigilance in which the competitor remains alert to possible counterattacks. That he does not turn his face while he does the technique and continues to watch his opponent.

VII. Good timing means performing the technique when it has the greatest effect.

VIII. Correct distance means correspondingly to execute a technique exactly at the distance where it has the greatest possible effect. Thus, the potential effectiveness of a technique is lower when executed during a fast retreat of the opponent.

IX. Distance also refers to the point at which the completed technique is stopped at the finish or near the finish. For fist or foot techniques, a distance between skin contact and 5 centimeters is considered correct for the face, head or neck. Jodan techniques that are within 5 centimeters of the target and which the opponent neither dodges nor attempts to block can be scored, provided the technique meets the other scoring criteria. In junior and junior competitions, no contact with the head, face and neck is allowed, except for a very light touch (previously known as "skintouch") for Jodan foot techniques, and the scoring distance is raised to 10 centimeters.

X. A worthless technique is and remains worthless - no matter where and how it is applied. A technique that lacks good form or strength does not score.

XI. Techniques below the belt can score as long as they land above the pubic bone. The neck is a target region and so is the throat. However, no contact with the throat is allowed, even if a suitably controlled technique that does not touch can be scored.

XII. A technique on the shoulder blades can be considered. Techniques on the area of the shoulder between upper arm and shoulder blades as well as on the clavicles are not to be appreciated.

XIII. The final gong means that there is no way to score, even if the Referee mistakenly ends the fight immediately. However, the final gong does not mean that no penalties can be granted. The Fighting Court may award fines until the contestants leave the mat after the end of the fight. Penalties may still be imposed thereafter, but only by the Referees Commission, the Disciplinary Commission or the Legal Commission.

XIV. If two competitors meet at the same time, the rating criterion "good timing" is by definition not fulfilled and the correct decision is not to give a rating. Both competitors can still receive the respective score if they have two flags on their side and both scores are done before "Yame" and before the final gong.

XV. If a competitor makes several consecutive scoring techniques before the fight is interrupted, the score will be awarded to that winning technique that has the highest scoring, regardless of the order in which the techniques were played. For example, if a foot technique follows a successful fist technique, the foot technique score will be awarded, regardless of whether the fist technique was made first or not - as the point amount for the foot technique is higher.

Decision Criteria

1. A fight is decided if a competitor reaches a clear lead of eight points, if he has the higher score at the end of the fight or if he receives more votes in the mandatory decision (HANTEI), as well as if his opponent HANSOKU, SHIKKAKU or KIKEN is granted.

1. In the individual competition a fight can not end in a tie. Only in team competitions will the referee announce a draw (HIKIWAKE) if the match ends in a tie or without points.

2. If the match ends in a single match without points or equal points, the decision shall be taken by a vote of the four Judges and the Referee, each casting their vote. You have to choose either one or the other competitor and observe the following decision criteria: a) Attitude, fighting spirit and strength, which shows the competitor. b) Tactical and technical superiority. c) Which competitor has started more actions.

1. If two competitors are disqualified with Hansoku in the same match, the opponents drawn for the next round will win by bye (and no result will be announced), unless the double disqualification occurs in a medal match, then the winner is determined by Hantei.

STATEMENT:

I. For the combat decision by ballot (HANTEI) at the end of an inconclusive fight, the Referee withdraws to the outer edge of the contest area, shouts "HANTEI" and whistles twice. The referees indicate their opinion by flag and the referee at the same time votes by hand. The Referee whistles again briefly, returns to its original position and announces the winner in the usual way.

Forbidden Behavior

There are two categories of prohibited behaviors: Category 1 and Category 2.

CATEGORY 1:

1. Excessive contact techniques for each target region and throat-related techniques.
2. Attacks on arms, legs, groin, joints or instep.
3. Open hand attacks to the face.
4. Dangerous or forbidden throwing techniques.

CATEGORY 2:

1. Pretending or exaggerating an injury.
2. Each leave the combat area (JOGAI), which was not caused by the opponent.
3. Self-endangerment through negligent behavior, which exposes the competitor to an increased risk of injury by the opponent or by the lack of appropriate measures for self-protection (MUBOBI).
4. Avoid fighting to give the opponent no chance to score.
5. Passivity - failure to attack. (Can not be given with less than 10 seconds of remaining combat time.)
6. Cling, wrestling, squeezing, or breast-to-breast standing without attempting to apply a throw or scoring technique.
7. Grasping the opponent with both hands except to throw the opponent after catching a kicking leg.
8. Grasp the arm or karate-gi of the opponent with one hand, unless an attempt is made immediately to apply a scoring technique or a throw.
9. Techniques that are not inherently controllable to protect the enemy, as well as dangerous and uncontrolled attacks.
10. Fake attacks with the head, knees or elbows.
11. Speaking or inciting the opponent, disregard of the chief referee's commands, rude behavior towards the tribunal, or other violations of etiquette.

STATEMENT:

I. Competition Karate is a sport and therefore some of the most dangerous techniques are forbidden and all techniques have to be controlled. Mature adult athletes can absorb relatively strong hits on muscular areas such as the abdomen, but it is a fact that the head, face, neck, joints and groin are particularly susceptible to injury. Therefore, all techniques that lead to an injury are punished, unless the injured person caused them himself. Competitors must perform all techniques with control and good form. If someone is unable to do so, a warning or punishment must be given, regardless of the type of related technique. Special care is required in youth and junior competitions.

II. CONTACT TO THE FACE - SENIORS: For senior competitions, a non-injurious, light, controlled "touch" to the face, head and neck is allowed (but not to the throat). If the referees think that contact is too strong, but if the competitor's chances of winning have not been reduced, a warning (CHUKOKU) may be given. A second contact under the same conditions leads to KEIKOKU. Another offense leads to HANSOKU CHUI. Any further contact, even if it does not affect the opponent's chances of winning, nevertheless leads to HANSOKU.

III. CONTACT TO THE FACE - YOUTH AND JUNIORS: For youth and junior competitions, no contact with the head, face, neck is allowed with hand techniques. Any contact, no matter how easy, will be punished as described in paragraph II above, unless it was caused by the victim himself (MUBOBI). Jodan foot techniques may touch very easily ("Skintouch") and can still be scored. Anything beyond a light touch will result in a warning or punishment unless the person is responsible (MUBOBI).

IV. The Referee must watch an injured competitor uninterruptedly. A short delay in judgment allows for the development of injury symptoms, e.g. Nosebleeds. Close scrutiny will also reveal any attempt by the competitor to exacerbate a slight tactical injury. Examples are strong breathing through an injured nose or vigorous rubbing of the face.

V. Previous injuries may result in disproportionate symptoms when recontacting, which judges should consider when considering a penalty for apparent excessive contact. For example, a relatively light contact may result in a competitor being unable to continue fighting due to the cumulative effect of an injury from a previous combat. Before starting a fight or encounter, the mat boss (Tatami Manager) must look at the medical charts and make sure the competitors are fit to fight. The Referee is to be informed if a competitor has already been treated for an injury.

VI. Competitors who overreact in a light contact in order to punish the opponent, for example, by holding their faces, staggering or falling unnecessarily, are immediately punished themselves.

VII. Pretending a non-existent injury is a serious offense. A competitor pretending to be injured SHIKKAKU is granted, e.g. if an independent doctor detects no injury to an athlete who collapses and rolls on the floor.

VIII. Exaggerating an actual injury is less serious but still an unacceptable behavior and therefore the first case of exaggeration is at least sanctioned by HANSOKU CHUI. Heavier cases of exaggeration, such as stumbling, falling, getting up, and falling again, can also be punished directly with HANSOKU, depending on how serious the offense is.

IX. A competitor who receives SHIKKAKU for faking an injury is immediately transferred from the contest area to the WKF Medical Commission, which will immediately conduct an investigation of the competitor. The Medical Commission sends its report to the Referee Commission before the championship ends. Competitors who pretend to be injured face the toughest penalties, including a life-long ban on repeated offenses.

X. The throat is a particularly vulnerable area and even the lightest contact is cautioned or punished except the one who caused it himself.

XI. Throwing techniques are divided into two groups. The established "conventional" karate foot sweeping techniques, e.g. Ashi Barai, Ko Uchi Gari, etc., in which the opponent is unbalanced or thrown without being caught first - and those throwing techniques that require the opponent to be held with one hand during the execution. A throw may only be taken with two hands if the opponent's foot technique was previously captured. The pivot point of the throw must not be above the belt height of the throwing competitor and the opponent must be held during execution, so that a safe landing is possible. Shoulder throws, e.g. Seio Nage, Kata Guruma, etc. are expressly prohibited, as are so-called "self-sacrifice" litters, e.g. Tomoe Nage, Sumi Gaeshi, etc. It is also forbidden to grab the opponent below the waist, to lift and throw or to reach down to pull his legs away. If a competitor is injured by a throwing technique, the judges decide if a penalty is appropriate. The competitor may take the opponent with one hand on his arm or karate-gi to throw him or apply a direct scoring technique - but he may not keep him for several techniques. Grasping with one hand is permitted if promptly a rating technique or a throw is attached. Grasping with both hands is only allowed if you have caught the kicking leg of the opponent and threw it.

XII. Open face techniques are prohibited as they endanger the eyesight of the opponent.

XIII. JOGAI occurs when a competitor touches the ground outside the contest area with his foot or other body part. An exception is when the competitor is pushed or thrown out of the contest area by his opponent. It should be noted that the first JOGAI is to be warned. The definition of JOGAI is no longer "repeated abandonment of the combat area", but simply "any leaving the combat area that was not caused by the opponent". If the remaining fight time is less than 10 seconds, the Referee will at least directly issue HANSOKUCHUI to the competitor concerned.

XIV. A competitor who makes a scoring technique and then leaves the field before the referee calls "YAME" will receive the score and the jogai will not be penalized. However, if the competitor fails to score with the attack, leaving the contest area is considered Jogai.

XV. If AO leaves the contest area immediately after AKA scores, the "YAME" immediately refers to the scoring and AOs leaving the contest area will not be penalized. If AO leaves the contest area before or while AKA scores (and AKA is within the contest area), both AKA's rating and AO's penalty will be awarded to Jogai.

XVI. It is important to understand that "combat avoidance" refers to situations in which a competitor attempts to deprive his opponent of the opportunity to score through time-dying behavior. A competitor

who is constantly retreating without seriously countering, clinging unnecessarily, wrestling or leaving the battlefield, rather than giving the opponent the opportunity to score points, must be cautioned or punished. This often happens during the last seconds of a fight. If ten or more seconds remain after the offense has passed and the competitor has not received a Category 2 warning, CHUKOKU will be awarded. If there was a Category 2 offense before, this leads to KEIKOKU. However, if only less than ten seconds are to be dealt, HANSOKU CHUI will be awarded directly (regardless of whether the fighter has previously received KEIKOKU in category 2 or not). If the competitor has previously received HANSOKU CHUI, he will be disqualified with HANSOKU and the opponent will be awarded the victory. The judges must, however, make sure that the competitor's behavior does not serve to defend against reckless or dangerous attacks by the opponent, otherwise he would be punished.

XVII. Passivity refers to situations where, over a longer period of time, both competitors make no attempts to exchange techniques.

XVIII. An example of MUBOBI are attacks regardless of their own security. Some competitors throw themselves into a long Gyaku-Zuki and are unable to block a counterattack. Such open attacks are an act of Mubobi and can not score. In a tactical-theatrical gesture, some fighters turn directly to a technique to sarcastically demonstrate their superiority. They want to attract the attention of the main referee. In doing so they drop the cover and the alertness towards the enemy breaks down. This is also a clear case of Mubobi. If the competitor is over-hit and / or injured then he will be given a warning or penalty in category 2 and will face a penalty for the opponent.

XIX. Any rude behavior of a member of an official delegation may result in the disqualification of a single competitor, the entire team or the entire delegation from the tournament.

Warnings and Penalties

Chukoku:

CHUKOKU is awarded in the respective category for the first minor offense.

KEIKOKU:

KEIKOKU will be awarded for the second minor offense in the respective category or for non-seriousness violations to issue HANSOKU-CHUI.

HANSOKU CHUI:

This is a warning against disqualification and is usually awarded when a KEIKOKU has been issued in the respective fight, but can be issued directly in the case of serious breaches of the rules that do not require HANSOKU.

HANSOKU:

This is the disqualification as punishment for a very serious offense or if a HANSOKU CHUI has already been pronounced. In team competitions, the score of the fouled athlete is set at eight points and the opponent's score at zero.

SHIKKAKU:

This is a disqualification from the entire tournament, the competition or the fight. To determine the extent of SHIKKAKU, the Referee Commission must be called in. SHIKKAKU may be imposed if a competitor disregards the chief referee's commands, acts maliciously or does something that harms the reputation and honor of the karate-do, as well as other practices that violate the rules or spirit of the tournament. In team competitions, the score of the fouled athlete is set at eight points and the opponent's score at zero.

STATEMENT:

I. There are three different levels of cautions: CHUKOKU, KEIKOKU and HANSOKU CHUI. A caution is a corrective action to show that the competitor violates the competition rules, but does not impose a penalty immediately.

II. There are two different levels of penalties: HANSOKU and SHIKKAKU, both of which disqualify competitors who violate the rules - from i) the respective fight (HANSOKU) or ii) from the entire tournament (SHIKKAKU), possibly followed by a longer suspension.

III. Category 1 and Category 2 warnings do not add up in a cross.

IV. A warning can be issued directly for a rule violation, but once pronounced, a repeated offense in this category must result in a higher caution or penalty. For example, it is not possible to first pronounce a warning or penalty for excessive contact and then a warning of the same level for a second excessive contact.

V. CHUKOKU will normally be awarded for the first offense if the opponent's chances of victory have not been affected by the foul.

VI. KEIKOKU is usually given if the opponent's chances of winning (in the opinion of the referees) were slightly affected by the foul.

VII. HANSOKU CHUI may be issued directly or after a KEIKOKU and will be used if the opponent's chances of winning (in the opinion of the referees) have been seriously impaired by the foul.

VIII. HANSOKU is granted for cumulative penalties, but can also be pronounced directly for serious breaches of the rules. It is used when the opponent's chances of winning (in the opinion of the judges) were reduced to practically zero by the foul.

IX. Any competitor who receives HANSOKU for causing an injury and who, in the opinion of the Fiscal Court and the Chief of the Mats, has acted recklessly or dangerously, or who is not deemed capable of exercising the control required for competitions, shall be reported to the Referee Commission. The Referees Committee then decides whether the competitor will be excluded from this and / or other competitions.

X. SHIKKAKU can be issued directly without any warning. The competitor himself must not have committed an offense - it is sufficient if the supervisor or non-combatant members of the competitor's delegation behave in a way that damages the reputation and honor of the karate-do. If the referees think that the competitor has acted maliciously, regardless of whether an injury was caused or not, SHIKKAKU and not HANSOKU is the right punishment.

XI. SHIKKAKU must be announced publicly.

Injuries and accidents in the competition

1. KIKEN or task is awarded if a competitor does not appear on call, can not continue fighting, aborts the fight or is withdrawn by the Referee. Included is also the task due to an injury that was not caused by the opponent.

2. If two competitors injure each other or suffer injuries from a previous fight and are declared incapacitated by the competition doctor, the fighter with the higher score wins. If there is a tie in the individual competition, the result is decided by ballot (HANTEI). In team competition, the referee announces a draw (HIKIWAKE). If, in a decision-making battle of a team match, the situation described is decided by vote (HANTEI) on the result.

3. If a competitor is declared incapacitated by the tournament doctor, he may not compete again in this competition.

4. A fighter who is injured and wins the fight by the ensuing disqualification of his opponent may not re-compete without the doctor's permission. If he is injured, he can win a second round by disqualifying the opponent, but will then be withdrawn from all future kumite competitions in the tournament.

5. If a fighter is injured, the Referee immediately interrupts the fight and calls the doctor. Only the doctor is entitled to diagnose and treat injuries.

6. A competitor who is injured in the current fight and needs medical care will receive three minutes. If treatment is not completed during this time, the Referee will decide whether the competitor is declared incapacitated (Article 13, Paragraph 8d) or whether more time is allowed.

7. A competitor who falls, is thrown or knocked down and does not fully recover within ten seconds is declared incapacitated and automatically withdrawn from the entire Kumite competition of the tournament. If a competitor falls, is thrown or knocked down and does not recover immediately, the Referee signals the timekeeper to start the ten-second clock by whistling and raising his arm and then calling the doctor, see paragraph 5. The Timekeeper stops the time when the Referee raises his arm again. In all cases where the ten-second clock was started, the doctor must examine the competitor. In all cases that fall below the ten-second rule, the competitor may be examined on the mat.

STATEMENT:

I. If the doctor declares a competitor incapacitated for battle, a corresponding note must be made on the starting card. The degree of incapacitation must be obvious to other courts.

II. A competitor may win by disqualifying the opponent if several minor category 1 offenses have been added. Maybe the winner has not suffered any significant injury. A second victory on the same basis will result in the elimination of the athlete from all other kumite competitions in the tournament, even if the competitor is physically capable of continuing to fight.

III. The Referee will call the doctor if a competitor is injured and needs medical attention by raising his arm and shouting "Doctor."

IV. As long as the injured competitor is physically able to do so, the examination and treatment by the doctor should take place outside the mat.

V. The doctor is required to make safety recommendations only for the appropriate medical care of the injured competitor.

VI. If the "ten-second rule" is used, a timekeeper designated for that purpose will stop the clock. A warning signal sounds after seven seconds, followed by the final signal after ten seconds. The timekeeper starts

the clock only on the appropriate sign of the main referee. The timekeeper stops the clock when the competitor is fully upright and the referee raises his arm.

VII. The referees decide the fight according to the circumstances by HANSOKU, KIKEN or SHIKKAKU.

VIII. If a fighter in the team competition receives KIKEN or is disqualified (HANSOKU or SHIKKAKU), any scores awarded will be canceled and the opponent's score set to eight points.

Official Protest

1. No one can protest against a decision to the jury.
2. If a judge's measure appears to be illegal, only the president of the national association or his official representative is entitled to protest.
3. The protest takes place as a written report immediately after the contested fight. (The only exception is when the protest involves administrative errors, and the Tatami Manager should be notified of any administrative errors as soon as they are discovered.)
4. The protest must be submitted to a member of the appeal panel. Within a reasonable period of time, the jury will discuss the circumstances in which the protest took place. Taking into account all facts available, it prepares a report and is empowered to take the necessary action.
5. Any protest for the practical implementation of the regulations must be made in accordance with the provisions on appeal procedures. It must be in writing and signed by the official representative of the team or competitor.
6. The complainant must pay the stipulated protest fee and deposit it with a member of the appeal jury together with the protest.
7. Composition of the Court of Appeal The appeal panel consists of three experienced judges appointed by the Refereeing Commission (KK). There can not be two members from the same national association. The KK should also designate three additional members and their order to automatically assume representation if it agrees with a jury member by overlapping nationality or by kinship or cohabitation with any of the parties to the respective protest, including the referee involved in the protest a conflict of interest comes.
8. Appeal procedure The jury member who accepts the protest is responsible for summoning the appeal jury and depositing the protest fee with the treasurer. Once summoned, the appellate jury begins to conduct the necessary investigations and interviews to assess the content of the protest
9. In the event of an administrative error during an ongoing battle, the supervisor can directly inform the master of the mat. The head of the mat then informs the referee accordingly.

Referee (Main Judge)

The Referee has the following rights and obligations:

1. The Referee ("SHUSHIN") directs the fight, including the opening, interruption and termination of the fight.
2. To give judging according to the vote of the judges.
3. Stop the fight if a competitor's injury, illness or disability is noticed.
4. To interrupt the fight if in its opinion a scoring or a foul committed or to ensure the safety of the competitors.
5. Stop the fight if two or more referees indicate a score or a jogai.
6. View fouls (including jogai) and request the approval of the page judges.
7. Inquire of the Judges' Assistance, if they feel that there are grounds for the Judges to reconsider their decision for a warning or punishment.
8. Summon the Judges to a meeting (SHUGO) to recommend Shikakku.
9. Explain the respective decision to the Head of the Mats, the Referees Committee and the Appeals Jury, if necessary.
10. To issue warnings and penalties according to the opinion of the Judges.
11. Make and open a decider fight if required in the team competition.
12. To conduct a vote with the Judges, giving a vote themselves (HANTEI) and announcing the result.
13. Dissolve undecided situations.
14. To announce the winner.
15. The authority of the Referee is not limited to the area of the match, but extends to the immediate surroundings.
16. The Referee issues all commands and announcements.

Judge (Side Judge)

The Judges (FUKUSHIN) have the following rights and obligations:

1. Display points and Jogai independently.
2. Give judgment on warnings or penalties that the Referee indicates.
3. exercise voting rights in every decision.

The judges watch attentively the actions of the competitors and signal their opinion to the Referee in the following cases:

- a) If you see a score.
- b) If a competitor has left the contest area (Jogai).
- c) If she asks the Referee to give her opinion about a foul.

Appendix Technical Terms

SHOBU HAJIME Starts the fight After the command, the HKR takes a step back.

ATOSHI BARAKU Little time left 10 seconds before the end of the fight time, the timekeeper gives an acoustic signal and the HKR announces "Atoshi Baraku".

YAME stop interruption or termination of the fight. During the command, the HKR makes a sharp downward movement with the arm.

MOTO NO ICHI Starting position The competitor and HKR regain their starting positions.

TSUZUKETE Fights further instruction to resume combat in case of unauthorized interruption.

TSUZUKETE HAJIME Fight on - get started The HKR is in a forward position. When he says "Tsuzukete", he extends his arms to the side, palms outward towards the competitors. When he says "Hajime," he turns his palms in and quickly guides them toward each other as he steps back.

SHUGO Summarizing the judges

The HKR calls the SKR together at the end of the fight or to propose a SHIKKAKU.

HANTEI Vote The HKR calls for a vote at the end of an inconclusive struggle. After a short whistle, the SKRs cast their votes with flags and the HKR simultaneously by raising their arms. After another whistle, they all take their signals back, the HKR returns to its starting position and announces the result of the majority decision by announcing the winner in the usual way. HIKIWAKE Draw In a tie, the HKR crosses the arms and leads them apart again, palms facing forward. AKA (AO) NO KACHI Red (Blue) Wins The HKR raises his arm diagonally up to the side of the winner.

AKA (AO) IPPON Red (Blue) gets three points

The HKR raises the arm at a 45 ° angle up to the side of the scoring competitor.

AKA (AO) WAZA-ARI Red (Blue) gets two points

The HKR extends his arm at shoulder height to the side of the scoring competitor.

AKA (AO) YUKO Red (Blue) gets one point

The HKR extends the arm at a 45 ° angle down to the side of each competitor.

CHUKOKU Warning The HKR indicates a category 1 or 2 offense.

KEIKOKU Warning The HKR indicates an offense category 1 or 2 and points with his index finger at a 45 ° angle down to the respective competitor.

HANSOKU CHUI Warning before a disqualification

The HKR indicates an offense category 1 or 2 and then points with his index finger horizontally at the respective competitor.

HANSOKU Disqualification The HKR indicates an offense category 1 or 2 and then points with his index finger upwards at a 45 ° angle to the respective competitor and announces the victory for the opponent.

JOGAI Leaving the combat area, which was not indebted by the opponent

The HKR points his finger at the competitor's side to indicate to the SKR that he is leaving the contest area.

SHIKKAKU Disqualification, reference from the competition area

The HKR points first at a 45 ° angle in the direction of the competitor concerned and then towards the back with the command "AKA (AO) SHIKKAKU!". Then he announces the victory for the opponent.

KIKEN Challenge The HKR points downhill at a 45 ° angle to the starting line of the competitor in question.

MUBOBI Self-Danger The HKR touches his face with his hand, then moves the edge of the hand forward and back and forth to signal to the SKR that the competitor has endangered himself.

APPENDIX 2: GESTICS AND FLAG SIGNALS

COMMANDS AND GESTURES OF THE MAIN CAMPER

SHOMEN-NI-REI

The HKR stretches his arms forward, palm forward.

OTAGAI-NI-REI

The HKR instructs the competitors to bow to each other.

SHOBU HAJIME

"Start fighting!" After the command, the HKR takes a step back.

YAME

"Stop!" Interruption or termination of the fight. During the command, the HKR makes a sharp downward movement with the arm.

TSUZUKETE HAJIME

"Fight on! Start!" The HKR is in a forward position. When he says "Tsuzukete", he extends his arms to the side, palms outward towards the competitors. When he says "Hajime," he turns his palms in and quickly guides them toward each other as he steps back.

YUKO (1 POINT)

The HKR stretches the arm down to the side of the scoring competitor at a 45 ° angle.

WAZA-ARI (2 POINTS)

The HKR stretches his arm at shoulder height to the side of the scoring competitor.

IPPON (3 POINTS)

The HKR raises his arm at a 45 ° angle up to the side of the scoring fighter.

WITHDRAWAL OF THE LAST DECISION

If a rating or penalty is falsely awarded, the HKR turns to the fighter concerned, says "AKA" or "AO", crosses the arms and then makes a cutting motion with the palms turned down to indicate that the previous rating is being withdrawn ,

NO KACHI (VICTORY)

After the end of the fight, the HKR announces "AKA (or AO) No Kachi" and raises his arm at a 45 ° angle up to the side of the winner.

KIKEN

"Task" The HKR points with his forefinger to the starting line of the giving contestant and announces the victory for the opponent.

SHIKKAKU

"Disqualification, Refusal from Area" The HKR points first at a 45 ° angle in the direction of the competitor in question and then points outwards and backwards with the command "AKA (AO) SHIKKAKU!" Then he gives the victory to the opponent known.

HIKIWAKE

"Tie" (For team competitions only) If a tie occurs at the end of the fight time, the HKR crosses the arms and then dissects them with their palms facing forward.

FORGOT CATEGORY 1 (without additional signal for Chukoku)

The HKR crosses the open hands at chest level so that the wrists touch each other.

FORGOT CATEGORY 2 (without additional signal for Chukoku)

The HKR points with bent arm on the face of the competitor in question.

KEIKOKU

"Warning" The HKR first indicates an offense in category 1 or 2 and then points with his index finger at a 45 ° angle downwards in the direction of the competitor in question.

HANSOKU CHUI

"Warning of a disqualification" The HKR first indicates an offense in category 1 or 2 and then points horizontally with the index finger in the direction of the competitor concerned.

HANSOKU

"Disqualification" The HKR indicates an offense in category 1 or 2 and points with his index finger at a 45 ° angle upwards to the athlete concerned. Then he appoints the opponent as the winner.

PASSIVITY

The HKR rotates his fists in front of his chest to indicate a Category 2 offense.

EXCESS CONTACT

The HKR indicates SKR excessive contact or other offenses in Category 1.

VOICING OR OVERCOMING AN INJURY

The HKR holds his face with both hands to signal the SKR's Category 2 offense.

JOGAI

"Leaving the contest area" The HKR indicates to the SKR that they are leaving the match area by pointing with their forefinger to the edge of the contestant's contest area.

MUBOBI (self-hazard)

The HKR touches his face with his hand, then turns the edge of his hand forward and moves his hand back and forth to signal the SKR that the competitor has endangered himself.

FIGHT TO AVOID

The HKR makes a circling motion with the forefinger pointing down to signal the SKR a Category 2 offense.

PUSH, DRINK, BREED, OR BREAST WITHOUT TRYING TO INSTALL IMMEDIATELY A TECHNIQUE OR A THROW

The HKR holds his fists at shoulder level or makes a sliding movement with his hands open to signal the SKR a Category 2 offense.

HAZARDOUS AND UNCONTROLLED ATTACKS

The HKR passes his fist to the side of his face to show the SKR a Category 2 offense.

LOCKED ATTACKS WITH THE HEAD, KNEES OR ELBOWS

The HKR touches his forehead, his knee or his elbow with his open hand to report an offense in Category 2 to the SKR.

SPEAKING TO OR SUPPORTING THE OPPONENT AND UNBEATEN BEHAVIOR

The HKR puts his index finger on his mouth to show the SKR a Category 2 offense.

SHUGO

"Summarizing the Judges" The HKR summons the SKR after the end of the fight / round or to propose a SHIKKAKU.

FLAG SIGNALS OF THE SIDE CREWTER

YUKO WAZA-ARI

IPPON FOUL

Warning on a foul. The corresponding flag we rolled up and circled, then follows the corresponding signal for category 1 or 2.

FORGOT CATEGORY 1

The flags are crossed with straight arms.

FORGOT CATEGORY 2

The SKR holds the rolled-up flag with a bent arm.

JOGAI

Tap the flag on the floor.

KEIKOKU

HANSOKU CHUI

HANSOKU

PASSIVITY

The flags are circled in front of the chest.

ANNEX 3: CODE OF CONDUCT FOR MAIN AND SIDE CIRCULATORS

This appendix is intended to assist the Chief Judges and Judges in situations where the rules and declarations do not provide a clear solution.

EXCESS CONTACT

If a competitor makes a scoring technique and immediately afterwards an excessive contact, the referees do not award the scoring, but instead issue a warning or penalty in category 1 (unless the injured party has caused the contact itself).

EXCESSIVE CONTACT AND EXTRAS

Karate is a martial art and demands high standards of behavior from the competitor. It is unacceptable for competitors to rub their faces, run or stumble, bow forward, take out their mouthguards or spit out or otherwise pretend that the contact was serious in encouraging the judges to pay a higher penalty To impose opponents. This kind of behavior is fraud and dishonors our sport; it should be punished as soon as possible.

If a competitor indicates that a contact has been excessive and the referees decide instead that the technique was controlled and has met all six rating criteria, the score will be awarded and a warning or penalty for faking or exaggerating. (Always considering that serious cases of pretending justify a SHIKKAKU.)

More difficult is the situation when a competitor gets a harder contact and goes down, then possibly gets up again (to stop the 10-second countdown) and falls again. The judges need to be aware that a Jodan foot technique is worth 3 points and as many teams and competitors are financially rewarded for medals, the temptation to engage in immoral behavior is even greater. It is important to recognize this as such and to impose the appropriate cautions or penalties.

MUBOBI

A warning or punishment is given to Mubobi if the competitor has been hit or injured by his own negligence or fault. That's what happens when you turn your back on your opponent, with a long, deep Gyaku-Zuki dive, without paying attention to the opponent's Jodan counterattack that stops fighting without the Referee having called "Yame" beforehand Cover falls or the concentration breaks down or if several times was not blocked or could not be blocked. Explanation XVIII to Article 8 states:

If the competitor is hit and / or injured excessively, he is given a Category 2 warning or penalty and refrained from punishing the opponent.

A competitor who has been hit by his own fault and exaggerates the interference in order to mislead the referees is either warned or punished for Mubobi and additionally for exaggeration, as there are two offenses.

It should always be kept in mind that a technique with excessive contact can under no circumstances be assessed.

ZANSHIN

Zanshin is described as a state of continued attention in which the competitor maintains total concentration, observes the opponent, and remains alert to possible counterattacks. Some competitors turn the body partially off the opponent after they have done a technique, but watch it and are ready to move on. The referees must be able to distinguish between this continued state of readiness and those instances where the competitor turns off, drops cover, and also stops concentration, effectively stopping fighting.

CATCHING A CHUDAN FOOT TECHNOLOGY

Should the referees score a Chudan foot technique if the opponent captures the leg before it can be withdrawn?

Provided the kicking competitor preserves ZANSHIN, there is no reason why the score should not be awarded, provided all six rating criteria have been met. Theoretically, in a real battle scenario, a powerful foot technique would have knocked the opponent out of action and the leg would not have been caught at all. Adequate control, the target region and the fulfillment of the six scoring criteria are the deciding factors in deciding whether or not it is a scoring technique.

DICE AND INJURIES

Since the opponent's grip and throw is allowed under certain conditions, it is the sole responsibility of the caregivers to ensure that their competitors are properly trained and able to intercept the case or land safely.

A competitor attempting to throw must comply with the conditions set out in the Article 6 and Article 8 statements. If a competitor throws his opponent according to these requirements and there is an injury, because the opponent does not intercept the case properly, the injured fighter is responsible and the thrower is not punished. Self-inflicted injuries can arise if a competitor does not intercept the case, but lands on his outstretched arm or elbow or clings to the opponent and pulls him on himself.

POINTS AT THE FALLEN OPPONENT

If a competitor is thrown or swept and the upper body is on the ground (torso or torso) while the opponent is using a scoring technique, the score is IPPON.

If a competitor makes a technique while the opponent is still falling, the referees take into account the direction of the fall, because if the opponent is eliminated from the technique, this is not effective and is not scored.

If the opponent's upper body is not on the ground, if the competitor makes an effective judging technique, the ratings described in Article 6 shall apply. According to this, the rating techniques for an opponent who is still falling, who sits or kneels, stands or leaps in the air and in all other situations where the upper body is not on the tatami are as follows:

1. Jodan kicks, three points (IPPON)
2. Chudan kicks, two points (WAZA-ARI)
3. Tsuki and Uchi, one point (YUKO)

VOTING PROCEDURE

To stop the fight, the Referee calls "Yame" and executes the necessary gestures. When the referee goes back to his starting position, the referees show their opinion on scores and jogai and - on request of the referee - also other fouls. The Referee announces the appropriate decision. Since the Referee is the only one able to move around the entire mat, approach the contestants, and talk to the Doctor, the Judges must seriously consider what the Referee will tell them before casting their final vote.

JOGAI

The referees must not forget to indicate Jogai by knocking on the ground with the respective flag. If the referee has regained his position, they then report a Category 2 offense.

DISPLAYING CONTROL ERRORS

In Category 1 offenses, the Judge first circles the corresponding flag and then flips the crossed flags for AKA to the left (when sitting on position 2 or 3) or to the right (when in position 1 or 4) with the red Flag in front and AO to the right (when in position 2 or 3) or to the left (when in position 1 or 4) with the blue flag in front. This allows the Referee to clearly identify which competitor committed the foul.

Anhang Karten mögliche Angriffe Real Self Defense



ERMAHNUNG „noch nichts passiert“

CHUKOKU

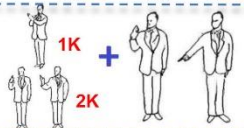
Verwarnung OHNE Punkte

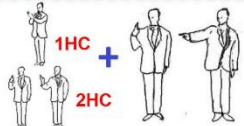

SHUGO

Zusammenrufen der Seitenrichter

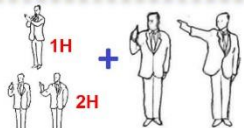
KEIKOKU

1 Punkt für Gegner


Zeigefinger in 45° Winkel **abwärts** zum Wettkämpfer

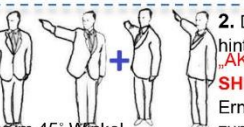
HANSOKU
CHUI
2 Punkte für Gegner

Zeigefinger **horizontal** zum Wettkämpfer

HANSOKU

(+MOBOBI)
8:0 verloren

Zeigefinger in 45° Winkel **aufwärts** zum Wettkämpfer
+ Ernennung des Gegners zum Sieger
„AKA (AO) **NO KATCH**“

SHIKKAKU

8:0 verloren


1. Zeigefinger im 45° Winkel **aufwärts** zum Wettkämpfer

2. Danach nach außen+ hinten mit dem Kommando „AKA (AO) **NO SHIKKAKU**“ + Ernennung des Gegners zum Sieger
„AKA (AO) **NO KATCH**“

ERMAHNUNG - „Noch nichts passiert“ / „keine Punkte“

Wenn der HKR das Zeichen nicht sieht, mit den Fäusten klopfen.



Eingerollte Fahne kreisen

Zeichen für Kategorie ① oder ②

CHUKOKU

Verwarnung



OHNE Punkte

Flagge gekreuzt mit **GESTREKTE** Armen

Eingerollte Flagge mit gebeugtem Arm

KEIKOKU

1 Punkt für Gegner


Eingerollte Flagge mit **GESTREKTEM** Arm **abwärts** zum Kämpfer

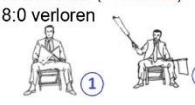
HANSOKOU CHUI

2 Punkt für Gegner


Eingerollte Flagge **horizontal** auf Wettkämpfer

HANSOKU (+ MUBOBI)

8:0 verloren


Eingerollte Flagge im 45° Winkel **aufwärts** zum Kämpfer

WERTUNG		
YUKO 1 Punkt 	WAZA-ARI 2 Punkte 	IPPON 3 Punkte
Arm im 45° Winkel abwärts zum Wett- kämpfer	Arm auf Schulter- höhe zum Wett- kämpfer	Arm im 45° Winkel aufwärts zum Wettkämpfer
Jede Faust- und Schlagtechnik	Fußtechniken CHUDAN (Bauch, Brust, Rücken, Seite)	Fußtechniken JODAN (Gesicht, Kopf, Hals + Folgetechniken am Boden)

VERGEHEN	
YOGAI Verlassen der Kampffläche 	PASSIVITÄT Vergehen nach Kategorie 2
Mit Flagge auf den Boden Klopfen	Flaggen werden vor der Brust umeinander gedreht

WERTUNG		
YUKO 1 Punkt 	WAZA-ARI 2 Punkte 	IPPON 3 Punkte
Arm im 45° Winkel zur Seite abwärts zum Wettkämpfer	Arm auf Schulter- höhe zum Wettkämpfer	Arm im 45° Winkel zur Seite aufwärts zum Wettkämpfer
Ansage: AKA (AU) ... YUKO / WAZA-ARI / IPPON		

Rücknahme	
der letzten 	Entscheidung
Gekreuzte Arme dann	scheidende Bewegung nach unten Handflächen nach unten

...NO KACH - "... ist Sieger" gleiches Zeichen wie IPPON 	AKA (AU) NO KACH
---	-----------------------------

SHOHMEN NI - REI - zum Kampfrichter 	Arme nach vorn gestreckt Handflächen vorwärts gerichtet
---	---

verbeugen

OTAGEI NI - REI - zueinander 	Die offenen Handflächen zueinander führen (Zeichen für verbeugen)
--	---

SHOBU HAJIME	
- Fangt an zu kämpfen 	Nach dem Kommando tritt der HKR einen Schritt zurück

SHOBU

- Arme zur Seite
- Handflächen nach
außen zu den
Kämpfern

HAJIME

Handflächen nach innen
- schnell zusammenführen
- dabei Schritt nach hinten

YAME		TSUZUKETTE HAJIME	
- Stop 	- weiterkämpfen (wie bei „SHOBU HAJIME“) 	Während des Kommandos schneidende Abwärtsbewegung mit dem Arm (von oben nach unten) „TSUZUKETTE“ „HAJIME“ 	