

# **KUMITE SCORING**

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Scores are as follows:

- a) **IPPON** Three Points
- b) **WAZA-ARI** Two Points
- c) **YUKO** One Point

**IPPON** is awarded for:

- a) Jodan (head level) kicks.
- b) Any scoring technique delivered on a thrown or fallen opponent.

**WAZA-ARI** is awarded for:

- a) Chudan (middle area of body) kicks.

**YUKO** is awarded for:

- a) Chudan or Jodan Tsuki
- b) Chudan or Jodan Uchi

**Attacks are limited to the following areas:**

- a) Head
- b) Face
- c) Neck
- d) Abdomen
- e) Chest
- f) Back
- g) Side

**A score is awarded when a technique is performed according to the following criteria to a scoring area:**

- a) Good Form
- b) Sporting Attitude
- c) Vigorous Application
- d) Awareness (Zanshin)
- e) Good Timing
- f) Correct Distance

- 1- **Good form** is said to have characteristics conferring probable effectiveness within the framework of traditional karate concepts.
- 2- **Sporting Attitude** is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.
- 3- **Vigorous Application** defines the power and speed of the technique and the palpable will for it to succeed.
- 4- **Awareness (Zanshin)** is that criteria most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counter-attack. He does not turn his/her face away during delivery of the technique, and remains facing the opponent afterwards.
- 5- **Good Timing** means delivering a technique when it will have the greatest potential effect.
- 6- **Correct Distance** similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.

### **HANTEI (Voting):**

When a fight is tie at the end of the match the judges will vote for the winner, the criteria goes as follow:

- a) The attitude, fighting spirit, and strength demonstrated by the contestants.
- b) The superiority of tactics and techniques displayed.
- c) Which of the contestants has initiated the majority of the actions.

### **CATEGORY 1 Penalties:**

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open hand techniques.
4. Dangerous or forbidden throwing techniques.

### **CATEGORY 2 Penalties:**

1. Feigning or exaggerating injury.
2. Exit from the competition area (JOGAI) not caused by the opponent.
3. Self-Endangerment by indulging in behavior which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection.
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Passivity – not attempting to engage in combat.
6. Clinching, wrestling, pushing, seizing or standing chest to chest, without attempting a throw or other technique.
7. Techniques which by their nature cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
8. Simulated attacks with the head, knees or elbows.
9. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behavior towards the Refereeing officials, or other breaches of etiquette.

## **Important Rules:**

- *Seniors Age 18 and over* Non-injurious, light controlled “touch” contact to the face, head and neck is allowed (but not to the throat) with the **hand and foot**.
- *Youth Ages 17 and under* **No touch or contact to the head, face, and neck (including face mask) is allowed with hand techniques.**