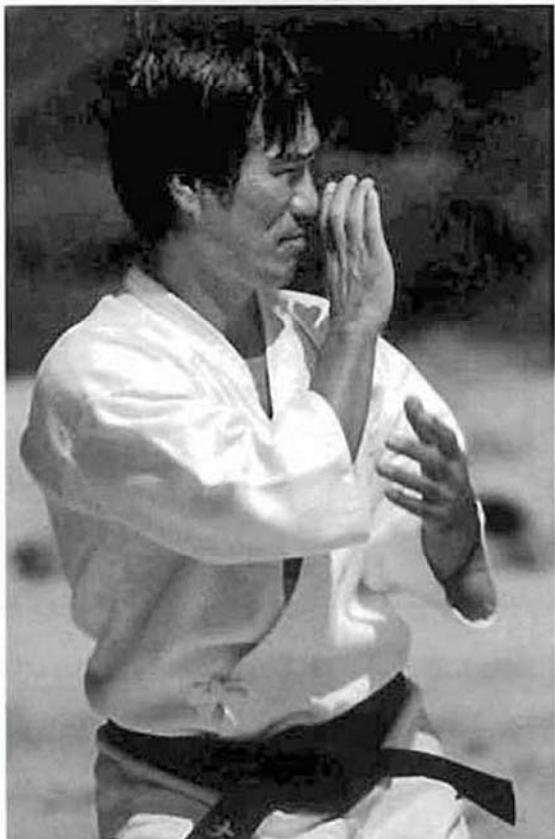


SKA Tournament

Rules and Regulations



ANN EKHAM

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SKA Tournament Rules and Regulations

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SKA Tournament Rules and Regulations

The Origin of SKA Tournament Rules

In the early 1950's, martial arts were disappearing in post WW11 Japan. The most popular martial arts had been outlawed as too dangerous by the occupying forces. Because karate was relatively unknown, an argument by Professor Ohama (pictured at right), later President of Waseda University, that karate was much like boxing, a harmless sport, was accepted by GHQ. This led to the availability of the Budo Building for practice sessions of the Waseda University Karate Club. Founded by the father of modern day karate, Gichin Funakoshi, this club was one of the first university karate clubs in the world at one of the most prestigious universities in Japan.



The Waseda University Karate Club's captain in 1952 was a young economics major named Tsutomu Ohshima. Mr. Ohshima was concerned that karate would disappear, as it was nowhere near as popular as baseball, basketball and the other more modern sports that regularly held exhibitions and competitions well attended by a public eager for distraction. Although exchange practices with the Keio University Karate Club (Waseda's sister karate club and the oldest university karate club in Japan) were not uncommon, they were intensely violent and bloody affairs, unsuitable for a public still healing from a brutal and costly war. In the late 1940's, many seniors had come back from the war and were practicing. However, the practices were so strenuous that most did not last more than a few years. Also, many considered karate to be rather old-fashioned. Mr. Ohshima decided that they must take the risk to create some kind of exhibition or competition to popularize karate or it would inevitably sink into obscurity.



Mr. Ohshima's plan in 1952 was to show traditional karate-do to the public by both exhibition and competition. Mr. Ohshima devised a set of rules that would minimize injury yet still show the spirit, realism and mentality of karate. Originally, only senior Nidans and Sandans (2nd and 3rd degree black belts) were eligible to fight. Mr. Ohshima felt that only these senior members would have the necessary control to fight realistically without great injury to each other. At this time in Japan, Sandan was a top rank. Mr. Ohshima felt that officials must be both serious and humble, and should never officiate their own students' matches. The original plan was two high-level referees, with 4 corner judges. Fighters must exhibit perfect control with kime, and accept all rulings with grace and dignity.

In October of 1952, the first jiyu kumite exhibition tournament was held at Meiji University auditorium, culminating with Mr. Ohshima facing Mr. Endo in an exciting match. The following month the first jiyu kumite competition was held at Waseda University Dojo, between Waseda captained by Mr. Ohshima and Keio University captained by Mr. Yamamoto and vice-captained by Mr. Yasuhiko Mochizuki. Seniors from Takushoku University were invited to officiate. Mr. Mochizuki has publicly credited Mr. Ohshima with creating and popularizing tournament jiyu kumite in Japan. In 1953, jiyu kumite tournament fighting was refined and popularized by Mr. Mochizuki, from Keio University, and Mr. Kamata-Watanabe of Waseda University through the University League.

After coming to America, Mr. Ohshima conducted the First Annual Nisei Week Karate Exhibition in the Koyasan Temple in Los Angeles, California in 1957. SKA's Nisei Week Tournament is the longest running annual karate tournament outside of Japan, with Shotokan Karate of America members coming from all over the U.S. and Canada to fight. The Nisei Week Tournament is currently held at Caltech University in Pasadena, California, which boasts the oldest university karate club in America, the Caltech Karate Club, founded by Mr. Ohshima in 1957.

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System of Judging: Four Corner Judges with One Referee

Referee and judges must always bear the following points in mind:

1. The primary responsibility of the referee is to the safety of the contestants.
2. Referees and judges must be absolutely neutral and impartial.
3. Referees and judges must always comport themselves with dignity and self-possession.
4. Referees and judges must with utmost attentiveness and concentration watch and observe every detail of the match they attend and pass a correct judgment on every move of the contestants.
5. Referees and judges during a match may not exchange words with anyone except the arbitrator, his colleagues attending to the same match, and the contestants.
6. The quality of the judgment and attitude in match operation shown by referees and judges exerts a profound effect on the progress of karate-do match operation. It is therefore required that every referee and judge demonstrate exemplary efficiency, speed, and refined behavior.
7. Referees and judges should not officiate their own students' matches, unless absolutely unavoidable.

Personal Requirements and Conduct for Competitors:

1. All competitors must conduct themselves in the spirit of Karate-do.
2. Both competitor and gi must be sanitary.
3. Fingernails and toenails must be cut short.
4. No rings, bracelets, or other potentially harmful jewelry may be worn.
5. All bandages, ankle wraps, head wraps, protective equipment, etc., must be approved by referee (mouth guards, standard hand guards, and protecting cup may be worn).
6. There shall be no conversation between competitors.
7. Competitors have no say in arguing or contesting a point of decision.
8. Any protests must be lodged by the competitor's coach with designated tournament arbitrator. Only complaints involving direct violation of rules will be heard.

Individual Competition:

1. Shobu ippon (match one point)

2. Victory or defeat shall be awarded on the basis of:
 - o Ippon (one full point or two half points)

Referee with judges will decide whether a point or half point has been scored. Relative weight of opinions are as follows: each judge's opinion weighted at .5; referee's opinion weighted at 1.5, due to superior proximity, visual angle and experience. An unprotected kick to the face of an opponent can be an ippon. A technique that would knock out an opponent cold in a real situation could be considered a full-point, depending on the decision of the judges and referee, even though it is controlled in the tournament. Jodan attack versus Chudan: In an equal exchange, a jodan attack should always be considered to score over a chudan attack.

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- Decision

If time expires with no winner, then referee will ask judges for a decision. (See [Time Expires Decision Table](#)) In case of a tie an extended match (enchoesen) is called for. Their decision will be based on the following:

1. Whether there has been a half point (waza-ari)
2. Whether there has been a warning or a foul
3. The number of escapes outside the match area or warning for such (jogai-chui)
4. Relative excellence in fighting attitude
5. Ability and skill
6. Fighting spirit
7. Excellence in strategy

- Defeat due to foul or disqualification (counted as ippon in scoring)

The following techniques or acts are prohibited:

1. Excessive contact
2. Direct attacks to eyes, groin, throat or knees
3. Unnecessary grabbing, clinching, or bodily crashing
4. Dangerous throws
5. Excessive moving out of match area or moves wasting time
6. Any unsportsmanlike, discourteous behavior

3. Warnings:

- Jogai Kei Koku (going out of bounds): These out of bounds warnings should be strictly enforced by the judges and referee.
1st outside jogai: (point to offender's foot, no action taken)
2nd outside jogai chui (point to belly, half point to opponent)
3rd outside jogai hansoku chui (point to face, disqualified)
- Hansoku (excessive contact warnings)
1st contact: kei koku (point to foot, no action taken)
2nd contact: chui (point to belly, half point to opponent)
3rd contact: hansoku chui (point to face, disqualified)
Note: referee may proceed to any level for contact warnings! ‘Unofficial’ warnings, with no action taken, may be given by the referee, at referee’s discretion.
- Wasting Time Warning: If it is obvious a competitor is wasting time, because of him being a half point ahead, after the second warning, a half point may be awarded to his opponent at the discretion of the referee.

NOTE: Referee looks at contestant when giving a warning or foul. Referee looks straight ahead when awarding points or declaring a winner.

Length of Match:

1. Each match shall be two minutes.

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2. If time expires with no winner, and referee and judges decide a draw, an extended match (enchoosen) shall be two minutes long. It is considered a "Sudden Death Match." The competitor to receive the first full point (ippon), or half point (waza-ari) shall be declared the winner.
3. If by the end of the overtime match, no full or half point has been awarded, the judges and referee must decide upon a winner. It would be based on: warnings, out of bounds, technical fighting level, and overall spirit. In case of a tie, referee will have the deciding vote. (See [Time Expires Decision Table](#))

Team Competition:

1. Each team shall consist of five members and one coach.
2. Each individual match of team competition shall be governed by rules of individual competition (except no enchoosen -- overtime match). If both opponents acquire a draw at the end of regulation time, that match is cancelled out equally for both sides.
3. The winning team shall be the team with the most wins. If both teams have the same number of wins, then the team with the most full points (ippons) shall be the winner. If both teams have the same number of full points, then the team with the most half points (waza-aris) shall be the winner. If the above methods all result in a tie, then both teams must choose a member to fight an extended match (enchoosen). If that match is declared even, a different member of each team shall be chosen to fight until a winning team is decided. (A full point overrules two half points; a disqualification is considered a full point).
4. The team member fighting order must be predetermined and cannot be changed until after the first round.

Guidelines for Coaches:

1. At arbitrator's discretion, coaches *may* unobtrusively interact with their own fighters during the line-up.
2. Coaches, and only coaches, may talk to their fighters or team during the tournament.
3. Fighters may not address anyone but their own coach in the event of a complaint.
4. Only coaches may register a complaint to the arbitrator.
5. Coaches should interact with the fighters and other officials with courtesy, consideration and respect, regardless of outcome.
6. It is the coaches' responsibility to verify that their fighters know the rules, are in acceptable condition to fight, and have the proper equipment.

Technical Aspects of a Jiyu Kumite Match

1. When there is a clash or simultaneous attacks between two opponents and one attacks the face and the other attacks the body, the attack to the face should be called as a point.
2. When there are simultaneous attacks between opponents and one opponent is going backwards and the other has forward momentum into his opponent, the opponent going forward should be given the point.

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3. If one opponent aggressively attacks an open area of the other while his momentum is swiftly going backward, the attacking opponent should not be given the point. The backward momentum would absorb the power of the attack.
4. If an attacking opponent scores a point while his opponent just puts his foot outside the boundary of the match area before the referee announces "Yame!" the point can still be called.
5. If the opponent who puts his back foot outside the match area scores a point on his opponent before the referee calls "Yame!" the point should not be counted.
6. If both opponents attack equally vulnerable areas simultaneously, the exchange should be called a clash, or no point.
7. An opponent is only allowed one warning for excessive contact, grappling, unsportsmanlike conduct, or for any other infraction of the rules. If the above rules are violated a second time, the opponent is awarded a half point. If a third warning is necessary, the contestant is disqualified. It is counted as a full point (ippon) in scoring.
8. The winner of the match is the first opponent to receive two half-points or one full point.
9. If an opponent only achieves one half-point by the end of the match and the referee has to call for a decision from the judges, the opponent who has the half-point should be declared the winner.
10. If a draw is declared between two opponents after the first match, they will fight in an immediate extended two-minute overtime called "sudden death." The first person who scores a point (ippon or waza-ari) shall immediately be declared the winner (individual match only).
11. The matches and overtime shall be two minutes long. The time keeper will stop the time every time the referee announces "Yame" and start the time when he announces "Hajime." The time keeper shall also announce the last 30 seconds to the referee.
12. The contestants may not use protective devices (except mouth guards, standard hand guards and protecting cup). Safety devices may be permitted if approved by the judges and referee to help prevent hazards or to protect injury to the contestant. Referee is responsible for checking acceptability of hand guards and other safety devices prior to the match.
13. When a contestant has suffered a minor injury and refuses to continue the match or requests permission to quit, he shall be declared the loser.
14. If a contestant sweeps the leg or throws his opponent, he must immediately follow-up with a strike in order to be awarded a half (or full) point. Other possible full points, at the discretion of the referee, include, but are not limited to, a well timed, controlled and executed Jodan Oizuki, Jodan Mawashigeri to the temple, and Jodan Yokogeri Kekomi.

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Methods of Signaling by the Referee

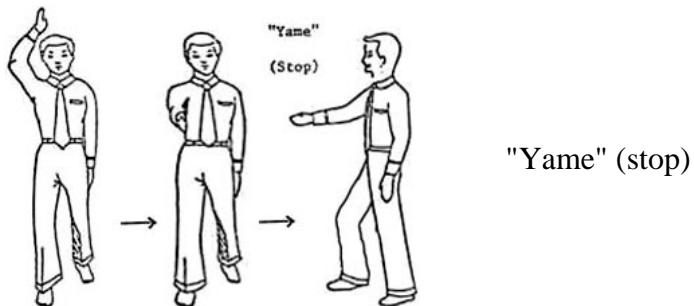
NOTE: For predominantly English speaking venues, referee's commands may reflect this for clarity of communication.

I. Start of match. Referee stands on prescribed spot.

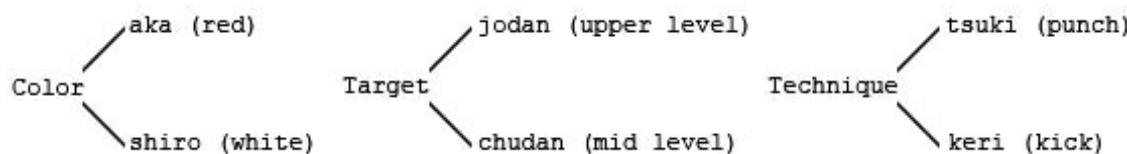


"Shobu ippon Hajime" (Match one point begin)

II. Interruption or end of match. Contestants and referee return to their prescribed positions.

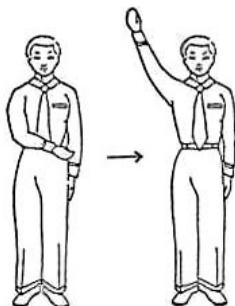


III. Before announcing waza-ari (half point) or ippon (full point), the referee must verbally indicate in the following order:



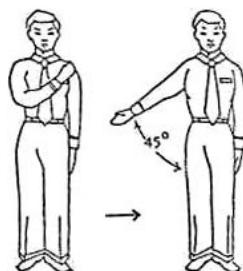
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IV. Ippon (full point) or "Shiro (aka) no kachi" (White [red] winner) or "Awasete ippon" (two half-points recognized as one full point)



Extend arm above shoulder indicating: decisive technique scored; winner by decision, foul, disqualification, renunciation; or two waza-ari equalling one ippon.

V. Waza-ari (half point)



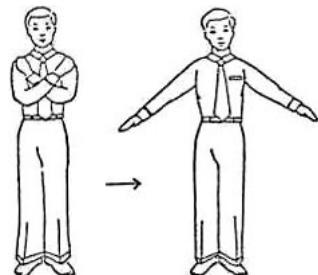
Extend arm below shoulder indicating effective technique scored.

VI. Ai-uchi (same time)



No point scored for either party; fists poked in front of the chest.

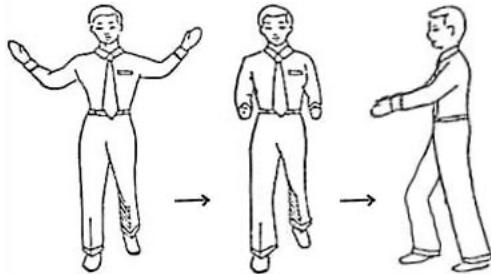
VII. Torimasen (I don't take it)



Technique not accepted as effective; arms crossed before the body are brought down to half-open position with the palms of hands down.

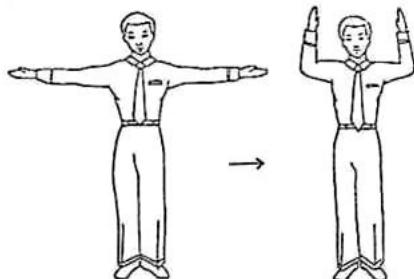
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VIII. Tsuzukete hajime (resume fighting, begin)



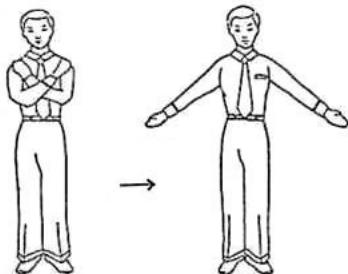
Referee, standing in his prescribed position, withdraws backwards his leg (zenkutsu dachi) and closes his arms, widely opened obliquely upward to meet before his body.

IX. Fukushin shugo (Judges assemble)



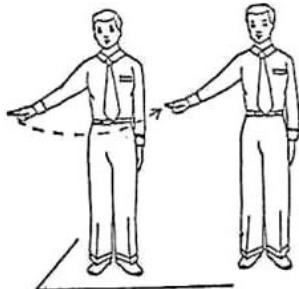
Referee calls together the judges: stepping out of the match area, blows whistle long-short, signaling with both arms raised high; the judges assemble in front of the arbitrator.

X. Hikiwake (Draw)



The arms are crossed over the chest, then brought down with the palms of the hands showing to the front. The arms are stopped in a low, half-open position.

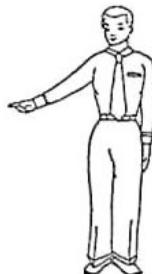
XI. Jogai chui (Warning for going outside match area)



With index finger point first to floor outside the match area; then to the belly of warned contestant, awards half-point to opponent.

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XII. Hansoku chui (Warning)



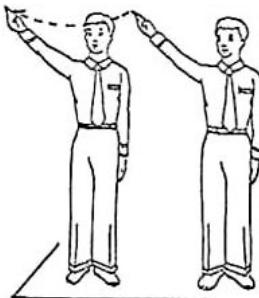
Referee points with his index finger to the belly of the warned, awards half-point to opponent.

XIII. Hansoku (Foul)



Referee points with his index finger to the face of the violating contestant, disqualifies him, and announces victory for the other contestant.

XIV. Shikkaku (Disqualification)



Referee with his index finger points to the face of the disqualifying contestant with a loud and distinctive proclamation; then to the area outside the match area; and announces victory for the opponent.

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XV.

Other Common Terms Used by the Referee

- NOTE: In predominantly English speaking venues, Referee may use English when proclaiming points and fouls for clarity of communication.

Term	Translation	Explanation
Tsuzukete	Fight on	Resumption of fighting ordered when interruption occurs unproclaimed by referee
Moto no ichi	Original position	Contestants and referee must return to their prescribed positions
Jikan	Time	Instruction to the timekeeper to stop time.
Ato shibaraku	A little more time left	A bell signal will be unmistakably sounded 30 seconds before the end of the match.
Aka (shiro) hansoku, shiro (aka) no kachi	Foul by the red (white), victory of the white (red)	Referee with his index finger first points to the face of the violating contestant; then raises his arm above the shoulder toward the winner.
Aka (shiro) kiken, shiro (aka) no kachi	Renunciation by the red (white), victory by the white (red)	Referee with his index finger points to the position of the renouncing contestant; then raises his arm above the shoulder toward the winner.
Hantei	Judgment	Standing outside the match area (there is no stipulation as to what specific place outside the match area he should stand), the referee requests the judges by a long-short whistling to express their opinions, and by a short whistling to put down their flags.
Encho	Extension	First half point or full point wins; if none scored then judges and referee must decide winner.

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Methods of Signaling by the Judges

I. The judge blows a whistle when he expresses his opinion to the referee



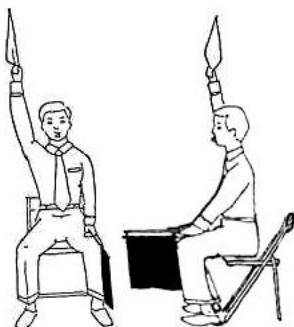
Sitting position for judges: On edge of seat, straight back, lean slightly forward holding flags straight out from knees parallel to ground.

II. Waza-ari (half point)



Stretch arm sideways at 45 degree angle, simultaneously blow whistle sharply.

III. Ippon (full point) or declaring winner



Ippon (full point); Shiro no kachi (white winner) or Aka no kachi (red winner). Stretch arm upright with appropriate flag.

IV. Jogai (outside)



Continually blow short bursts with whistle or tap floor with flag.

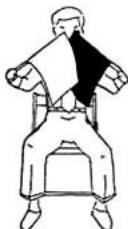
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V. Ai-uchi (same time)



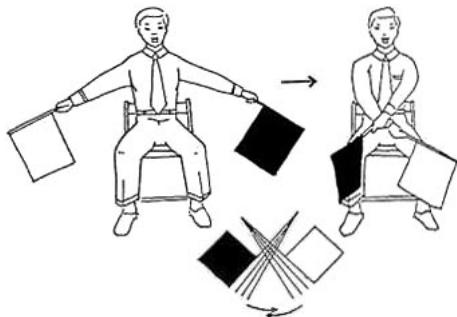
Bring ends of flag poles together before chest.

VI. Mienai (couldn't see)



Cover eyes with flags.

VII. Fujubun (no point)



Cross flags several times before knees.

VIII. Hikiwake (draw)



Cross flags above head.

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IX. Hansoku Chui (warning of foul)



Rotate flag with wrist in small circle while continuously blowing short bursts with whistle.

X. Hansoku (foul)



Wave flag in big circle while continuously blowing short bursts with whistle.

- Judges **must** blow whistle each time they discern a point or half point has been scored.
- Judges **must** always give an opinion when referee calls ‘Yame’; either half-point, full point, no point, didn’t see, same time, or some foul.
- Judges **must** continue to express their opinion until they are sure the referee has seen them, or until referee gives his ruling.

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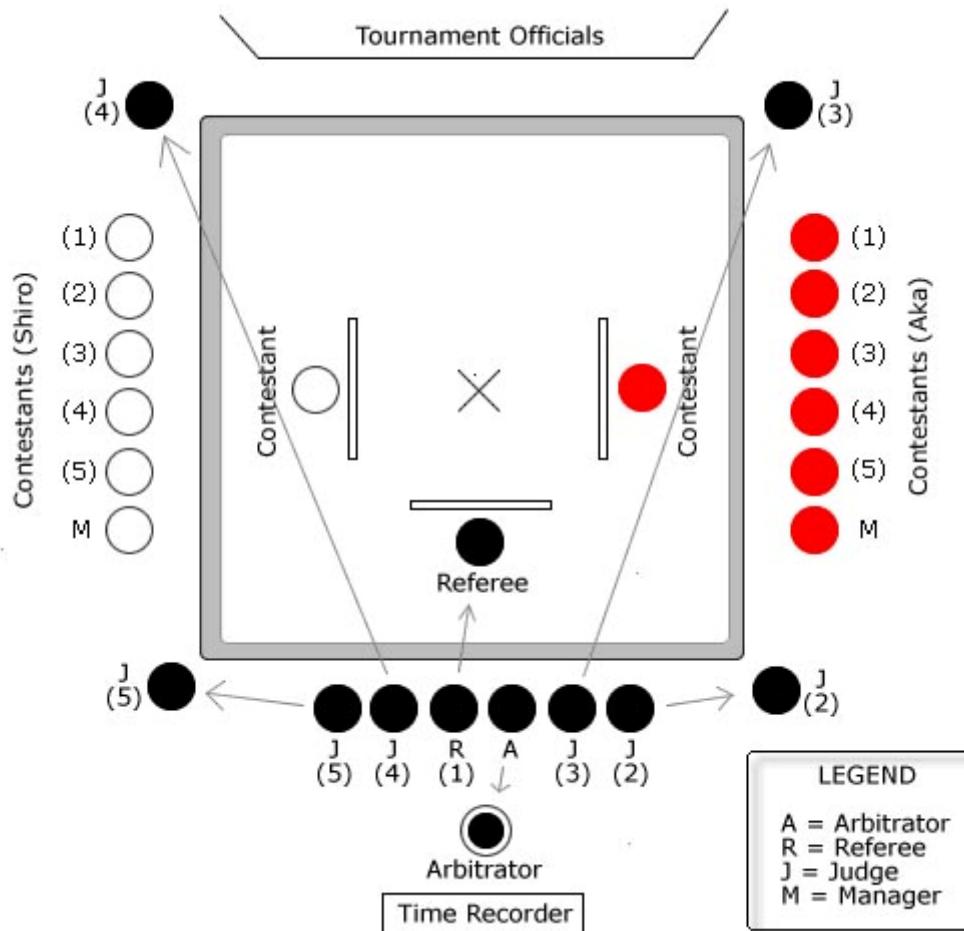
Time Expires Decision Table

If at the end of regulation time, no contestant has scored a full point, the judges decide the winner, with referee as tie-breaker.

P	P	P	P	Victory of shiro
P	P	P	■	Victory of shiro
P	P	P	◇◆	Victory of shiro
P	P	◇◆	◇◆	Victory of shiro or a draw; depends on the judgment of the referee
■	■	■	■	Victory of aka
■	■	■	P	Victory of aka
■	■	■	◇◆	Victory of aka
◇◆	◇◆	◇◆	◇◆	Draw
■	■	◇◆	◇◆	Victory of aka or a draw; depends on the judgment of the referee
■	◇◆	◇◆	P	Draw
■	■	P	P	Draw, victory of shiro, or victory of aka; depends on the judgment of the referee
P	◇◆	◇◆	◇◆	Draw
■	◇◆	◇◆	◇◆	Draw
P	P	■	◇◆	Victory of shiro or a draw; depends on the judgment of the referee
■	■	P	◇◆	Victory of aka or a draw; depends on the judgment of the referee
P				= shiro (white), ■ = aka (red), ◇◆ = hikiwake (draw)

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Pre- and Post-Match Line-Up Positions for the Arbitrator, Judges, Contestants, and Managers



1. Prior to the match, and prior to taking up their prescribed positions, all of those concerned at the match site must first bow facing the front and then to each other.
2. At the end of the match, all of those concerned must return to their original positions, stand correctly, bow to each other and facing the front, and finally dismiss.
3. When the referee is to be replaced, or when all judges as well as the referee are to be replaced, the replacing official(s) shall first stand within the match area, face to face with the retiring official(s), and exchange a bow with them before actually taking over their position(s).
4. The red/white distribution shall be: the red to the right and the white to the left in relation to the face of the referee.
5. Participating contestants shall be positioned according to the diagram shown above. No alteration of this order may be made during the match, once started.
6. As a general rule, the arbitrator shall be positioned more than 2 meters away from the front side line of the match area. Where technically difficult, however, this rule may be circumvented.

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7. Depending on the floor shape, the recorder and the timekeeper may be positioned beside the arbitrator. If there are no tournament officials, recorder, timekeeper, and arbitrator may be positioned opposite the referee.
8. As a general rule, all the line markings on the floor shall be in distinct white and 0.05 meters in width.
9. All measurements shall be made between the inner sides of lines.
10. As a general rule, each of the judges shall be positioned 0.5 meters away from the corner of the match area. Where technically difficult due to floor shape, etc., this rule may be circumvented.
11. Contestants shall be positioned 8 feet (approx. 2.44 meters) from each other. Referee shall be 4 feet (approx. 1.2 meters) from center of match area.
12. Match area shall be 26.25 ft. X 26.25 ft. (8 meters X 8 meters).