

World Karate Guild



Kyokushin Kumite Rules using the Traditional Clicker Scoring System



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Introduction

Clicker is a multiple scoring fighting discipline specific only to Kyokushinkai Karate available to men, women, and children. The main reason we practice this discipline today is to build balance, co-ordination, speed and accuracy of techniques in combinations. It also encourages fighters to become more technical and to understand the importance of movement and fighting strategies when faced with opponents of all different sizes and skill levels. It also allows inexperienced fighters the opportunity to pit their skills against more experienced opponents in a safe environment thus allowing them to gain in confidence.

The aim of Clicker is to score more points than your opponent during each match. Points are awarded for correctly executed attacking techniques directed at the opponent's recognised target areas. No points will be awarded if the opponent successfully defends an attack. Some techniques will score one point; others are worth two points to encourage more adventurous fighting.



Rules for Clicker Karate

1. Match Area

- a. The match area must be 8 meters square
- b. Safety mats are recommended by the WKG. They must cover the match area.
- c. The safety mats must cover an area of 10 meters squared to ensure there is a one-meter safety zone around the edge of the match area.
- d. The marking out and the position of the fighters and the judging officials and table officials are shown later in the document.

2. Clothing and Accessories

- a. All fighters must wear a clean white karate Gi during each fight.
- b. All karate Do Gis must have the Kyokushin calligraphy badge, and where required the country-of-origin badge sewn on in the correct places.
- c. For the judges to distinguish between the fighters they will be required to wear either a white or red belt.
- d. All fighters must ensure their finger and toenails are cut short.
- e. All fighters must ensure that they are not wearing any jewellery (such as rings, earrings, and watches that may cause injury to their opponent or themselves).
- f. The Match Referee's decision is final.
- g. Fighters may wear only soft hair bands.
- h. Hand mitts, groin protectors (boxes), shin and instep pads must be worn by each fighter.
- i. Women must wear a recognised breast protector.
- j. Eyeglasses (spectacles) are not allowed to be worn by fighters.
- k. Soft contact lenses may be worn at the fighter's own risk.
- l. Fighters can wear no bandages or supports unless agreed by the organisers before the fight. This will only be agreed in extreme circumstances.

3. Who can enter Clicker – categories

The minimum grade for a clicker fighter is 10 KYU (Red belt). The categories are:

- a. Adult Men (16 +)
- b. Adult Women (16+)
- c. Cadet – (16 and 17 year olds)

- d. Junior - (10- to 15-year-olds)
- e. Peewee - (6- to 10-year-olds)

4. Methods of Match

There are two types of matches, the individual match and the team match.

a. Team Match

Teams can consist of the following:

1. **Male team** shall normally consist of 5 members (Fighters).
2. **Female team** shall normally consist of 3 members (fighters).
3. **Cadet team** is a mixed sex category. Each cadet team shall normally consist of two boys and one girl. In the cadet category boys will not normally fight girls.
4. **Peewee team** shall normally consist of three members from either sex. In the Peewee category girls are allowed to fight boys. (These are guidelines and maybe altered if required by national tournament organisers i.e., larger teams, girls v boys and so on)
5. **Mixed team event** – 1 Adult Male, 1 Adult female, 1 Peewee, 1 junior low grade (yellow belt and below) and 1 Junior high grade. (Green belt and above) In this event each member (fighter) will compete against the equivalent opponent in the opposing team.

Each team may also have a reserve fighter (clearly nominated on the original entry form) who can be used if another team member is unable to carry on fighting due to injury.

Team members can win, lose or draw their respective matches, unlike individual matches where the fighters can only win or lose (refer to section 17). However, it may be decided that matches within a team event can only be a win or lose outcome. This may be beneficial for mixed team events where a draw would require the additional fight to be a repeat

Each team should have an appointed Team Representative. This can be a team captain (fighter) or a team coach (non-fighter).

The Team Representative must have the skills to be able to lead, manage and co-ordinate his fighters so that they are in the right place at the right time dressed correctly. In the past, late arrival at the Match Area has led to the whole team being disqualified from the event.

The list of team members and the team representative (the entry form) should be submitted to the event organisers well before the event at a time decided by the event organisers (usually two weeks before).

During the competition it is the responsibility of the team representative to ensure they submit the required documentation to the event organisers by the allocated times, and be available for discussion before, during and immediately after the event.

The team representative is responsible for the whole conduct of his team during the event. He must ensure that the fighters are ready for each match at the required time, dressed appropriately and ensure that each fighter always complies with the event officials.

The team representative must ensure that his team members follow the fighting order correctly. If there is a mix-up and a team member fights the wrong opponent, the whole team will be disqualified from the event.

Once the fighting order has been submitted to the table officials by the team representative it cannot be changed.

Peewee/junior teams (consisting of 3 members)

1. The teams are free to line-up in any order according to their coach (not in heights) and submitted via a team sheet presented to the table accommodating the fight.
2. A team consists of a minimum of two fighters. If conceding a fight due to a missing team member, the team coach can nominate which fight is conceded on the submitted sheet (blank space in **any** of the three positions).
3. If both teams have only two fighters, then the first named on each sheet shall compete against the first named on the opposing sheet regardless of which fighting order number they have submitted.

The team with the greatest number of wins decides the team match result. If at the end of the match the teams are even, a fighter from each team will be selected by the team representative to fight a deciding match where a decision must be made (no further draw). There is an exception to this rule for mixed teams where fighters are in matched categories. In these circumstances the tournament referee will call the team representatives together to draw lots as to what category the deciding fight will be. For further clarification contact the tournament Chief Referee.

If a team enters a competition with less fighters than is expected by the organisers (i.e., 3 men in a 5-man team or 2 women in a 3-woman team), then the first fights will be automatically given to the opposing team. A team cannot enter the competition if they do not have more than half the team members required. In the case of mixed teams (option 5) there must be a minimum of 4 out of the 5 members in the team.

b. Individual match

Each fighter should have an appointed representative. This can be either himself or a coach.

In an individual match a win for either AKA or SHIRO must be scored. It cannot be a draw.

5. Duration of the Match

- All matches will last a total of 2 minutes.
- The Chief Referee may shorten the match length to either 1.5minutes or 1 minute if required.
- There will be no extra time allowed for a match
- The timekeeper stops the clock (pauses the fight) on every command YAME given by the Match Referee and re-starts the match when he/she issues the command HAJIME.

6. Target Areas

Target areas are parts of the body where points can be scored by using correct techniques. These target areas are as follows:

- The top of the head
- Side of the head
- Chest
- Abdomen
- Back
- Legs

7. Point Scoring Techniques

Clicker fighters can score either one point or two points for each correctly delivered technique. Two-point techniques are encouraged. If a fighter executes a two-point technique, which the Match Referee believes is a valid technique; he will automatically stop the fight (YAME) and send the fighters back to their starting positions. The Match Referee will confer with his other judging team and award (or not) the points accordingly.

Points will be awarded for each clean decisive technique scored during the match.

Points will only be awarded for techniques using the closed fist and the correct part of the attacker's foot on their opponents target area.

For attacks to the head there must be no contact at all.

For attacks to the chest, abdomen and back there must be Gi contact (this means minimal body contact)

Points will only be awarded if the fighter completes a full technique. A full technique must include a controlled extended attack to the target area followed by a pull back of the attacking hand or foot.

All attacks must have good form, good attitude, strong vigour, proper timing, and adequate distance.

All attacks must be pulled back without being blocked when the technique is being delivered and on its return.

Points can only be scored when both contestants are in the match area.

An effective technique delivered with the time-up signal (the Match Referee's command YAME) will be recognised as valid.

7.1 Point Scoring Hand Techniques

Top of the head – the only technique allowed is:
TETTSUI OROSHI ATAMA UCHI.

Side of the head - the only techniques allowed are:
TETTSUI YOKO UCHI
URAKEN ATAMA UCHI
URAKEN MAWASHU UCHI

Chest, Abdomen, Back – the only techniques allowed are:
SEIKEN OI TSUKI CHUDAN

SEIKEN GYAKU TSUKI CHUDAN
SEIKEN OI TSUKI GEDAN (only if the opponent is downed following a leg sweep)
SEIKEN GYAKU TSUKI GEDAN (only if the opponent is downed following a leg sweep).

7.2 Point Scoring Leg Techniques

Top of the head – NO TECHNIQUE ALLOWED

Side of the head – the only techniques allowed are:

MAWASHI GERI HAISOKU JODAN

USHURO MAWASHI GERI CHUSOKU JODAN (180 degree)

KAKE GERI CHUSOKU JODAN, UCHI HAISOKU GERI. JODAN

Chest, Abdomen, Back – the only techniques allowed are:

MAWASHI GERI HAISOKU CHUDAN

MAWASHI GERI CHUSOKU CHUDAN

KAKE GERI CHUSOKU CHUDAN

USHURO GERI CHUDAN (with complete pullback)

MAE SOKUTO GERI CHUDAN (MAE YOKO GERI CHUDAN)

MAE GERI CHUSOKU CHUDAN.

To the Legs– the only techniques allowed are:

GEDAN MAWASHI GERI SUNE (shin) to the outside of the thighs,

GEDAN MAWASHI GERI SUNE/HAISOKU to the inside of the thighs.

7.3 Which techniques score two points?

Hand Techniques (2 points)

The following hand techniques delivered to the opponent's back score 2 points:

SEIKEN OI TSUKI CHUDAN

SEIKEN GYAKU TSUKI CHUDAN

The following hand techniques to the opponent's chest, abdomen or back when the opponent is on the floor immediately following a leg sweep score 2 points:

SEIKEN OI TSUKI GEDAN

SEIKEN GYAKI TSUKI GEDAN

Leg Techniques (2 points)

The following leg techniques delivered to the side of the head score 2 points:

MAWASHI GERI HAISOKU JODAN
KAKE GERI CHUSOKU JODAN
UCHI HAISOKU GERI. JODAN
USHURO MAWASHI GERI CHUSOKU JODAN (180 Degrees)

A two-point score may not always be awarded for the above technique if the pullback of balance is not perfect. On these occasions 1 point will be scored to encourage fighters to attempt these more difficult techniques. The fight does not need to be stopped if the technique only scores 1 point.

7.4 Leg Sweep Techniques (ASHI BARAI)

The only time a fighter may make physical contact (apart from blocking techniques) with their opponent is when attempting a leg sweep technique. The only leg sweep technique allowed in Clicker competition is the ASHI BARAI TEISOKU. Here the arch of the attacker's foot must strike the opponents leg in the area from their ankle joint to below their knee joint. It must be immediately followed up by a scoring technique to gain a points advantage.

7.5 360-degree techniques

These techniques are not allowed. However, 180-degree techniques are allowed as long as the attacker returns to his pull back position after making the attack from the direction he originally came from.

7.6 Circular Movement Techniques

Techniques delivered with a circular movement that pass in front of the face are not allowed. They are foul techniques.

8. Following Acts and Techniques Are NOT Allowed

- Any contact to the face or head
- Attacks to the groin
- Direct attacks to the face
- Circular movement techniques that pass in front of the face
- Attacks to the hip joints, elbow, wrist, knee joints and the instep
- Any 360-degree attacks (except for the USHURO GERI CHUDAN with complete pullback)

- Any open hand techniques
- Any elbow techniques
- Any attack below the belt (except for ashi-barai)
- Any throws
- Any grabbing or holding
- Any unsportsmanlike behaviour
- Repeatedly leaving the Match Area (JOGAI)
- Uncontrolled fighting techniques
- Disrespectful attitude to other competitors or officials (swearing etc)
- Failure to obey the Match Referees orders

9. Fouls and Disqualification

If a fighter commits a foul technique or any of the acts listed in section 8 the Match Referee has the power to award a CHUI or a GENTEN. A CHUI is best described as a verbal warning (with no penalty) whilst a GENTEN does have a penalty. A CHUI can be awarded at any time during the fight and cannot be escalated. A GENTEN on the other hand can be given in three differing degrees.

1st Genten Ichi – 1 point (1 click)

2nd Genten Ni – 2 points (2 clicks)

3rd Genten– Disqualification (Hansoku or Shikkaku)

A Hansoku is a disqualification from the Match and is generally awarded when a fighter has accumulated a number of minor fouls, which have been repeatedly penalised with no visible response by the fighter to these warnings. If a fighter gets penalised through a Hansoku he/she should feel embarrassed by his/her actions.

A Shikkaku is a disqualification from the tournament and is generally awarded when a fighter commits a dangerous act designed to cause injury to his opponent or when he shows little or no respect for the rules of Clicker, to his opponent, to the officials or brings Kyokushinkai Karate into disrepute. If a fighter gets penalised through a Shikkaku he/her should feel ashamed by his actions.

If a technique deserves an instant disqualification (Hansoku or Shikkaku) then the referee may award this without any other GENTEN being given. If he/her awards a Genten Ni straight away for a foul technique, then the next foul that the fighter commits will be a disqualification (unless a CHUI is awarded).

The Match Referee will give a warning of fouls and announce a GENTEN when a contestant is about to, or has already committed a prohibited act:

If a fighter commits a GENTEN or any of the acts and techniques listed in section 8, then the referee has the power to award the other fighter extra points or even award him the Match itself.

Before announcing a disqualification or awarding a two-point technique the Match Referee must confer (either verbally or by hand signal) with the Mirror Referee.

10. Tournament Officials

Each Match area must have:

- Head of Match Area
- Timekeeper (with clock and bean bag & air horn)
- Area Announcer
- Match Referee
- Mirror Referee
- Match Arbitrator

11. Injuries or accidents during the match

If a fighter is clearly injured during a fight the referee will stop the fight and a call for medical assistance.

If the injury is caused by a foul technique delivered by the injured fighter's opponent, the Match Referee will decide on how to penalise the opponent. If the injured fighter can carry on fighting the fight will continue. If the injured fighter is unable to carry on with the match, the opponent will lose the match.

If the injury is sustained without a foul technique being executed, then the fight may continue if the medical team are happy that the injury is not too serious to disallow the fight to continue.

When a fighter suffers a minor injury not serious enough to disable him/her, but he refuses to continue with the match he shall be declared the loser

If, in the opinion of the main referee a fighter feigns injury and tries to get his opponent disqualified, the match referee has the option to disqualify that fighter from the Match, and the tournament.

If both contestants are injured at the same time without either committing a foul technique, both will be given the opportunity to continue with the match. If neither fighter can continue the match will be declared a draw. In the case of an individual tournament the Chief Referee will be consulted, and a winner will be declared. If one of the fighters can continue but the other cannot, then the fighter who is able to fight on will win the match.

A contestant who is unable to continue to fight for reasons other than injury or who requests for permission to quit the match will be declared the loser.

12. The Judging Officials

Each fight will be monitored by three officials, the Match Referee, the Mirror Referee and the Match Arbitrator. Each judging official owes it to the competitors to be highly professional and consistent in their decision-making. Each judging official is also responsible for the safety of the competitors, the other officials, and the audience. It is essential that they hold the recognised refereeing qualifications to fulfil their positions and are conversant with any rule amendments that are published periodically by the WKG Referee Panel.

Qualifications Required

Match Referee

To become a match, referee the individual must be over the age of 18, hold the recognised WKG Clicker Refereeing qualifications and must hold the rank of WKG black belt.

Mirror Referee

To become a mirror, referee the individual must be over the age of 18, hold the recognised WKG Clicker Refereeing qualifications and must hold the rank of WKG brown belt or above.

Match Arbitrator

To become a match arbitrator the individual must be over the age of 18, hold the recognised WKG Clicker Refereeing qualifications and must hold the rank of WKG black belt.

Roles and Responsibilities

Match Referee

A Match Referee will be appointed for each match.
He/she takes the bows for the judging officials
He/she gives all verbal commands during a match
He/she awards all 2-point scores, Gentens and Chui's
He/she starts and stops the match
At the end of the match, he/she awards the score

Mirror Referee

A Mirror Referee will be appointed for each match.
The Mirror Referee will stand facing the main referee on the command HAJIME.
He/she will observe for any points, fouls or infringements and give the necessary gesture to communicate with the referee.
He/she will not communicate with the fighter during the match
He/she will communicate with the Match Referee during the fight using hand signals and may be asked by the Match Referee to confer verbally when necessary.
At HANTEI they will indicate the result by extending their arm down to the side of AKA or SHIRO or HIKIWAKE

Match Arbitrator

A Match Arbitrator will be appointed for each match.
He/she is appointed to ensure the fairness of matches and to oversee the final decision of the match referee with respect to the result of each fight. He/she has the power to overturn a Match Referees decision.
This position is usually taken by an experienced referee
He/she will be seated and note any warnings and will occasionally be asked to take note of the number of 2-point scores attained by each fighter.
He/she will oversee the operation of the match and the decision of the referee. When necessary, he/she may express their opinion to the referee and will make the decision as to the winner of a fight in the event of a draw.

When he/she receives a protest against a decision from the coach of a team (during a match) he/she will review the complaint, may call for an explanation from the referee and if he/she find the decision patently unreasonable, he/she may demand the match referee to revise the decision.

13. Conduct of The Match – The Fighters

- a. The announcer will call the fighters or teams to stand by the edge of the match area.
- b. The Match Referee calls for the competitors to enter the area using the term NAKAE.
- c. For the fighters the referee shall gesture and use the term, SHOMEN NI REI (bow away from referee saying osu), SUSHIN NI REI (bow towards the referee saying osu), OTAGNI REI (bow to each other saying osu) take a fighting position on the command KAMITE, and on the command HAJIME the match will begin.
- d. This procedure is different for team events. For team events the bowing procedure is done as a team outside the match area. The team must be lined up in fighting order with the first fighter furthest away from the Match Referee. The first fighter will be called to the starting position by the match referee using the term NAKAE and the rest of the team will sit/kneel outside the Match Area.
- e. From the start of the match, the fighters will only take instructions from the Match Referee.
- f. If the Match referee gives the command “YAME” the contestants must return to their starting positions and wait for instructions from the Match Referee.
- g. A bell will ring 30 seconds before the match end.
- h. The match referee issuing the command YAME will signal the end of a Match. (The Match referee will be informed that the Match should be ended by the timekeeper blowing a horn and at the same time by the timekeeper throwing a red beanbag into the fighting area). It is vital that the fighters only take notice of the Main Referees command “YAME”, as the other signals are only for the referees’ benefit.
- i. At the end of the match the fighters will return to their start positions and await the match result. The match referee will communicate the match result. On receipt of the result the contestants will bow to one another and leave the match area. They may shake their opponent’s hand and his coaches’ hand.
- j. A decision will be made at the end of each match
- k. Protests can be made during a match by the team representative approaching the match arbitrator – in exceptional circumstances only.

14. During the Match – The Officials

For the duration of the fight, the Match Referee and the mirror referee will be standing within the fighting area, whilst the match arbitrator will be sitting down in

front of the timekeepers table, right of centre to the match area outside the fight area observing the fight.

At the start of the fight the Match Referee will always have his back to the arbitrator, whilst the mirror referee will be opposite him facing the Match Referee and the match arbitrator.

During the fight only the match referee will communicate with the fighters.

During the match the judging team will only communicate with each other. They will not speak to spectators or other persons, except the arbitrator who may speak to the team manager or team captain when a protest is made.

Both referees will score the fight using their hand-held clicker counters.

Both referees and the arbitrator must be neutral and impartial.

15. Conduct of the Match – Judging Officials

The Match Referee will call for the Mirror Referee and Match Arbitrator to bow to begin using the terms SHOMEN NI REI, step forward and turn. SHUSHIN NI REI. Positions are taken.

The Match Referee calls for the competitors to enter the area as mentioned in section 13.

Once the match is underway the Match Referee will communicate with the fighters. He/she will issue the command “YAME” if he/she wants to stop the fight. When he/she wants the fight to re-start he/she issues the command “HAJIME”.

At the end of the match the Match Referee gives the command “YAME” and fighters return to their fighting positions. The Match Referee and Mirror Referees look down at the scores on their clickers to determine which fighter has the highest score. The arbitrator stands up and moves to his right and asks the referees for their decision by saying “HANTEI ONEGASHIMASU”. The arbitrator then blows his whistle twice (one long beep followed by a short beep) and immediately the short beep ends both referees and the arbitrator indicate their decision by moving one of their arms in a low position to the fighter they deemed to have won the Match. If there is a majority decision, then the Match Referee will step forward and indicate the winner by saying AKA or SHIRO KACHI and brings his hand up at 45 degrees pointing towards the winning side.

In team events only a match maybe drawn. (Refer to section 17)

Neither Referee will consult with one another on HANTEI; they will look at their own clickers (keeping their heads looking at the floor) and give their decisions according to whom they awarded the most points. After the decision they must not rewind the clickers until the arbitrator has seen them. (If required to do so)

If the referees both choose the same fighter as the winner, then the result stands. If one says AKA and the other SHIRO then the arbitrator's vote will count.

Taking the majority decision, the referee will then step forward and indicate by raising his arm to the side of the winner, using the term AKA/ SHIRO KACHI.

In a team event a match official indicates a drawn match by crossing his arms in front of his body. If the referee decides the match result is a draw, he/she crosses his arms in front of the body and says the word HIKIWAKI (draw).

16. How to use the Clicker

Both the Match Referee and the Mirror Referee will have two handheld point counters (clickers), one with a white ribbon (representing points to the fighter wearing the white belt) and the other with a red ribbon (representing points awarded to the fighter wearing the red belt). The Match Arbitrator does not have a clicker.

It is the responsibility of each referee to ensure his clicker counters are working correctly.

When a Match or Mirror Referee sees a fighter execute a one-point scoring move he will press his hand-held clicker once to register the point and the fight will continue uninterrupted.

When a Match Referee sees a fighter execute a two-point scoring move. He will stop the fight; the referees will confer with one another to check they both agree that the fighter deserves to be awarded the two points. If they agree, then the two points are awarded.

The referees must always ensure that the clicker that counts a fighter's points is always on the same side as the fighter. At the beginning of the fight the match referee will have the AKA clicker in his right hand and the SHIRO clicker in his left hand. During the match the fighters may well end up switching positions by circling one another and hence the referee's clickers will be on the wrong side. If this happens it is vital that the referees cross their arms in front of their bodies to

demonstrate to all people present that they are aware of this fact and are not clicking the wrong counter when a scoring technique has been executed. No other method is acceptable.

The clicker counters must not be turned back to zero by either referee until a decision has been made on the outcome of the Match.

17. In the event of a points draw

A Match may be drawn in a team event when there is not a majority decision from the Main Referee Mirror Referee and Match Arbitrator

Example 1 - Main Referee gives a Hikiwaki (same score on each Clicker) the Mirror Referee gives Aka and the Arbitrator gives Shiro = Hikiwaki

Example 2 - Main Referee gives Shiro the Mirror Referee gives Aka and the Arbitrator gives Hikiwaki (the Arbitrator feels they cannot Give the win to Aka or Shiro using the criterion listed below in points a to g) = Hikiwaki

There may not be draw for an individual event. For an individual event where a Match Referee or a Mirror Referee see (by looking at their clickers) that both fighters have scored the same number of points they will have to decide on the spot by considering the following factors.

- a. The number of escapes outside the match area
- b. Whether there has been a warning due to a foul
- c. The comparative excellence in fighting attitude
- d. The ability and skill as a clicker fighter
- e. The degree of vigour and fighting spirit
- f. The number of appropriate attacking moves
- g. The comparative excellence in clicker fighting strategy

As the Match Arbitrator is not required to use clickers, he will only be able to make his decision using the points above. This ensures that close fights are always awarded to the best clicker fighter.

18. Other Matters

Matters relating to judgement not prescribed in these rules and the rules for operation will be discussed among the arbitrator and referees and the chief referee of the day.

19. Objections

During a match objections/protests must be raised by the team representative to the match arbitrator immediately after a decision of the verdict in question. No objection raised after the end of the match will be valid.

20. Equipment

Match Area

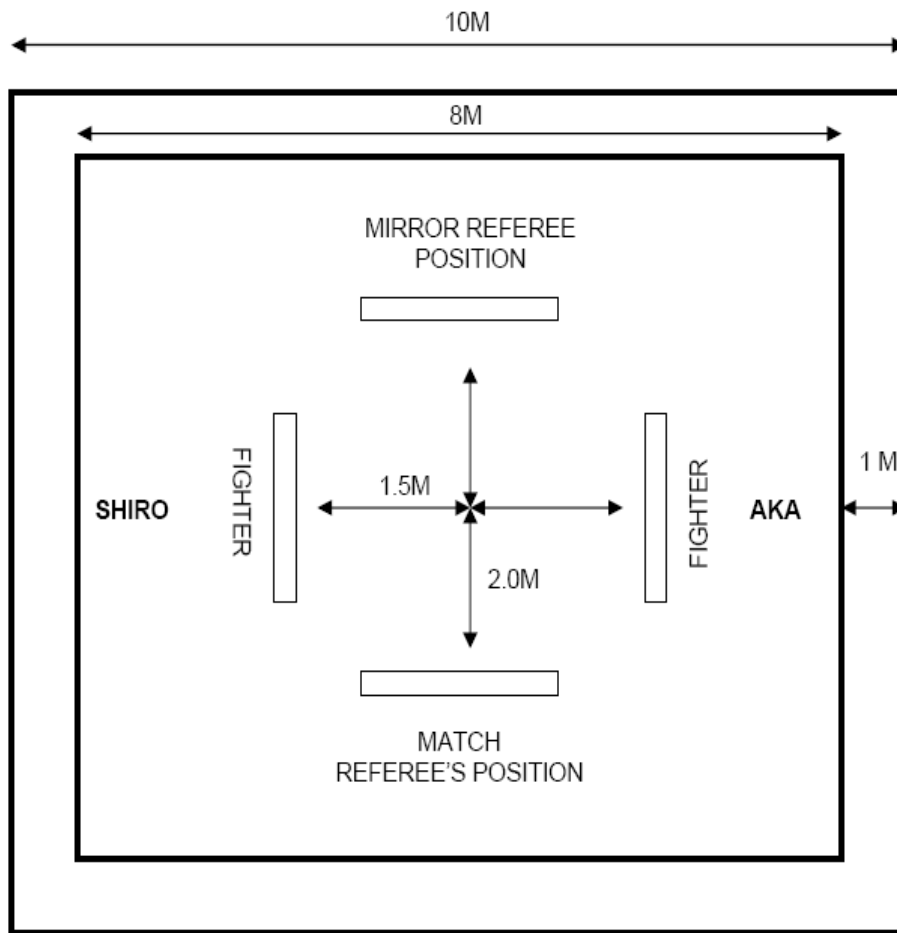
- 1 x Large Table (over 2 metres long)
- 4 x Chairs
- 1 x Horn
- 1 x Bean Bag
- 1 x Set of mats
- 3 x whistles
- 1 x Clock with stopwatch
- 1 x 30 second bell
- 4 x clickers with red and white ribbons
- 1 x red belt
- 1 x white belt

Administration Area

- 1x Large Table (over 2 meters long)
- 4x Chairs
- Announcer PA system
- 4 x spare belts
- 4 x spare mitts, hand protectors, chest protectors, shin/instep pads
- 4 x spare clickers

APPENDIX 1

THE MATCH AREA AND THE POSITIONING OF THE REFEREE, THE JUDGING OFFICIALS AND FIGHTERS



MATCH ARBITRATORS POSITION

TIMEKEEPER & ASSISTANT

20. Refereeing signals

Hands parallel-apart signals the technique was not close enough.



Hands Crossed in front of body indicates illegal technique.

Arm out low indicates a score.



Arm out high indicates a score of 2 or more points.



A fist held into the open palm indicates excessive contact.



Fists held towards each other indicates Ai-uchi, simultaneous score.



A waving flat-hand indicates a weak or incomplete technique.



A circular waving finger indicates a foul technique.



Pointing to the feet indicates a chui (informal warning without penalty)

Pointing to the chest indicates a genten warning with a penalty score.

Pointing to the face then away indicates disqualification (hansoku or Shikkaku).



Pointing to the edge of the fighting area indicates a jogai warning!
(leaving the area)

Crossing the arms in front of the chest then opening below the waist indicates no-score.



Crossed low fists at the end of the bout indicate a draw (Hikkiwaki)



A hand held high to Aka or Shiro at the end of the bout indicates that side has won!



A fist pushing into the opposite arm indicates the technique hit the arm.

An open hand on the forearm indicates a technique was blocked.

A fist travelling in front and across the opposite forearm indicate the technique missed the target.

21. Equipment examples

Any Competitor under 16yrs old must wear the following:

1. White Elasticated shin & instep pads
2. White Elasticated fist mitts



Elasticated Shin & instep pads



Elasticated fist-mitts

Groin protectors for male competitors is optional as are chest protectors for female competitors.

Traditional Clicker Notes!

Contact must be made to the body to score, but the contact must be reasonably light.

No contact is allowed to the head.

Contact to the legs is light.

All techniques must have a degree of return to the exponent for a score to be awarded as judged by the officials.