



# OKINAWA KOBUDO RENGO-KAI

## 2017 INTERNATIONAL KOBUDO TOURNAMENT KATA AND KUMITE RULES AND GUIDELINES

The following pages describe the rules and guidelines for the 46<sup>th</sup> Annual International Kobudo Championships, presented by Shito-Ryu Karate-Do Genbu-Kai on Saturday, February 25, 2017.

Please read the rules carefully. Changes may be made at the discretion of tournament officials. At the tournament, please address any questions to the Tournament Director, Sensei Thanh Nguyen. If you have any questions prior to the tournament, please contact Shihan Fumio Demura at the Santa Ana Dojo:

1429 N. Bristol, Santa Ana, CA 92706      (714) 543-5550      jkfitosu@juno.com

### SET-UP

- I. Each competitor may enter one kata division and one kumite division only.
- II. Composition of divisions may be adjusted at the discretion of Tournament Officials.
- III. Uniforms
  - A. Competitors – regular karate uniform – gi
  - B. Referee/Judges – same as karate referee uniform – blue jacket, gray pants, white shirt, black shoes with rubber sole (no wood/metal sole), appropriate tie.

### KATA

- I. All kata divisions are mixed male and female.
- II. It is PROHIBITED for the weapon to make noisy or hard contact with the floor.
- III. References to ranks in descriptions of Kata Divisions are for KARATE RANKS.
- IV. Kata Selection:
  - A. In JKF Kobudo Kihon Kata Divisions W1 through W9 competitors may only perform JKF Kobudo Kihon Kata.
  - B. In Open Kata Divisions W10 through W12, competitors may perform any Kobudo Kata.



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### KUMITE

Kobudo Kumite (weapons sparring) is a relatively new development. Its main purpose is the vigorous application of weapons techniques as practiced in weapons kihon and katas. Following are the rules and guidelines for the Kobudo Kumite tournament on Saturday, February 25, 2017.

**Kobudo Kumite techniques shall be executed with proper distance, speed, timing, and power, while remaining under control, with safety and a display of good sportsmanship at all times.**

- I. Set up:
  - A. Ring – same as karate kumite ring – eight (8) meters square
  - B. Weapons – one full set only of weapons for each ring
  - C. Flags – same as for karate kumite competition
    1. Red – Aka
    2. Either White or Blue – Shiro or Ao
  - D. Officials
    1. Referee/Judges – one center Referee and four (4) corner judges
    2. Helpers – minimum of 1 scorekeeper, 1 timekeeper, 2 helpers to prepare competitors
  - E. Time – two (2) minute continuous clock (Referee can stop clock with time-out)
  - F. Weapons for each match – will be provided and must be returned
    1. First, competitors will draw to see which one has first draw for weapons selection
    2. Second, each competitor will draw lot for weapon to be used in match
  - G. Protective Gear
    1. Head Gear – will be provided and must be returned
    2. Head Scarf, for wearing under Head Gear – will be provided and must be returned
    3. Gloves – either the competitor's own sparring gloves, or gloves provided and must be returned
    4. Groin protection required for males
    5. Optional gear competitors may bring – shin, arm, chest protection
  - H. No coaching will be allowed – in Kobudo Kumite competition, persons insisting on coaching may be ejected from the tournament – no refund of any fees or costs.



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### KUMITE (Continued)

#### II. Points:

- A. Points awarded are one (1) point = two (2) Wazari (half points) that may be awarded
- B. All matches except final match will be for two (2) points = four (4) Wazari half points
- C. Final match for first and second place will be for three (3) points = six (6) Wazari half points
- D. Winner of each match must report to scorekeeping table
- E. A fully successfully executed technique will be awarded Wazari (half point)
- F. Targets allowed:
  - 1. Men (top of head)
  - 2. Do (side of body, stomach, back)
  - 3. Kote (forearm – between elbow and wrist only)
  - 4. Tsuki – spearing motion toward stomach
  - 5. Ashi (lower leg – between ankle and knee only)
- G. Tie – Enchosen
  - 1. Sudden death – no time limit
  - 2. First point wins
  - 3. Penalties carry over

#### III. Categories of Illegal Actions:

- A. Jogai (stepping out of competition area of the ring)
- B. Techniques/Targets:
  - 1. Strike to throat
  - 2. Strike to face
  - 3. Strike to side of the head
  - 4. Strike to groin
  - 5. Wild attacking without control or defined techniques
  - 6. Grabbing opponent
  - 7. Grabbing opponent's weapon
  - 8. Using non-weapon techniques – throwing, punching, kicking, etc.

#### IV. Penalties – Jogai penalties are separate from penalties for Illegal Techniques, Targets, and Contact:

1 <sup>st</sup>	Chukoku	Warning
2 <sup>nd</sup>	Keikoku	Warning
3 <sup>rd</sup>	Hansoku Chui	Warning
4 <sup>th</sup>	Hansoku	Disqualification