



International Federation of Karate
Kyokushinkai Australia Inc. (IFKKA)



Short Rules for Karate Matches Using the Clicker Scoring System



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Introduction

Clicker Kumite 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 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

- All fighters must ensure their finger and toe nails are cut short.
- 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). The Match Referee's decision is final.
- Hand mitts, groin protectors (boxes), shin and instep pads must be worn by each fighter. Note for juniors (8yrs and under) these are optional, for senior grades and adults they are mandatory.
- Eye glasses (spectacles) are not allowed to be worn by fighters. Soft contact lenses may be worn at the fighter's own risk. This is something that we want to work towards this.

Method of match

There are two types of match, the individual match and the team match. Team members can win, lose or **draw** their respective matches, unlike individual matches where the fighters can only win or lose.

The team with the most 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 to fight a deciding match. If that match is a draw then the process will be repeated until there is a clear winner.

5. Duration of the Match

- All matches will run to a maximum of 2 minutes.
- The Chief Referee may shorten the match length to either 1.5 minutes 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. Note: the IFKKA does not do this at this stage for all divisions.

Target Area

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
- Thighs

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.

1. For attacks to the head there must be no contact at all.
2. For attacks to the chest, abdomen and back there must be Gi contact (this means minimal body contact)
3. 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 full pull back of the attacking hand or foot.
4. All attacks must have good form, good attitude, strong vigour, proper timing, and adequate distance.
5. All attacks must be pulled back without being blocked when the technique is being delivered and on its return.
6. Points can only be scored when **both** contestants are in the match area.
7. An effective technique delivered with the time-up signal (the Match Referee's command YAME) will be recognised as valid.

POINT SCORING HAND TECHNIQUES

Top of the head – the only technique allowed is:

1. TETTSUI OROSHI ATAMA UCHI.

Side of the head - the only techniques allowed are:

1. TETTSUI YOKO UCHI.
2. URAKEN ATAMA UCHI
3. URAKEN MAWASHI UCHI

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

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

POINT SCORING LEG TECHNIQUES

Top of the head –

1. NO TECHNIQUE ALLOWED

Side of the head – the only techniques allowed are:

1. MAWASHI GERI HAISOKU JODAN
2. USHIRO MAWASHI GERI CHUSOKU JODAN (180 degree)
3. KAKE GERI CHUSOKU JODAN
4. UCHI HAISOKU GERI. JODAN

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

1. MAWASHI GERI HAISOKU CHUDAN
2. MAWASHI GERI CHUSOKU CHUDAN
3. KAKE GERI CHUSOKU CHUDAN
4. USHIRO GERI CHUDAN (with complete pullback)
5. MAE SOKUTO GERI CHUDAN(mae yoko geri chudan)
6. MAE GERI CHUSOKU CHUDAN.

Thigh Kicks - these techniques are allowed Mawashi Geri Gedan – Haisoku / Sune

1. OUTSIDE THIGH SUNE
2. INSIDE OF THE THIGH HAISOKU OR SUNE

WHICH TECHNIQUES SCORE TWO POINTS?

Hand Techniques (2 points) – The following hand techniques delivered to the opponents back score 2 points:

1. SEIKEN OI TSUKI CHUDAN
2. 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:

1. SEIKEN OI TSUKI GEDAN
2. SEIKEN GYAKU TSUKI GEDAN

Leg Techniques (2 points) - The following leg techniques delivered to the side of the head score 2 points:

1. JODAN MAWASHI GERI HAISOKU
2. JODAN KAKE GERI CHUSOKU
3. JODAN UCHI HAISOKU GERI.
4. JODAN USHIRO MAWASHI GERI CHUSOKU (180 Degrees)

A two point score may not always be awarded for the above technique if the pullback or balance is not perfect. On these occasions 1 point will be scored, the fight does not need to be stopped if the technique only scores 1 point.

Leg Sweep Techniques (ASHI BARAI) – Note if there are no mats for the fighting area then Sweeps are prohibited.

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 in order to gain a points advantage.

THE FOLLOWING ACTS & TECHNIQUES ARE NOT ALLOWED AND ARE FOULS

1. Circular movement techniques that pass in front of the face are not allowed.
2. Any contact to the face or head
3. Attacks to the groin
4. Direct attacks to the face
5. Circular movement techniques that pass in front of the face
6. Attacks to the hip joints, elbow, wrist, knee joints and the instep
7. Any 360 degree attacks (except for the USHURO GERI CHUDAN with complete pullback) Any open hand techniques
8. Any elbow techniques
9. Any attack below the belt (except for ashi barai) any throws
10. Any grabbing or holding
11. Any unsportsmanlike behaviour Repeatedly leaving the Match Area (JOGI) Uncontrolled fighting techniques
12. Disrespectful attitude to other competitors or officials (swearing etc)
13. Failure to obey the Match Referees orders

Fouls and Disqualification

If a fighter commits a foul technique or any of the acts listed above 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, his opponent, the officials or brings Kyokushinkai Karate into disrepute. If a fighter gets penalised through a Shikkaku they 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 above, 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.

Injuries or accidents during the match

If a fighter is clearly injured during a fight the referee will stop the fight and a First Aid Officer will be called. If the injury is caused by a foul technique delivered by the injured fighters 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 First Aid Officer is 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 as a whole.

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.

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.

In the event that there is only 2 Match officials there will be a referee and a mirror judge. For results of individual events the referee will be deemed to have 1 ½ votes to the mirror judge's 1 vote. In team events both the Referee and the mirror judge's votes will be equal.