



Competition Rules Kumite

INTRODUCTION

The S Factor rules are “World Martial Arts Competitions”, they provide different categories to suit many of the martial arts disciplines. The S Factor rules were developed to be safe, simple, easy to implement and easy to understand. The “S” is for Skill and the scoring is about skill the competitor’s performance.

MANDATORY SAFETY EQUIPMENT

This is required or you will not be allowed to compete.

1. Gum Shield
2. Kick Boots (They must cover the toe nails and have no concealed heel).
3. Head Guard.
4. Gloves (The fingers and thumbs must be completely covered “Closed Finger”)
5. Groin Guard (Male Only)
6. Shin Guards (PU Only under gi bottoms)
7. A traditional KARATE Gi is also required in the KUMITE SECTION.

OPTIONAL SAFETY EQUIPMENT

This equipment is recommended and optional.

1. Groin protector for women.
2. Chest guard
3. Arm Guards
4. Full Face Head Guard.

PROOF OF AGE

Proof of age is required; all junior competitors should bring proof of age. The failure to do this may cause the promoter to with hold a winning title or award until the age of the competitor is authenticated through his school. This is on the competitors entry form.

PROOF OF AGE (continued)

In the case of a series of eliminators culminating a champion the champion's date of birth should be relevant to the date of the final or grand championships. Example at the date of the final grand championship he should still be the age criteria of the category they entered. If they compete for several eliminators then at the finals are unable to compete because they have had a birthday so they exceed the age of a category they may not be able to fight or defend that title.

CONTESTANT REQUIREMENTS

KUMITE: is the section for Traditional Karate. With respect to the many "Traditional Styles" a traditional Karate gi is a requirement to compete. You cannot compete in this section unless your wearing a traditional gi.

Each contestant must present them self to the referee when called, failure to do this may result in penalty points being given. The competitor must be ready to compete, and any object or jewellery that the referee feels will endanger either contestant must be removed at the request of the referee. Finger and toenails must be properly cut to eliminate possible chances of injury to an opponent. T-Shirts or baggy tops must be tucked in to avoid a kick becoming trapped or tangled.

Conduct is a fundamental part of martial arts, any undisciplined behaviour by competitors or their clubs can be penalised with points, disqualification or removal of the entire club without a refund.

POWERS OF OFFICIALS

TIME KEEPER: The appointed official supervises and controls the scoreboards time duration. He/She will start and stop at the command of the centre referee and will inform the centre referee when the contest time has expired. The time keeper keeps time for the centre referee and suspends contest time if requested by the centre referee. The time keeper may also double as a score keeper.

SCORE KEEPER: This appointed helper keeps score of both competitors. The judges or counter will reveal the scores of each competitor to the score keeper who record them. They will also be responsible for deducting penalty points under the instruction of the centre referee. All discrepancies are handled by the centre referee and not the score keeper.

SECTION MANAGER / CHIEF REFEREE: The Section Manager is the most experienced of the officials who is thoroughly versed on the rules and completely in charge of his/her mat, ring and match. Referees enforce safety & the rules to ensure fair play. He looks to his judges for a vote and the majority score is given to the score keeper to record.

The Section Manager and Chief Referee has control of the following:-

- Match starts and finishes with the referees command.
- Has the final decision on any dispute on score.
- Issuing warnings or points without a majority decision.
- Can over rule a majority rule to issue a warning or penalty or disqualification.
- Automatically disqualify competitors with more than 3 penalty points. (Referees may ask judges take a vote to disqualify a contestant for gross misconduct or disregard for safety including level of contact)
- Has power to issue time outs. (Competitors can ask for time outs, but it is at the discretion of the referee if he issues one).
- Give private and public warnings.
- Disqualify a contestant for excessive contact without a warning.

JUDGES must issue points or contests the way they see them. Judges may consult with the centre referee to help determine penalties or warnings, although the referee has the power to issue them alone. Judges may be called to vote on points, disqualification or penalties. It is the majority vote of the judges and referee that determines a point or win.

Kumite Judges are required to patrol edges of the mat arena; this is called mirror judging since each judge operates the 2 sides from opposite corners. As points are called the contest is stopped by the referee in a traditional format. They will step in between competitors should any danger present its self or injuries occur.

CONTACT LEVELS DEFINED

Excessive Contact: Is made when an opponent strikes with force in excess of that necessary to have scored a point. Although this is largely a judgement call, indications that contact has been excessive may be assessed by the following reactions:

CONTACT LEVELS DEFINED (Continued)

1. 🏳️ A visible snapping back of the head from the force of a strike.
2. 🏳️ A knockdown of an opponent (not recklessly charging into a technique or occurring in instances where the fallen party neither fell, slipped or was of balance).
3. 🏳️ A knockout of an opponent.
4. 🏳️ The appearance of severe swelling or bleeding. (Bleeding from other obvious external injury may be in itself grounds for excessive contact if it is considered the fault of a contestant).
5. 🏳️ The distortion or injury of the body from the force of a blow to the body.
6. 🏳️ All contestants are required to be able to compete within these contact requirements of their chosen category.

If a competitor prefers hard contact we regard that the purposeful use of full contact in another category as a coward's approach since we do have full contact categories. The disqualification of competitors using full contact or uncontrolled contact will be harsh and competitors considered bullying will be disqualified without refund.

Competitors must be able to compete within the confines of the category and format required controls for contact, do not enter any format or category unless you meet criteria and can control the contact levels it is unacceptable. How you train and what you train in is no defence in the interest of safety, contact levels and the rules are paramount and refs decision final.

SCORING POINTS

What constitutes a point: A point is scored when a *controlled legal karate technique* scored by a player *within bounds of the competition area* that strikes an opponent with a *controlled technique* using the *allowable force (SEE Contact Levels Defined)* & *touch contact to a legal target area*.

The guiding criteria are:-

- 🏳️ Was it a legal technique?
- 🏳️ Was it delivered with the required force?
- 🏳️ Was the player who scored in bounds?
- 🏳️ Had the match been stopped by the centre referee?
- 🏳️ Was either contestant down illegally when the point was scored?

AWARDING POINTS

Each time a point is scored the centre referee will stop the bout and award the points to the player who has scored.

WINNING A KUMITE MATCH

To win a Kumite Match you must meet one or more of the following criteria:

1. Exceed an 8 point lead.
2. Be ahead on points when the competition time expires.
3. If the score is equal at the time of expiry and the opponent has a penalty point.
4. If your opponent is found to be of a different grade to what is stated.
5. If your opponent has lied about his match up details.

KUMITE RULES (Summary)

Illegal equipment:

1. 🚫 Open fingered gloves
2. 🚫 Shin/instep
3. 🚫 Boxing gloves
4. 🚫 Bag gloves

NO DISCLAIMERS.

Duration of rounds: Each round will be 1 min 30 seconds for eliminators, 2 minutes for finals. Should scores be equal after this period an extra 30 seconds will be added in the further event of a tie the next clear point scored by both judges will decide?

Non scoring areas:

1. 🚫 Back of head
2. 🚫 Back of torso
3. 🚫 Below belt line

NOTE:

Sweeps must be foot to foot, no grabbing, no takedowns.

Sweep combination will be scored appropriately if scored before the call to stop

Illegal techniques:

1. 🚫 Spinning back-fist
2. 🚫 Hammer fist
3. 🚫 Straight finger thrusts
4. 🚫 Grabbing
5. 🚫 Throws
6. 🚫 Elbows/ knees

Should a three way final situation occur the competitors placing will be decided on wins, in the case where everything is equal total points scored will decide each competitors placing.

No direct facial contact for age groups 6/8 years, 9/11 years or 12/14 year old sections for boys and girls, all head strikes to hit head guard only.

When a section starts no persons are to approach the scoring table, should you require assistance please make yourself known to the officials who will then assist you.

Fighters will receive a maximum of 3 calls to the fighting area after which they will be deemed not present and the opponent wins by a walkover.

Where possible no two fighters of the same club will compete against each other in the first round.

One adult (16+) coach per fighter by the matt.

The coach has the right to call time where he thinks necessary, any abuse of this rule the fighter will be warned, 2nd warning will receive one point deduction, 3rd warning will lead to disqualification. The coach is not allowed to step into the fighting area unless invited by the judges.

NO UNSPORTSMAN LIKE BEHAVIOUR WILL BE TOLERATED, This Includes

1. 🚩 VERBAL ABUSE.
2. 🚩 HARRASSMENT.
3. 🚩 INTIMIDATION.

This includes fighters ,coaches, colleagues ,friends, families uncle Tom Cobbley and all.

Judging: - *Two mirror judges and a referee work so each point is given by the majority vote.*

How points are awarded:

Kumite: Scoring points are awarded by a majority agreement between judges and referee. When the majority agree a point is recorded by the score keeper. The semi contact categories are based on traditional stop start the first competitor to a set number of points wins. Each time the score is logged the contest is stopped, the score is logged then the referee resumes the contest. Contact level is light and controlled; lack of control can lead to disqualification.

Complaints procedure in writing to a MALYMPEX OFFICIAL or Sent to HQ.

ALL REFEREE DECISIONS ARE FINAL