

KUDO INTERNATIONAL FEDERATION – TOURNAMENT RULES

September 30, 2017

SECTION 1 – TOURNAMENT AREA

- Art. 1. The match area shall be elevated by no more than 60 cm above floor level. It shall consist in a square of 13x13 meters, being a 9x9m fight area at the center, and a 2-meter-wide safety buffer zone on the outside. A mark signaling the limit of the match area shall be placed at 90 cm from it. To the extent possible, the match area should be covered by a single sheet, to prevent holes and uneven footing. When the tournament area has 2 or more match areas, there shall be a buffer of at least 4 meters between two match areas.
- Art. 2. At the center of the fight area, two lines materializing the athletes starting position and separated by a 1.8m interval shall be placed. The line on the left side seen from the front of the match area shall be blue, while the line on the right side shall be white.
- Art. 3. Throws being allowed, the match area must be made of mats/tatamis, to have appropriate softness.

SECTION 2 – ATHLETE'S ATTIRE

- Art. 4. Athletes shall be wearing either white or blue kudo uniforms ("kudogi" or "dogi"), as directed by the tournament officials.
- Art. 5. When athletes have been allocated an identification number for the tournament, the athlete with the lower number in a matchup shall wear a blue dogi, while the athlete with the higher number will be wearing white. When no identification numbers are allocated, the athletes shown on top of a vertical matchup table, or on the left of a horizontal matchup table, shall be the one wearing a blue dogi. When bibs are worn, they must be sewn onto the dogi, as directed by the tournament organizers.
- Art. 6. The sleeve length of the dogi jacket must be sufficient to cover the elbow when the arm is extended downwards. The cuff of the sleeves should be wide enough to allow grabbing without pinching the skin. The length of the dogi pant leg should be such that the hem is within 5 cm of the ankle, and the cuff should be wide enough to allow grabbing without pinching the skin. Once tied, the belt should not go below half-thigh.
- Art. 7. A patch may be affixed to the dogi, to the extent its largest dimension does not exceed 12 cm and that it is affixed on the left sleeve.
- Art. 8. Athletes must wear approved headgear with face protector, kudo mitts, and belt stop.
- Art. 9. The headgear must be secured at the back by laces in two places.
- Art. 10. Modifications to the approved dogi or equipment are prohibited.
- Art. 11. Athletes shall not wear anything under the dogi jacket. Under the pants they shall wear underwear and a foul cup.
- Note 1: Female athletes shall wear undergarment without hard parts as well as a plain white or black t-shirt and a KIF-approved chest protector under the dogi jacket. They shall wear underwear, a female foul cup and approved shin protectors under the dogi pants.
- Note 2: Athletes with long hair must tie it with a hair tie made of soft material and ensure it does not stick out of the headgear too much.
- Art. 12. Athletes must use a mouthpiece.
- Art. 13. Athletes who want to use hand wraps must use KIF-approved hand wraps.
- Art. 14. Athletes wishing to use any other type of garment must submit a request to the organizers and obtain permission beforehand.

Note : such garment shall be black or white.

- Art. 15. Whether before or during the tournament, if due to injury an athlete needs to use supporters, taping or bandages, prior approval from the tournament doctor must be obtained. If an athlete must wear supporters, a medical certificate must be provided.
- Art. 16. Athletes must use garments and equipment that are clean, with no damage, stain, foul odor.
- Art. 17. Athletes must cut their nail short and refrain from wearing any jewelry or object that may cause harm or injury to their opponent.
- Art. 18. Aside from bandages, all above items must be checked by a representative of the organizer in charge of athletes prior to entry on the match area.
- Art. 19. Bandage shall be checked by the opponent's second prior to entry on the match area.

SECTION 3 – CONDITIONS TO PARTICIPATION (SAFETY CONDITIONS)

- Art. 20. Athletes having received strong strikes to the head / been knocked down by strikes to the head during a competition of Kudo or other discipline within 45 days from the start of a tournament may not participate in it.
- Art. 21. Athletes having lost consciousness even for a brief moment due to knock-down (for reasons not limited to strikes, but also including strong throws for instance), or for instance to a choke technique, whether in competition or training, within 90 days before the start of a tournament may not participate in it. Likewise, athletes having suffered injuries to the head for other reasons such as accidents or falls within 90 days before the start of a tournament may not participate in it.
- Art. 22. Regardless of cause, if an athlete was hospitalized due to shock to the head, they may not participate in a tournament for a period of one year from the date of discharge.
- Art. 23. In addition to the above, if an athlete is knocked down or loses consciousness twice within a period of 180 days, regardless of the start of the tournament being beyond the 90 days limit, a favorable medical opinion following an examination including a CT scan is required.
- Art. 24. Regardless of whether they currently have conditions requiring treatment, if in the past the athlete had conditions affecting head, neck, spinal cord, heart or other body parts making them more likely to suffer as a consequence of participating to the tournament, they shall not be allowed to participate. Likewise, athletes having been diagnosed or suspected to carry transmissible diseases such as HIV, viral hepatitis or other diseases transmissible by blood shall not participate.

SECTION 4 - TOURNAMENT ORGANIZATION

- Art. 25. Tournament is held indoors.
- Art. 26. Before the match begins, athletes stand 1.8m apart of each other at the center of the fight area. At the command of the chief referee, they salute, in that order, towards the score table, the chief referee, and their opponent. They then stand on guard, then start fighting at the chief referee's command "HAJIME".
- Art. 27. A match may be composed of: a 3-minute initial round, a 3-minute extension round and a 3-minute second extension round, between each of which there shall be a 30-second rest period.
Note : for female categories, the initial round and extensions are of 2 minutes.
- Art. 28. Victory in a match is determined either by sudden victory (IPPON) or by a count of points (KOKA, YUKO, WAZA-ARI) obtained by either strikes such as punches or kicks to the whole body (save for forbidden body parts) or by throws, joint locks, or chokes.
- Art. 29. The match will generally continue without interruption when a technique connects, so as to make the fullest use of match time to decide the outcome, exception being when an athlete is downed by a technique equivalent to YUKO or more, when athletes go out of the fight area, or at the end of a NEWAZA period.

- Art. 30. Throws and KIME (simulated strikes) following a throw are also regarded as effective techniques that may lead to points being awarded.
- Art. 31. NEWAZA (ground fighting) is allowed twice, for a maximum of 30 seconds each time, during each of the 3-minute rounds (initial round, extension and second extension).
Note : for female categories, NEWAZA is allowed once per round.
- Art. 32. The referee will not make judgement as to whether a choke or joint technique is effective or not. When an athlete is no longer able to defend themselves, they must indicate so.
- Art. 33. Athletes will be divided into the following categories, depending on a PHYSICAL INDEX (PI) SCALE. PI is calculated by summing the athlete's weight in kilograms and their height in centimeters.
- (1) 230 and under
 - (2) 240 and under
 - (3) 250 and under
 - (4) 260 and under
 - (5) 270 and under
 - (6) Over 270
- Note : absolute ("MUSABETSU") tournaments with no PI categories also exist.
- Art. 34. When the difference in PI between two opponents is of 20 or more, both athletes may kick to the groin area. When the PI difference is of 30 or more, palm or fist attacks to the groin are also allowed. In all cases, a foul cup must be worn.
- Art. 35. In tournament with PI categories, a Most Valuable Player ("MVP") will be determined among the winners of all categories by summing all the points they obtained in their matches.
Note : in MUSABETSU tournament, the 3rd, 4th, as well as 5th to 8th positions are determined in the same manner.

SECTION 5 – JUDGES

- Art. 36. The judges team is a 5-person team composed of 1 CHIEF REFEREE, 1 DEPUTY CHIEF REFEREE and 3 CORNER JUDGES.
- Art. 37. In addition to the judges team, 1 auditor shall supervise the matches.
- Art. 38. The auditor shall not take part in decided the outcome of the matches, but have the following roles.
- (1) Address queries from the referees such as confirming the number of NEWAZA periods.
 - (2) Advice to the chief referee with regards to fouls (such as attacks to prohibited areas of the body) or prohibited behaviors
 - (3) Seeking intervention from tournament doctor (power shared with the chief referee and the deputy chief referee)
 - (4) Advise and correct situation where judges have used the wrong flag
 - (5) Other cases where auditor's intervention is deemed necessary
- Art. 39. The chief referee is located in the fight area and is responsible for the progress of the match and the determination of its outcome.
- Art. 40. The deputy chief referee assists the chief referee. They both supplement each other in observing the athletes, compensating each other's blind spots, to derive a fair and accurate judgment.
- Art. 41. Corner judges shall alert in case of effective technique, foul or exit from the fight area happening in the chief referee or deputy chief referee's blind spot.
- Art. 42. All judges have a responsibility to ensure athletes compete in a safe and fair environment.
- Art. 43. Judges are fully responsible to determine the outcome of a match.

- Art. 44. The chief referee commands he start ("HAJIME"), interruptions ("MATE"), continuation ("ZOKKO") and end ("YAME") of each round.
- Art. 45. The chief referee interrupts the match by the command "MATE" and takes the appropriate measures in the following cases:
- (1) One or both athletes have exited the fight area.
 - (2) An athletes commits or attempts to commit a prohibited actions.
 - (3) An athlete is hurt or injured.
 - (4) To order athletes to adjust their dogi or equipment.
 - (5) In other cases when the judges deem necessary.
- Art. 46. The chief referee, deputy chief referee and corner judges shall indicate their judgment of YUKO, KOKA, WAZA-ARI, IPPON, foul, exit of fight area and decision as to the outcome by the appropriate gestures.

SECTION 6 - SECONDS

- Art. 47. Each athlete must have 1 or 2 seconds to assist them in each match.
- Art. 48. The seconds come with the athlete at each match, give them instructions during the fight and provide advice during intervals.
- Art. 49. When an athlete is led by 4 points resulting from 2 YUKO or 1 WAZA-ARI and they show intent to carry on the match, their second is responsible to determine whether the damage accumulated is such that the athlete may continue or whether they should stop.
- Art. 50. Prior to the match, the athlete's second is responsible for checking the opponent's bandages.
- Art. 51. The second is responsible for providing the athlete's medical certificates when so required by the chief referee.
- Art. 52. The second may assist their athlete in putting on their headgear before each round.
- Art. 53. The seconds must wear the designated jackets identifying them as such and sit in the designated second seats.
- Art. 54. While seconds can encourage and cheer their athletes during the match, they must do so with restraint. Behavior such as standing up, striking the mat, criticizing judgement, arguing or verbally abusing the judges or opponent is prohibited.
- Art. 55. Seconds may not assist their athlete during intervals.
- Note 1: in the above, assistance includes, treatment of injury, massage, supply of drinks or food.
- Note 2: in note 1), drinks extend to both drinks provided by the tournament organization and others.
- Art. 56. Violation of rules by seconds will be considered to be violations by the athletes, who may be penalized as such.

SECTION 7 – TOURNAMENT DOCTOR

- Art. 57. Every tournament shall have at least one doctor on duty.
- Art. 58. When an athlete has received a strong shock to the head or back (spine), or when the chief referee judges the athlete may be injured, the chief referee calls the tournament doctor for advice. The tournament doctor shall attend to the athlete promptly and advise the chief referee as to whether the match can resume or should be stopped.
- Art. 59. When an athlete is bleeding, the chief referee shall seek the tournament doctor's advice. The athlete will not be allowed to resume fighting until the bleeding has been stopped.
- Art. 60. In addition to the chief referee, the deputy chief referee and the auditor may seek the

tournament doctor's intervention.

SECTION 8 - THE MATCH

Art. 61. The outcome of a match can take one of the 3 following forms, decided by a majority of judges (at least 3 out of 5 judges).

- (1) Immediate victory (IPPON-GACHI). Immediate victory may also be obtained by reaching a total of 8 points by accumulation of YUKO, KOKA, WAZA-ARI, or through penalties given to the opponent.
- (2) Victory by decision (HANTEI GACHI) :
 - a. If one of the athletes is leading by point count, noting that WAZA-ARI is worth 4 points, YUKO 2 points, KOKA 1 point, and foul (HANSOKU) results in the opponent being awarded 1 point each time.
 - b. Based on the contents of the fight.
- (3) Disqualification or forfeit of the opponent

Note 1: For decision based on points, the side with the more points wins, including points obtained as a result of penalty to the opponent.

Note 2: In case the point count is the same, the side with higher-value points wins (WAZA-ARI > YUKO > KOKA). The higher-value points are called "Big Point".

Art. 62. IPPON is given in the following cases. It is worth 8 points.

- (1) The opponent is down for 4 seconds or more.
- (2) Even if not down, the opponent is unwilling to fight for 6 seconds or more.
- (3) The opponent is not down or unwilling to fight but received a series of Strike & Kick to the head (or mainly to the head) for more than 6 seconds without responding.
- (4) The opponent is not down or unable to fight, but after WAZA-ARI was called by the chief referee or indicated by 3 flags, they either go down or turn their back and escape out of the fight area.
- (5) The opponent is caught in an effective joint lock or choke and either signals they surrender - verbally (by saying "MAITTA" or "STOP") or by tapping out (tapping with the hand at least twice in rapid succession the mat, their opponent or themselves) - or lose consciousness.
- (6) When the athlete has accumulated 8 points through WAZA-ARI, YUKO, KOKA or penalties given to their opponent.

Note 1: On the above "down" refers to the athletes touching the mat with any body part (hand, elbow, knee, buttocks, etc.) other than the sole of the feet due to damage incurred from the opponent's attack or as a consequence of their own attack.

Note 2: Unwillingness to fight is the state where the athlete does not show any attempt to defend or attack.

Note 3: "Strike" (DAGEKI) means strikes from the upper limbs (punches, elbow strikes, head-butts, palm strikes, back-hand, etc.) and from the lower limbs (kicks and knees).

Note 4: "Strike & Kick" (KAGEKI) includes all kicks, in addition to the Strike.

Note 5: "Attack" (KOGEDI) includes throwing techniques, ground techniques, choking techniques, joint techniques, in addition to Strike & Kick.

Art. 63. WAZA-ARI is given in the following cases. It is worth 4 points.

- (1) The opponent is down for 2 seconds or more, but less than 4 seconds.
- (2) Even if not down, the opponent is unwilling to fight for more than 4 seconds and up to 6 seconds.
- (3) The opponent is not down or unwilling to fight but received a series of Strike & Kick to the head (or mainly to the head) for more than 4 seconds and up to 6 seconds without responding.

- (4) The opponent is not down or unable to fight, but after YUKO was called by the chief referee or indicated by 3 flags, they either go down or turn their back and escape out of the fight area.

Art. 64. YUKO is given in the following cases. It is worth 2 points.

- (1) The opponent is down for less than 2 seconds (depending on the degree of damage, KOKA may also be given).
- (2) Even if not down, the opponent is unwilling to fight for more than 2 seconds and up to 4 seconds (depending on the degree KOKA may also be given).
- (3) The opponent is not down or unwilling to fight but received a series of Strike & Kick to the head (or mainly to the head) for more than 2 seconds and up to 4 seconds without responding.
- (4) The opponent is not down or unable to fight, but after KOKA was called by the chief referee or indicated by 3 flags, they either go down or turn their back and escape out of the fight area.

Art. 65. KOKA is given in the following cases. It is worth 1 point.

- (1) KOKA given following Strike & Kick to the head:

- The opponent is not down but the head is shaken, or the opponent is about to fall.
- The opponent's posture is collapsing.
- It is judged that in the absence of protective gear, the technique would have caused damage (e.g. counter-punch, elbow strike...).

- (2) KOKA given following a strike to the body or legs:

The opponent is not down, but there is visible sign of effectiveness such as the opponent holding their abdomen, or the leg movement being affected.

- (3) KOKA given following a throw:

The throw is clear and strong, and it is judged that in the absence of the mat, the opponent would have incurred damage. "Clear" means that the athlete performs the throw without losing good posture and with vigor.

- (4) KOKA given following KIME (see Art. 67 on KIME):

In the following situations, the athlete performs the KIME movements while they are standing, or standing back up after throwing, and their opponent is down:

- after throwing the opponent
- after stopping a tackle
- when the opponent goes into turtle position
- when the opponent deliberately goes to the ground
- when attacks to the groin are allowed, the opponent goes down on their knee after being hit to the groin

- (5) KOKA given in NEWAZA (ground fight)

The athlete directs 4 or more non-contact (SUNDOME) strikes from the upper limbs (punches or elbow strikes) to the upper body of the non-defending opponent, when in mounted position or controlling the opponent with the knee. To be counted as effective, the 4 or more strikes must be given in rapid succession, indicatively within the time of a breath exhalation.

Note 1: in the above, mounted position means a position where the athlete sits with the opponent between the legs, while their own leg are not entangled by the opponent's leg. The opponent may be facing up, down or be on their side.

Note 2: KOKA from KIME in NEWAZA can be given only once every 30 seconds within a ground fighting phase.

- (6) For Strike & Kick as defense against tackle attempts, see Art.69.
 (7) The following table summarizes the rules pertaining to KOKA, YUKO, WAZA-ARI and IPPON.

Effectiveness type of technique	KOKA (1 point)	YUKO (2 points)	WAZA-ARI (4 points)	IPPON (8 points)
The opponent is down either due to attack from the athlete, or self-inflicted damage when attempting to attack	down for less than 2 seconds (KOKA or YUKO depending on damage)		down for 2 seconds or more, up to 4 seconds	down for 4 seconds or more
The opponent is incurring damage but no down either due to attack from the athlete, or self-inflicted damage when attempting to attack	Head is shaken or posture lost due to an attack to the head, the opponent shows damage e.g. by holding their belly, leg movement is affected following a strike to the lower limbs, etc.	the opponent is unwilling to fight, or receives a series of Strike & Kick to the head (or mainly to the head) without responding for more than 2 seconds and up to 4 seconds (depending on degree of damage, KOKA)	the opponent is unwilling to fight, or receives a series of Strike & Kick to the head (or mainly to the head) without responding for more than 4 seconds and up to 6 seconds.	the opponent is unwilling to fight, or receives a series of Strike & Kick to the head (or mainly to the head) without responding for more than 6 seconds.
	See Art. 72, point 4			
Clear and strong throw	Without KIME: KOKA 1, followed by KIME: KOKA 2			
KIME when the opponent falls or was thrown	KOKA 1			
Punches from the mounted position	See Art. 65, point 5	—————	—————	See Art. 62, point 5
The first time an offense is committed, a warning (“KEIKOKU”) is given. Warnings have no impact on points.	At the second occurrence of a prohibited behavior (either the same or not) in the same match, a penalty (HANSOKU 1) is given, and the opponent receives 1 point.	At the third occurrence, a second penalty (HANSOKU 2) is given resulting in the opponent receiving 2 points.	At the fourth occurrence, a third penalty (HANSOKU 3) is given, and the athlete is disqualified.	—————

Note 1: the attribution of KOKA, YUKO, WAZA-ARI, IPPON following Strike & Kick depends on how long the effect is lasting.

	Up to 2 seconds	Up to 4 seconds	Up to 6 seconds	More than 6 seconds
Opponent is down	KOKA or YUKO	WAZA-ARI	IPPON	
Opponent is not down	KOKA	KOKA or YUKO	WAZA-ARI	IPPON
The opponent goes down during a series of attacks, or turns their back and escape out of the fight area	See. Art. 64 point 4	See. Art. 63 point 4	See. Art. 62 point 4	

Note 2: even if KOKA or YUKO are called, the athlete should not stop their attack until the chief referee gives the command MATE. By continuing the attack, the athletes may obtain YUKO, WAZA-ARI and IPPON.

Note 3: as punches and kicks cannot be immediately stopped when launched, the athletes shall not stop to protect themselves even if the chief referee commands MATE or YAME. To the extent it does not result from an attack voluntarily launched after the command to stop, damage incurred will be taken into account in the judgement.

Art. 66. When standing, the athletes can grab their opponents for up to 10 seconds.

- (1) The action of grabbing ("TSUKAMI") means holding the opponent's dogi sleeve, lapel, hem, arm, leg, pushing/pulling with the palm, hooking, etc. to prevent the opponent's actions or to make them lose balance.
- (2) The clinch is considered to be part of TSUKAMI.
- (3) Below, TSUKAMI and KUMIWAZA are used interchangeably, to describe moments when one or both opponent is holding onto their opponent's body or dogi while standing.
- (4) When the difference in Physical Index between the two opponents is of less than 20, strikes other than to prohibited areas are allowed in TSUKAMI. For prohibited actions, see Art.74, point 2.
- (5) When due to TSUKAMI the athlete's uniform is not in order, they will promptly (within about 10 seconds) rearrange it at the instruction of the Chief Referee.

Art. 67. The KIME movement refers to the action of simulating strikes towards the fallen down opponent's upper body. The KIME must be executed at appropriate distance to show the athletes could carry an actual attack, and can make use of straight punches, elbow strikes, kicks in a consecutive series of 2 or more.

- (1) In the above fall down means, regardless of the cause (deliberate action, accident, etc. included), touching the mat with any body part (hand, elbow, knee, hips, etc.) other than the sole of the foot.
- (2) Following a clear and strong throw (which in the absence of protective mat would have resulted in damage), KIME directed to the thrown opponent will be given 2 KOKA, as a combination of a throw and a KIME.
- (3) If the fallen down opponent defends themselves from the ground / bottom, so that there would not be 2 or more effective simulated strikes, no KOKA is given.
- (4) If the fallen down opponent defends themselves from the ground / bottom and the standing athlete incurs damage as a result, the opponent may be given points depending on the effectiveness of the attack.
- (5) If the athlete loses balance while throwing, or goes to the ground together with their

opponent, the mere fact to quickly stand up on their feet and do the KIME movement while not be considered effective. Likewise doing KIME while staying in the same position following a foot sweep (“ASHI BARAI”) will be considered affective.

(6) KOKA can be given only once in the same action / for the same KIME.

Art. 68. Joint locks and chokes are allowed only during ground fight (NEWAZA)

- (1) NEWAZA is a state when one of the opponents is touching the mat with any body part (hand, elbow, know, hips, etc.) other than the sole of the foot.
- (2) Joint locks are allowed to the elbow, shoulder, knee and foot (ankle and Achilles' tendon). For prohibited behaviors, see Art. 74. point 5.
- (3) Chokes performed by applying pressure to the carotid arteries or trachea are allowed. For prohibited behaviors, see Art. 74. point 5.
- (4) NEWAZA is allowed twice, for a maximum of 30 seconds each time, during each of the 3-minute rounds (initial round, extension, second extension, and rematch).
- (5) For female categories, NEWAZA is allowed once per round, for a maximum of 30 seconds.
- (6) Strike & Kick are allowed in NEWAZA. For prohibited behaviors, see Art. 74. point 1 and 2.

Art. 69. Tackle to transition to NEWAZA is allowed

- (1) Tackle is considered an attack.
- (2) It is allowed to use a kick as the first attack to defend against a tackle. If the tackled person loses one's grip on the opponent and for instance slips so that the hand goes to the ground, they are considered to be down. For prohibited behaviors, see Art. 74. Point 2.
- (3) When one of the opponents is touching the mat with any body part (hand, elbow, know, hips, etc.) other than the sole of the foot and grabs the standing opponent to attack them, the standing opponent is allowed to strike back. For prohibited behaviors, see Art. 74. Point 2.

Art. 70. Rules applying to disqualification / forfeit are as follows.

- (1) When an athlete is disqualified due to prohibited behavior in the sense of Art 74 and including delayed disqualification, their opponent is granted 4 points.
- (2) When an athlete forfeits during a match due to an injury or accident, their opponent is granted the higher of the points they have won in the action, and 4 points (equivalent to WAZA-ARI).
- (3) When an athletes forfeits before the fight to the Chairman of Referees, their opponent is given 4 points.
- (4) If the winner of a match forfeits before the following match, if the winner and Chairman of Referees so approves, their losing opponent can be given the chance to advance to the following match. In such case, the new opponent is given 1 point.

SECTION 9 – DECISIONS

Art. 71. Judges grant KOKA, YUKO, WAZA-ARI and IPPON depending on the degree of damage the incurred by the opponent as the result of the athletes' attacks.

Art. 72. Criteria for judgment are summarized below.

	Initial Round		Extensions
※A (for tournaments with PI categories) until and including the semi-finals ----- (for absolute tournaments) until the Best 8 rounds	<ol style="list-style-type: none"> 1) If at least one of the opponents has 2 points or more and there is a difference in the point count, the athlete with the higher point count wins. 2) If both opponents have two or more points, and the same point count, the side with the higher value points wins (WAZA-ARI, YUKO > KOKA. For instance, 4 points from 1 WAZA-ARI wins over 4 points obtained through an accumulation of YUKO and KOKA). 3) If a decision can still not be made, the side with the lower number of penalty wins. 4) Regardless of the contents of the match, if both athletes have 1 point or less, it will not be enough to determine the outcome, which be left to the judges' decision and will either be a victory for the athlete with the higher number of point, or an extension (the athlete with the higher number of point cannot lose the match). 	30 seconds rest between rounds	<ol style="list-style-type: none"> 1) The athlete with the more point accumulated at the end of the initial round and extension wins (even by 1-0). 2) If the point count is the same, the side with the higher value points wins. 3) If a decision can still not be made, the side with the higher number of points won in the extension wins. 4) If a decision can still not be made, the side with the lower number of penalty accumulated during the initial round and the extension wins. 5) If a decision can still not be made, the side with warning (KEIKOKU) during the initial round and the extension loses. 6) If a decision can still not be made, the outcome is decided by judges' decision. <ol style="list-style-type: none"> a. In accordance with Art. 73, the side with the most effective techniques won by, in order of precedence, Strike & Kick > throws > NEWAZA, wins. b. If a decision can still not be made, the side who dominated the second half of the extension wins. <p>A decision must be reached in any case. No further extension is allowed.</p>

<p>※B</p> <p>(for tournaments with PI categories) finals only</p> <p>-----</p> <p>(for absolute tournaments) best 8 rounds</p>	<ol style="list-style-type: none"> 1) If at least one of the opponents has 2 points or more and there is a difference in the point count, the athlete with the higher point count wins. 2) If both opponents have two or more points, and the same point count, the side with the higher value points wins. 3) If a decision can still not be made, the side with the lower number of penalty wins. 4) In all other cases, an extension must be declared. 	<p>30 seconds rest between rounds</p>	<ol style="list-style-type: none"> 1) If at least one of the opponents has 2 points or more, the athlete with the more point accumulated at the end of the initial round and extension wins (even by 1-0). 2) If the point count is the same, the side with the higher value points wins. 3) If a decision can still not be made, the side with the lower number of penalty accumulated during the initial round and the extension wins. 4) Regardless of the contents of the match, if both athletes have 1 point or less, it will not be enough to determine the outcome, which be left to the judges' decision and will either be a victory for the athlete with the higher number of point, or a second extension (the athlete with the higher number of point cannot lose the match).
<p>Second extension (following a 30-second rest period)</p>			
<ol style="list-style-type: none"> 1) The athlete with the more point accumulated at the end of the initial round, extension and second extension wins. 2) If the point count is the same, the side with the higher value points wins. 3) If a decision can still not be made, the side with the higher number of points won in the second extension wins. 4) If a decision can still not be made, the side with the lower number of penalty accumulated during the initial round and the first and second extensions wins. 5) If a decision can still not be made, the side with warning (KEIKOKU) during the initial round and the first and second extensions loses. 6) If a decision can still not be made, the outcome is decided by judges' decision. <ol style="list-style-type: none"> a) In accordance with Art. 73, the side with the most effective techniques won by, in order of precedence, Strike & Kick > throws > NEWAZA, wins. b) If a decision can still not be made, the side who dominated the second half of the second extension wins. <p>A decision must be reached in any case. No further extension is allowed.</p>			

Note 1: in the above, "Strike & Kick" shall mean strikes from the upper limbs (punches, elbow strikes, head-butts, palm strikes, back-hand, etc.) and from the lower limbs (kicks and knees).

Note 2: when an athlete is being led by 4 points resulting from 1 WAZA-ARI or 2 YUKO, out of safety reason the Chief Referee will interrupt the fight and check with the second whether the athlete can continue, even if the athlete themselves shows a willingness to do so. Therefore, it is imperative that all athletes have a least one second to assess their ability to keep fighting.

Note 3: if following the situation described in note 2, an athlete is then being led by 5 points or more, the Chief Referee will form an opinion as to whether the athletes can carry on or not. If the Chief Referee decides that the athletes must stop, the point count stays as it is and the opponents is declared winner by WAZA-ARI.

Note 4: in case of accident or injury during the match, the following applies.

- If the athlete shows no willingness to fight, their opponent is given YUKO, WAZA-ARI, then IPPON. Times are in accordance with Art. 65, point 7.
- In case of bleeding, the Chief Referee suspends the fight and calls the tournament doctor. The time needed to stop the bleeding will be considered as interruption of the match (subject to Art. 74, point 7).

Art. 73. In case there is no difference in point count or penalty count as shown in Art. 71, dominance shall be assessed by giving precedence, in that order, to the following actions.

- (1) Number of strikes & kicks to the upper level (head) whether in isolation or combination, where it is assessed that in the absence of protective gear the opponent would have incurred damage.
- (2) If (1) above is not sufficient to determine dominance, number of throws, foot sweeps, tackles.
- (3) If (2) above is not sufficient to determine dominance, intensity/effectiveness of ground fights.

Note: judgement rendered under this article is clearly shown by the Chief Referee, Deputy Chief Referee, and judges' flag when decision is ("HANTEI") is announced. During the match, no assessment of dominance is made.

SECTION 10 – PROHIBITED BEHAVIORS

Art. 74. The following behaviors are prohibited. At first occurrence, they receive a warning (KEIKOKU), then penalties (HANSOKU).

Note 1: At first occurrence if a prohibited behavior, a warning (KEIKOKU) is given. At the second occurrence of a prohibited behavior (either the same or not) in the same match, a penalty (HANSOKU 1) is given, and the opponent receives 1 point. At the third occurrence, a second penalty (HANSOKU 2) is given resulting in the opponent receiving 2 points. At the fourth occurrence, a third penalty (HANSOKU 3) is given, and the athlete is disqualified.

Note 2: for the purpose of determining the 3rd and 4th ranks, or in the case of an absolute tournament the 5th to 8th ranks, an athlete winning a fight because their opponent are disqualified will be counted 4 points.

Note 3: in case a prohibited behavior is deliberate or causes great damage, a penalty (HANSOKU 1) can be given at the first occurrence. In that case the opponent receives a point.

Note 4: in case a prohibited behavior is particularly malevolent deliberate or causes particularly great damage, the Chairman of Referees and Deputy Chairman of Referees may decide to give HANSOKU 2 (2 points to the opponent) or even HANSOKU 3 (4 points to the opponent and disqualification of the athlete) even at the first occurrence.

Note 5: an athlete having incurred damage as a consequence to their opponent's prohibited action will not be allowed to fight immediately. After being given time to rest, they may resume fighting after 2 matches, if they, their seconds and the Chief Referee agree.

Note 6: if the tournament doctor rules that an athlete having incurred damage as a result of their opponent's prohibited action cannot resume fighting even after resting for the time of two matches, their opponent will be disqualified. However, if there is no doubt that the action was unintentional and the Chairman of Referees and Judge Team assesses that author of the prohibited actions is sincerely sorry, they may exceptionally be allowed to resume fighting at the next match. In that case, their new opponent receives 2 points.

Note 7: Refer to Art. 62 Point 3 to 5 for the meaning of Strike, Strike & Kick, and Attack.

(1) Prohibited attacks

- Further attack (including strikes, throws, NEWAZA) to the opponent when they are down corresponding to YUKO or more.
- Any attack to the spine, regardless whether when standing or in NEWAZA

Note 1: attacks that stress the spine, such a strongly bending or twisting it are consider particularly vicious attacks.

Note 2: the front choke is allowed only when it doesn't result in an attack to the spine, as above.

(2) Prohibited Strike & Kick.

- Strike & Kick to the back of the head
- Strike & Kick to the top of the head
- Strike & Kick to the throat
- Strike & Kick to the kidney
- Kicking to the front or side of the knee joint

Note : It is allowed to strike to the back of the knee in the direction of natural flexion of the joint.

- When standing, any Strikes & Kick to the groin when the difference is PI is less than 20, and Strike from the upper limb (punches and palm strikes) when the difference in PI is between 20 and 30.

Note 1: In NEWAZA, Strike & Kick to the groin are prohibited regardless of the difference in PI.

Note 2: When the difference in PI is 20 or more, kicks to the groin when standing is allowed. When the difference in PI is 30 or more, punches and palm strikes to the groin are allowed. However, strikes to the groin are allowed in isolation, and as part of a combination of strikes where the other strikes are not hitting the groin. Successions of strikes to the groin are not allowed. A KIME movement to an opponent falling down on their knees as a result of a strike to the groin will be given KOKA.

- When the difference in PI is 20 or more, Strikes grabbing the opponent (TSUKAMI).

Note: When the difference in PI is 20 or more, strikes from the upper limbs (head-butts, punches, elbow strikes, etc.) when grabbing the opponent are prohibited. Kicks are allowed.

- When the difference in PI is 30 or more, Strike & Kick grabbing the opponent (TSUKAMI).

Note: When the difference in PI is 30 or more, all Strike & Kick whether from the upper limbs (head-butts, punches, elbow strikes, etc.) or lower limbs (kicks) when grabbing the opponent are prohibited.

- When both athletes are in NEWAZA (i.e. when any body part other than the soles of their feet touches the mat), the athlete on top (i.e. who head is higher than their opponent's) any non-simulated Strike & Kick to the head of their opponent.

Note: The above violation when the one of the athlete is applying a joint lock or choke is deemed particularly vicious

- When both athletes are in NEWAZA (i.e. when any body part other than the soles of their feet touches the mat), any Strike & Kick from the athlete on top targeting the torso or knee other than parallel to the floor.
- When in NEWAZA, any Strike & Kick that would result in the head, face, torso, or knee of the opponent being between the striking fist, foot, etc. and the floor.

Note: When the athletes both have an Achilles tendon lock, descending kicks of the free heel to the head of torso are prohibited, as well when vertical strikes to the head or face while standing back up.

- Kicks in defense against tackle except for one isolated kick as a first technique to defend against the attempt.
- In NEWAZA, when one of the opponents managed to stand-up, any kick in defense against tackle of an attempt to apply a technique by the bottom athlete. However, to the extent is a counter-attack, using Strikes from the upper limbs is allowed. In that case, the action is still counted as a NEWAZA period.
- When only one of the opponents is standing, any Strike & Kick to the bottom athlete unless they show intent to tackle or attack.

Note: When the opponent goes down, only KIME movement is allowed, in accordance with Art. 65, point 4.

(3) Prohibited action when grabbing the opponent's dogi or body (TSUKAMI)

- Grabbing the opponent's dogi or body for the purpose of striking, throwing, tackling, etc. for more than 10 continuous seconds.
- Grabbing any piece of protective gear (headgear, hand-mitts, foul cup), hair, throat, groin.

Note: Clinching with the arms around the headgear, for instance for the purpose or using knee strikes, is allowed.

(4) Prohibited actions when throwing

- Either voluntarily or by negligence, actions to throw in such a manner that it results in important damage to the head or spine (for instance to the extent the opponent cannot immediately stand back up)

Note 1 : Even if the opponent resists the throw and fall on their head or face, the action is considered prohibited.

Note 2 : If the opponent clinches the attacking athlete's body to avoid being thrown and ends up falling on the head or face, the opponent too is deemed to have done a prohibited action.

- Even in the absence of damage, throws causing the opponent to first connect with the mat with the head or back to head without ending up on their back.

Note 1: Throws that can cause serious damage to the head and cervical vertebrae, such as back drops, are considered particularly vicious prohibited acts.

Note 2: A throw where the torso connects last with the ground due to the natural rotation of the body are allowed.

- Even in the absence of damage, a throw flinging the head or face of the opponent connecting first with the mat (for example, preventing the normal rotation of the body by controlling the arm of the opponent in SEOINAGE or their knee in KATAGURUMA so that the head or face hits the mat).

Note 1: Pulling the opponent down from the standing position by strongly driving their head towards the mat (for instance from the front choke) or behind oneself may lead to important damage to the head of cervical vertebrae and is considered a particularly vicious offence.

Note 2: If the opponents cannot be thrown and lands by themselves on the head or face, there is no foul.

Note 3: A throw where the torso connects last with the ground due to the natural rotation of the body are allowed.

- Any action where a technique is applied by bending the body forward with one's own head touching the mat first.
- Deliberately or not, any throw where the whole body weight is applied to the opponent and may cause serious damage to the chest or abdomen (for instance to the extent the opponent cannot immediately stand back up)

Note 1 : Even if the opponent resists the throw and ends up having the athlete's body weight on them, the action is considered prohibited.

Note 2 : If the opponent clinches the attacking athlete's body to avoid being thrown and ends up with the athletes weight falling on them, the opponent too is deemed to have done a prohibited action.

- Whether causing damage or not, all actions such as forcing one's weight on the opponent, or throws where the athlete wraps their body around the opponents (MAKIKOMI).

Note : If the athlete ends up being wrapped around / entangled with the opponent's body as a result of the opponent resisting the throw, the action is not a foul.

(5) Prohibited actions when applying chokes or joint locks.

- Using one's or the opponent's belt, or one's fingers or palm of the hand to apply pressure to the windpipe or carotid artery.
- Any joint locks other than to the elbow, shoulder, knee or ankle (Achilles' tendon)

Note: For instance manipulation of the fingers' joints is prohibited.

- Knee manipulation / lock other than in the natural direction of leg extension.
- Any manipulation / lock of the knee or ankle using rotation of the heel or grapping the toe.

Note: E.g. heel hold, ankle hold.

- Any choke or joint lock finished when standing.

Note: starting the choke or lock when standing and finishing (locking) after bringing the fight to the ground (NEWAZA) is allowed.

- Using the body weight to apply a joint lock when standing.

(6) Prohibited behavior pertaining to combativeness.

- Deliberately and continuously turning one's back to the opponent, not attacking for 30 seconds or more, or other expression of lack of engagement in the match.
- Whether standing or in NEWAZA, exiting the fight area to escape the opponent's attacks.

(7) Behavior causing interruption to the match.

- Interruption of the match without valid reason, for the purpose of recovering from damages or resting such as interacting with the Chief Referee, retie one's belt on purpose, re-arranging one's dogi or equipment without being instructed to do so, spitting out one's mouth piece, spending more than 10 seconds to re-arrange one's dogi when ordered, etc.
- Not showing up ready immediately when called for a match. A warning (KEIKOKU) will be given to athletes not present at the call. After 30 seconds, if the athlete still is not present they will get a penalty (HANSOKU 1), then at 40 seconds another penalty (HANSOKU 2), then at the 50 second mark will be disqualified.
- In case an athlete is bleeding or get injured during a match and medical assistance is needed:
 - After 2 minutes of treatment time the athlete gets a warning (KEIKOKU).
 - At 2 minutes 10 seconds, the athlete gets a penalty (HANSOKU 1, giving 1 point to their opponent)
 - At 2 minutes 20 seconds, the athlete gets another penalty (HANSOKU 2, giving 2 point to their opponent)
 - At 2 minutes 30 seconds, the athlete gets another penalty (HANSOKU 3) and is disqualified.

Note: treatment time is counted from the moment the tournament doctor touches the athlete until the athlete is ready to resume the match with their headgear back on.

(8) Prohibited behavior pertaining to attire and equipment.

- Any breach to the requirements in terms of attire and equipment.

Note 1: In case of multiple breaches with regards to the appropriate wearing or using of foul cup, dogi, bib, mouthpiece, mitts or belt stop, the penalties will not accumulate. However, if the start of the match must be delayed in order for the athlete to fix the issues, the rules described in Art.74, point 7 on athletes not showing up ready at the call of the match will apply.

Note 2: An athlete's bib falling during a match due to not being affixed as directed by the organizers is a violation of the rules.

- Usage of taping or protective equipment (other than allowed by the rules) not allowed by the tournament medical staff.

Note : If because of the above the start of the match is delayed, the rules

described in Art.74, point 7 on athletes not showing up ready at the call of the match will apply.

- Usage of hand-wraps other than the approved ones, or usage of approved hand-wraps on which liquid was used to make them wet, usage of excessive tapping, or insertion of an object such a padding in the hand-wrap.

Note : If because of the above the start of the match is delayed, the rules described in Art.74, point 7 on athletes not showing up ready at the call of the match will apply.

- Headgear not being tied by laces at the appropriate two points (upper and lower).

Note 1: If because of the above the start of the match is delayed, the rules described in Art.74, point 7 on athletes not showing up ready at the call of the match will apply.

Note 2: Even if the headgear is tied in two points, if during the match the headgear does not stay in place and it is assessed that it is due to it not being properly or firmly tied, the second time it happens a warning (KEIKOKU) will be given to the athlete. If it happens a third time, a penalty (HANSOKU I) will be given. However if the headgear did not stay in place due to the opponent grabbing it, the above will not apply.

(9) Prohibited behavior pertaining to seconds

- The second(s) are no or do not stay seated at the designated seats during the match.

Note 1: If because of the above the start of the match is delayed, the rules described in Art.74, point 7 on athletes not showing up ready at the call of the match will apply.

Note 2: Violation of rules by seconds will be considered to be violations by the athletes, who may be penalized as such. Penalties so incurred will be added to the athletes penalty count.

- The second(s) are not able to provide the athlete's medical certificate when so required by the Chief Referee.

Note : If because of the above the start/restart of the match is delayed, the rules described in Art.74, point 7 on athletes not showing up ready at the call of the match will apply.

- The second(s) have a discourteous attitude such as going away from their designated seats during the match, slapping or hitting the mat, criticizing or antagonizing the athletes or judges, raising their voice beyond reasonable, etc.

(10) Other prohibited behavior

- Hindering breathing by covering the holed part of the headgear's visor.
- Scratching with the fingernails, grabbing, pinching, twisting the skin.
- Putting fingers in the opponent's body orifices.
- Not obeying judges' instructions, or aggressing the judges either verbally or physically.
- Criticizing or arguing of the judges' decisions by the athletes or second.
- In addition to the above any action deemed particularly vicious or inadequate by the judges.
- When actual PI at the time of checking by the tournament organizer exceeds

the PI declared at registration.

- If the excess is less than 1 the athlete gets a warning (KEIKOKU).
- If the excess is 1 or more, but less than 2, the athlete gets a penalty (HANSOKU 1, giving 1 point to their opponent)
- If the excess is 2 or more, but less than 3, the athlete gets a penalty (HANSOKU 2, giving 1 point to their opponent)
- If the excess is 3 or more the athlete gets a penalty (HANSOKU 3) and is disqualified.

Art. 75. When techniques or behaviors that have not been observed in the past or are not subject to the rules herein, they will be assessed from the stand-point of safety, BUDO spirit and sportsmanship, under the condition that at least 3 of the following parties agree on whether they are acceptable or not: chairperson of the tournament organizing committee, chairperson of the review committee, chairman of referees, Tournament Auditor, Chief Referee.

At a later stage, the decision will be discussed and integrated to the rules as deemed necessary.

SECTION 11 – MISC.

Art. 76. In addition to athletes, seconds must abide by KIF Anti-Doping Code.

