



IPPON SHOBU FIGHT NIGHT

KARATE

Its a standing fight bout in the middle or long distance. After a successful takedown, it may be momentarily transferred to the ground. The bout takes 3 minutes and can be ended by ippon, awasete ippon (two waza-ari) or by decision on the flags

ALLOWED TECHNIQUES

- Straight punches from medium and long distance (zuki + uraken uchi)
- Straight punches on a lying opponent
- All straight and roundhouse kicks, even with rotation
- Kicks to a lying opponent (mid-zone only)
- Sweeps and takedowns



ALLOWED TECHNIQUES

Interpretation of the rules:

Calf kick

- Kicks to the lower part of the legs (below the knee) are allowed, which were performed with the intention of tripping the opponent to the ground or throwing the opponent off balance.
- This kick or takedown attempt must be followed by an obvious continuation of the attack, the knee kick itself is prohibited

Knee

- If a kick is taken from a medium/long distance and due to the shortening of the distance by the opponent there is a knee contact, it will not be evaluated as a prohibited technique
- If the opponent is shaken after such a technique, such a situation will be evaluated as a minimum of waza-ari
- Intentional use of the knee technique is prohibited

STOPPAGE OF MATCH (YAME)

- Announcement of the winner (ippon)
- Award of points (waza-ari)
- Tearing up
 - standing chest to chest for more than 3 seconds
 - standing up of a lying opponent
- Penalty for foul
- On the instruction of one of the coaches (thrown towel)
- Medical treatment
- Adjustment of protectors
- End of timeout



STOPPAGE OF MATCH (YAME)

Interpretation of the rules:

- The fighter is responsible for a correctly shaped mouthguard so that it does not fall out frequently during the match.
- The referee is not obliged to stop the match and allows the match to continue even if one of the fighters' protector falls off. The match stops only when both fighters are at a safe distance from each other.
- If an eyebrow is torn or another injury occurs in the heat of the fight, the referee does not stop the match, unless the injury was caused by a foul.
- The referee may stop the match if both fighters are a safe distance apart and may have the injury checked by the tournament doctor.
- If a fighter requests to stop the match of his own volition, it will be evaluated as an act of "KIKEN".

SCORING IN THE MATCH

- Unlike classic karate fights, the match is not stopped after every successful punch or kick. Successful techniques are recorded by the corner judges during the match in their notes and have an effect on the overall score of the match. But the head referee will stop the match and award points in these cases
- Ippon – one of the contestants is unable to continue the match after receiving a punch or kick (10 second rule)
- Waza-ari – one of the contestants is unable to continue the match immediately after receiving a punch or kick and needs time to recover





SHORT DISTANCE FIGHTING

- If fighters close to close range and get into a clinch - they can use a maximum of one punch at that distance when trying to improve distance
- A takedown can be done from the clinch
- The clinch itself without technique should not last for a long time - it is a reason to stop the match
- Repeated passive clinching by only one of the fighters can be evaluated as a violation of the rules - avoiding the fight

Sweeps and takedowns

- An attack never begins with a grapple
- When trying to throw, the opponent can be caught with one or both hands in the torso area
- Grabbing below the waist or grabbing the head (the so-called Thai clinch) is not allowed - in this case the referee should stop the match
- Tripping or off-balancing an opponent can be done by:
 - In an attack from medium or long distance
 - Defensively as a counter technique
 - After the match moved to short distance (from the clinch)
- Unscored takdowns, after which the match is immediately stopped
 - If the fighter performing the takedown alone falls to the ground in that takedown
 - If the fighter performing the takedown kneels or touches the ground with any other part of the body during the takedown
 - If he uses a grip with one or both hands below the opponent's waist (single leg, double leg) when trying to defeat
 - If he uses a head grab in a takedown attempt
- A single leg grip is only possible when the opponent's kick is intercepted
- Repeated violations of the rules of holding below the waist, can be evaluated by the referee as avoiding the fight, which is punished
- Deliberately throwing an opponent at the head is considered a foul

FIGHTING ON THE GROUND AND STANDING UP

- It is possible to attack from a standing position an opponent who has fallen to the ground through his own fault or has been knocked down
- The attack can take a maximum of 3 seconds, and a maximum of 3 punches or kicks can be used
- A prone fighter cannot use any kicks and strikes below the waist from the bottom position
- A competitor who has been thrown must get up immediately after the yame
- If it looks like he cannot continue the match immediately, the referee will start a count, which will be scored at a minimum of waza-ari



ILLEGAL TECHNIQUES AND FOULS

- Punches and kicks below the belt, kicks to the head of a lying opponent
- Eye pokes
- Short range strikes (hooks, jabs, knees, elbows)
- Headbutt, blows to the back of the head
- Strangling, prying, hair pulling, biting
- Dangerous throws – e.g. deliberately throwing an opponent at the head
- Punching, kicking the opponent when the match is stopped
- Intentional stepping out of the match area (protective zone) – jogai
- Deliberate avoidance of combat – grabbing an opponent, holding, delaying the match, laying on the ground, intentionally dropping mouthguards
- Vulgar shouting and swearing

WARNINGS AND PENALTIES

We distinguish 4 warning levels

- Unofficial verbal warning
- Official Warning – KEIKOKU
- Penalty – CHUI
- Disqualification – HANSOKU

Rules Interpretation - Unofficial Verbal Warning

- Avoiding the fight can be controversial – therefore the referee will first verbally warn the fighter and warn him that an official warning will come next – KEIKOKU
- If a fighter fouls his opponent but does not cause him serious injury, the referee will only give the offender a verbal warning and warn him that an official warning will come next time – KEIKOKU

WARNING AND PENALTIES

Interpretation of the rules – jogai

- The match can also continue in the protective zone. Fighters will be notified that they are in the jogai zone. In case of any doubts regarding the safety of the fighters, the referee can stop the match. However, KEIKOKU's warning for trampling will not be given
- When intentionally leaving the match area, the referee always issues a warning of at least KEIKOKU

WARNING AND PENALTIES

- Interpretation of the rules – technical fouls
- If a fighter **unintentionally** fouls his opponent causing a serious injury requiring medical attention, the fighter will be given a **KEIKOKU** warning (such as a kick below the waist)
- If such a foul occurs **repeatedly** during the match, the wrestler will be given a **CHUI** penalty (this is a gesture similar to giving the opponent a Waza-ari)
- If a fighter **intentionally** fouls his opponent, the referee will stop the match, give the fighter medical treatment and await the doctor's opinion as to whether the match can continue
- If the match **can continue**, there will be a penalty of **CHUI**, which means awarding a point to the opponent. If the match **cannot continue**, the situation will be evaluated as a **disqualification (HANSOKU)**. The fighter who received the illegal blow wins the match. If it is a promotion tournament (pyramid), he cannot continue and will be replaced by another fighter.

CLOTHES + PROTECTIVE EQUIPMENT

PROVIDED BY THE ORGANIZER

- Gloves – black Venum
- Shin + ankle protectors black Venum

PROVIDED BY THE FIGHTER HIMSELF

- White karate-gi
- Colour belt – red, blue
- Mouth guard
- Suspensor
- It is possible to use bandages in gloves (optional)



METHODS OF ENDING A MATCH

Before the time limit

- Victory by Ippon - opponent is unable to continue within 10 seconds after the legal strike
- Victory by Awasete-ippou - getting 2 waza-ari in the match
- Victory by Hansoku (Disqualification) - by accumulating penalties or intentionally using an illegal technique after which the opponent is unable to continue
- Winning by Kiken (Withdrawal from the match) - competitor causes an injury through no fault of their own that makes them unable or unwilling to continue the match for any reason. Or someone from his team does not wish to continue the match

METHODS OF ENDING A MATCH

Before the time limit

- Victory by doctor stoppage - the competitor is injured, he wants to continue the match, but the doctor does not allow him to start again
- No contest - One of the competitors strikes or kicks his opponent unintentionally with an illegal technique. After this unintentional kick/punch the opponent is unable to continue. The match has not exceeded its half (90sec)
- Technical decision by the referees - if there is an unintentional foul, the competitor is unable to continue the match and the match has lasted longer than half of the time limit (90sec), a decision will be made on the flags

METHODS OF ENDING A MATCH

After the time limit

- Unanimous decision - 3:0 on flags
- Majority decision - 2:0 on, one draw
- Split decision - 2:1 win on flags
- Unanimous draw - all judges draw
- Majority draw - two judges draw, one flag AKA/AO
- Split draw - one judge draw, one AKA flag, one AO flag

DECISIONS ON FLAGS

- The judge in the corner records every technique that visibly hits its target, regardless of whether the fighters hits first or second. A fighter does not have to shout "Kiai" during a technique
- Only the one in which the fighter does not fall or touch any part of the body with the ground is considered a successful subject
- The judge can take notes, always looks at the match as a whole and takes into account the importance of techniques - for example, hard kicks to the head or takedown with the following up to three techniques
- In the appropriate boxes (waza-ari/ chui) the judge writes the points/penalties assigned by the head referee during the match
- The judge writes his assessment in the "activity" field

DECISIONS ON FLAGS

- The total match score is the sum of these criteria
 - Number of waza-ari points
 - Number of chui penalties
 - Activity
- Depending on what the total score is on the card, the judge raises the flag for one side or the other, or may give a draw

Event Name		Ippon Shobu Fight Night 1		
Bout number		7		
Type		1x3min		
Judge 1				
Jan Novák				
AKA		Athletes Names		AO
Mariusz Migdalski				Marton Lozsi
ROUND1	0	Waza-ari	1	ROUND1
	0	Chui	0	
	1	Activity	0	
1		FINAL SCORE		1

DECISIONS ON FLAGS

- If waza-ari has not been awarded, the referee will add up the significant strikes he has accumulated during the match. If the score is very even, the activity column can write 0:0. If one of the fighter was better, write 1:0 or 0:1 in the column
- If waza-ari was awarded, the fighter should win and the referee writes 0:0 in the activity box. However, if his opponent was clearly better throughout the match, the judge can write in the activity column 1:0 or 0:1 and the match can go to extra time

DECISIONS ON FLAGS

Total Score - Draw (0:0 or 1:1)

A tie may occur in the following cases:

- Both fighters delivered a similar number of significant strikes in a given round
- One of the fighters scored a waza-ari in the round, but the other was dominant for the rest of the round
- The better of the fighters in that round intentionally fouled the "chui" and his opponent won a point

Event Name		Ippon Shobu Fight Night 1			
Bout number		7			
Type		1x3min			
Judge 1					
Jan Novák					
AKA		Athletes Names		AO	
Mariusz Migdalski				Marton Lozsi	
ROUND1	0	Waza-ari	0	ROUND1	
	0	Chui	0		
	0	Activity	0		
0		FINAL SCORE		0	

Event Name		Ippon Shobu Fight Night 1			
Bout number		7			
Type		1x3min			
Judge 1					
Jan Novák					
AKA		Athletes Names		AO	
Mariusz Migdalski				Marton Lozsi	
ROUND1	0	Waza-ari	1	ROUND1	
	0	Chui	0		
	1	Activity	0		
1		FINAL SCORE		1	

Event Name		Ippon Shobu Fight Night 1			
Bout number					
Type		1x3min			
Judge 1					
Jan Novák					
AKA		Athletes Names		AO	
ROUND1	0	Waza-ari	0	ROUND1	
	1	Chui	1		
	1	Activity	0		
1		FINAL SCORE		1	

DECISIONS ON FLAGS

Total score - win (1:0)

A given round can end with a win in the following cases:

- One of the fighters scored a higher number of significant strikes during the round
- The match was even, but one of the fighters was awarded a waza-ari during the round
- The match was even, but one of the fighters intentionally fouled

Event Name		Ippon Shobu Fight Night 1			
Bout number					
Type		1x3min			
Judge 1					
AKA		Athletes Names		AO	
ROUND1	0	Waza-ari	0	ROUND1	
	0	Chui	0		
	1	Activity	0		
1	FINAL SCORE			0	

Event Name		Ippon Shobu Fight Night 1			
Bout number					
Type		1x3min			
Judge 1					
AKA		Athletes Names		AO	
ROUND1	1	Waza-ari	0	ROUND1	
	0	Chui	0		
	0	Activity	0		
1	FINAL SCORE			0	

Event Name		Ippon Shobu Fight Night 1			
Bout number					
Type		1x3min			
Judge 1					
AKA		Athletes Names		AO	
ROUND1	0	Waza-ari	0	ROUND1	
	0	Chui	1		
	0	Activity	0		
0	FINAL SCORE			1	

DECISIONS ON FLAGS

Overall score - dominant win (2:0; 3:0)

A dominant win in a given round can occur under the following circumstances:

- One of the fighters scored a higher number of significant strikes during the round and at the same time received a waza-ari
- One of the wrestlers landed a waza-ari or higher number of significant strikes during the round and at the same time his opponent intentionally fouled

Event Name		Ippon Shobu Fight Night 1	
Bout number			
Type		1x3min	
Judge 1			
AKA		Athletes Names	AO
ROUND1		1	0
		Waza-ari	0
		Chui	0
		Activity	0
2		FINAL SCORE	0

Event Name		Ippon Shobu Fight Night 1	
Bout number			
Type		1x3min	
Judge 1			
AKA		Athletes Names	AO
ROUND1		0	1
		Waza-ari	1
		Chui	1
		Activity	0
0		FINAL SCORE	2

Event Name		Ippon Shobu Fight Night 1	
Bout number			
Type		1x3min	
Judge 1			
AKA		Athletes Names	AO
ROUND1		0	1
		Waza-ari	0
		Chui	1
		Activity	1
0		FINAL SCORE	2

Event Name		Ippon Shobu Fight Night 1	
Bout number			
Type		1x3min	
Judge 1			
AKA		Athletes Names	AO
ROUND1		0	1
		Waza-ari	1
		Chui	1
		Activity	1
0		FINAL SCORE	3

DECISIONS ON FLAGS

- If the match is ended before the ippon limit, awasete ippon or disqualification, there will be no decision on flags
- A multi-round match is played the same way as a single-round match, the corner referees just record their ratings for each round separately as if it were a separate match
- They then issue their overall decision based on the sum of waza-ari/ chui/ activity from all rounds

Judge 5				
AKA		Athletes Names		AO
Jiří Krych				Ondřej Bosák
ROUND1		Waza-ari		ROUND1
		Chui		
	0	Activity	1	
ROUND2		Waza-ari	1	ROUND2
		Chui		
	1	Activity	0	
ROUND3		Waza-ari		ROUND3
		Chui		
	0	Activity	1	
1		FINAL SCORE		3

TOURNAMENT RULES

- 8 selected competitors in the weight category
- Competitors advance through the tournament by the classic bracket system
- If a situation arises that one of the competitors is unable to continue in the tournament for any reason, he will be replaced by another competitor (e.g. lucky loser)
- The matches of the first round, quarterfinals and semifinals are single round (3 min)
- The final match will be played over three rounds (3x 3min)
- Winner of the tournament wins 1000€
- If the match ends in a draw, the head referee will announce a new match, which will last 3 minutes again. All penalties and points are zeroed out.
- If this match runs out of time, judges may not use the hikiwake decision - draw
- Judges take into account only the new match when making the final overtime decision

VIDEO REVIEW

- If the technical conditions allow it, a video review can be used in this case:
 - If the head referee is not sure whether an unauthorized technique was used in the heat of the fight, which affected the course of the fight
- During the video review, all judges evaluate if it was a legal karate technique (3 flag judges, 1 main judge, 1 supervisor)