

Tournament Rules

A. GENERALS RULES

Rules for the AKKO International tournaments

1. Hand or elbow strikes to the neck, back and face areas are not permitted. No strikes or kicks to joints.
2. All kicks and strikes to the groin are not permitted.
3. All punches and elbow strikes to the body are allowed except to the back.
4. Kicks to the head, body, legs and sweeps to the legs are permitted.
5. Fighters may only grab with palm up the opponents shoulder or behind the neck to execute a knee strike. Fighter cannot grab behind the neck with both hands.

B. PENALTIES

1. Any fighter who deliberately and intentionally strikes his opponents face, neck, and groin or kicks straight on to the knee joint will be disqualified forthwith.
2. If a fighter accidentally strikes his opponent in the forbidden areas, he will receive a warning or a penalty discretion of the referee. If the strike is where competitor cannot continue, it will be a disqualification on the discretion of the referee and judges. If a verbal warning is given and the strikes continues then the next step is to award 1/2 penalty to opponent. A third time will be a disqualification.
3. If a fighter continually moves outside the fighting area to avoid attack, he will receive warning or a penalty discretion of the referee. If Fighter continues to evade fighting by leaving the ring after 1st warning a 1/2 penalty will be awarded to opponent. A third time will be a disqualification. If opponent is pushed or driven out of the ring there will be no warning or penalty.
4. A fighter who repeatedly grabs and holds his opponent with both hands will receive warning or a penalty discretion of the referee. 2nd occurrence will be 1/2 point penalty, 3rd is a disqualification.
5. A warning, 1/2 point penalties and full point penalty are awarded. The referee can call any one of the 3 penalties (Example; if strike is illegal and causes opponent not to be able to continue he can disqualify competitor or if referee thinks the 1st strike was deserving of a penalty instead of a warning or he may disqualify fighter as of decreation of referee and judges.)

C. Criteria for Decision

1. The winner of the match shall be determined on full point(Ippon) or on a decision of 1/2 point (waza-ari) two 1/2 equal a Ippon.

2. Full point- Ippon
With the exception of a technique which is considered an illegal technique a fighter can win either by a knockout a full point or a decision.
3. Winning by a knock out: If a fighter is downed and cannot rise after three seconds a knockout is declared.
4. Winning by points: Any legal technique that connects and instantly downs his opponents so that his hand or knee touches the mat or if he doubles over and is not protecting himself, will be scored as one-half point. A one-half point will also be scored for a single leg-sweep or throwing technique only if it is immediately followed by a controlled punch. Meaning when they are on the ground you are not to make contact but throw non-contact punch. If contact is made penalty is awarded to grounded fighter.
5. A fight can be won if a fighter scores two, one-half points. If a fighter is knocked down, he has a count of 3 to get to his feet and 2 more seconds to get to the line and be ready to continue. If not the fight is considered a knock out. fighter has a total of 5 seconds to get to the line and be ready to continue.
6. Winning by a decision: If no points are scored in a match, the fight will be awarded on the basis of relative spirit and technique excellence of the participants.
7. Non-Contact penalties may or may not change a decision. For example in a case of an opponent already having a penalty for running out of the ring but has beaten their opponent during the whole match the judges will take into consideration what the penalty was for and how it affected the match.

D. JUDGES

1. All Referees and Judges are under the authority of the Tournament Chief Arbitrator.
2. If issues arise it is to be discussed with Chief Judge and not referees or other judges.
3. The Chief Judge has the right to expel any referee or judge for failure to act in the spirit of the tournament.

E. THE RING REFEREES & JUDGES

1. The Referee: Except when over turned by Chief Judge, all decisions are final in all matters including awarding of points, penalties, etc. The referee has one vote to determining winner, awarding points and determining disqualifications. The referee may give verbal warning.
2. Corner Judge: Has one vote to determining winner, awarding points and determining disqualifications. Corner judges will communicate with flags and whistle to the referee.
3. Coaches cannot talk to referees or judges. Any conduct out of line as a coach and the coach will be ejected from the ring area.

F. TIME KEEPERS

1. Has the responsible for tracking and recording of scores for each match. When The Referee signals the start of the match with the command of Kumite Hajime, the Match

can only be stopped when the referee commands it or time is up.

2. The Time keeper will throw in a bean bag or such item or/and ring a bell to signal that the time is up and the match is over.

G. COACHES

1. One coach per person in a corner. The coach may stop the match by throwing in the towel. No one may enter the ring except for judges, referees, Tournament arbitrator, medical staff & competitors. Coaches or parents are not to talk to referee or judges.

H. KNOCKDOWN ADULTS

1. Preliminary matches will consist of two, 2 minute rounds with a one minute rest period. If considered a draw there will be a one, 2 minute round to a decision. There cannot be a draw at the end of overtime.

2. Final matches will consist of two, 3 minute rounds with a one minute rest period. If considered a draw there will be a one, 2 minute round to a decision. There cannot be a draw at the end of overtime.

3. Equipment Knockdown is groin protector and mouth piece.

Division:

Men's: Light-weight under 155

Middle-weight 156 to 180

Senior's: 35 years and older no weight

division

Heavy-weight 181 plus

Women's: No weight limit

I. SEMI KNOCKDOWN ADULTS

1. Preliminary matches will consist of two, 2 minute rounds with a one minute rest period. If considered a draw there will be a one, 2 minute round to a decision. There cannot be a draw at the end of overtime.

2. Final matches will consist of two, 3 minute rounds with a one minute rest period. If considered a draw there will be a one, 2 minute round to a decision. There cannot be a draw at the end of overtime.

3. Equipment for Semi Knockdown is groin protector, mouth piece, cloth shin–instep pads, foam head gear and gloves. (head gear & gloves will be provided at the tournament).

Division:

Men's: Light-weight under 155

Middle-weight 156 to 180

Heavy-weight 181 plus

Women's: No weight

limit

Senior's: 35 years and older no weight division

J. SEMI KNOCKDOWN YOUTH

1. Preliminary matches will consist of two, 2 minute rounds with a one minute rest period. If considered a draw there will be a one, 2 minute round to a decision. There cannot be a draw at the end of overtime.

2. Final matches will consist of two, 3 minute rounds with a one minute rest period. If considered a draw there will be a one, 2 minute round to a decision. There cannot be a draw at the end of overtime.

3. Equipment for Knockdown is groin protector, mouth piece, shin–instep pads, foam

head gear with mask, chest protector and gloves.

K. YOUTH KUMITE

Division: Beginner under 2 years, Intermediate under 4 years, Advanced over 4 years or Black belt.

Age Groups

6-7

8-10

11-13

14-17

L. KATA & KOBUDO

Division: Beginner under 2 years, Intermediate under 4 years, Advanced over 4 years or Black belt.

Age Groups

6-7

8-10

11-13