

# IBMA • KYOKUSHIN

## Competition Regulations

IBMA • KYOKUSHIN Competition Regulations	1
Chapter 1 About the IBMA/KYOKUSHIN competition	3
Section 1: Purpose and philosophy of the competition	3
Section 2 Competition name, etc.	3
Section 4 Competition time	4
Section 5 Stadium	4
Section 6 Measurement	5
Section 7 Clothes, armor, etc.	5
Section 8 Second	6
Chapter 2 Competition officials	6
Section 1 Referees and assistant referees	6
Section 2 Judge	7
Section 3 Timekeeper and scoreboard staff	8
Section 4 Doctor	8
Chapter 3 Judgment method	8
Section 1 Judgment of victory or defeat	8
Section 2 Scoring method	9
Section 3 Notes on scoring method	9
Section 4 Judgment of victory or defeat in overtime	10

Section 5 “Yellow card” for “outside the field” and “fall”, etc.	10
Section 6 “Wazaari” “Ippon”, etc.	10
Section 7 Special notes	11
Chapter 4 Regarding foul play	12
Section 1 “Verbal Warning” “Yellow Card” “Red Card” Declaration	12
Section 2 Yellow card for dangerous behavior	12
Section 3 “Yellow card” and “verbal warning” for non-dangerous acts	13
Section 4 Disqualification due to red card	14
Section 5 Disqualification	14
Chapter 5 Behaviors of players and referees	15
Section 1 Athletes’ movements	15
Section 2 Referee's actions	16
Section 3: Referee’s announcement method, actions, etc.	16
Section 4: Referee’s announcement etiquette for deciding the match	17
Chapter 6 Other special notes	18
1. remarks	18

# Chapter 1 About the IBMA/KYOKUSHIN competition

## Section 1: Purpose and philosophy of the competition

1. The purpose of holding HITTING competitions conducted in accordance with these regulations is to pursue the principles of how to best utilize the mind and body of oneself and others through competitive matches using martial arts. Therefore, the first priority is to develop offensive and defensive skills that are consistent with the principles of utilizing techniques. Furthermore, this competition is not intended to determine winners and losers based on the level of ability. The goal is for competitors to learn together the principles of martial arts that make the most of themselves and others, and to improve their offensive and defensive skills. In addition to improving their offensive and defensive skills, competitors must be willing to create ways to avoid unnecessary damage to each other. We call this will the "Budo Man Ship", and we will contribute to the coexistence of diverse human beings by cultivating that spirit and fostering and interacting with martial artists who can make the most of themselves.

## Section 2 Competition name, etc.

1. The name of this competition is "IBMA · KYOKUSHIN". The official name is "HITTING Basic Style."
2. For this competition, each class will be set taking into consideration age, gender, weight, etc.

## Section 3 Basic Terms and Conditions for Competitors

The basic principles for competitors are established as follows.

1. Competitors must comply with the competition philosophy and regulations of these regulations.

2. Competitors must register with IBMA..
3. Persons with injuries, long hair, fingernails, or other appearance that may cause discomfort to spectators who may interfere with the progress of the competition will not be permitted to compete.
4. Competitors are not allowed to compete if they are suffering from an acute inflammatory disease or infectious disease. Other persons deemed unfit for competition by the doctor and persons who do not comply with the doctor's diagnostic recommendations will not be permitted to compete.
5. Athletes who do not compete to the best of their ability or commit malicious acts such as intentional foul play will have their player registrations canceled and will no longer be able to register as players. In addition, players will be given an opportunity to explain themselves.
6. Athletes who are late for the competition start time or competition time will be disqualified.
7. It is mandatory to wear protective gear that protects the insteps, shins, knees, torso, head, fists, etc. The types of protectors, etc. are specified in the attached sheet.

## **Section 4 Competition time**

The competition time, main match, and overtime are determined as follows.

1. The competition is basically two rounds of two minutes each. However, depending on the level of competition, up to 5 rounds may be allowed (provided that advance notice is given before the match and overtime is excluded).
2. If the scores are tied after the scheduled rounds, extra time will be played.
3. Overtime will be played with a one-minute interval, and the playing time will be two minutes.
4. The number of overtime and re-overtime may be changed depending on the purpose of hosting the competition and the class. However, in that case, the duration and number of overtime periods must be notified to the athletes before the competition.
5. Regarding competition times, changes to competition times, etc. will be permitted if IBMA permits, such as in competitions for youth and seniors.

## **Section 5 Stadium**

The stadium where the competition will be held is determined as follows.

1. The size and shape of the main space of the stadium for official competitions shall be a square with a side of 6 to 8 meters or a circle with a diameter of 6 to 8 meters.
2. The stadium must have a main space and an outside space.

3. The outside space must be at least 2m wide. The main space and outside space of the stadium should be clearly visible to athletes and spectators as shown in the diagram below (the diagram below is an example).



4. Stadium mats must be thick and hard enough to prevent injury to athletes.
5. Scoreboards must be installed in at least two locations in the stadium so that athletes and spectators can see the scores.

## **Section 6 Measurement**

1. Athletes participating in weight classes must weigh in on the day of the competition within the weigh-in time set by the referee committee and obtain approval from the referee committee.
2. Athletes will be disqualified if they do not weigh in within the weigh-in time or if they exceed the weight limit.
3. Before competing, athletes must undergo a medical examination to prove that they are in good health.

## **Section 7 Clothes, armor, etc.**

Regarding players, the following rules apply.

1. Those participating in basic hitting competitions must use competition protective gear, head protectors, torso protectors, shin protectors, fist protectors, etc. approved by IBSA in light of the purpose of the competition.
2. Persons with injuries, long hair, fingernails, or other appearance that may interfere with the competition, or persons with appearance that may cause discomfort to spectators, will not be permitted to compete.
3. Competitors are not allowed to compete if they are suffering from an acute inflammatory disease or infectious disease.

4. Other persons deemed unfit for competition by the doctor and persons who do not comply with the doctor's diagnostic recommendations will not be permitted to compete.
5. Athletes who do not compete to the best of their ability or who engage in malicious acts such as intentional foul play will have their athlete registrations canceled and will no longer be able to register with athlete governing bodies recognized by IBSA. However, when making this decision, the athlete will be given an opportunity to explain.
6. Anyone whose registration is not permitted by IBMA for any legitimate reason will not be permitted to compete.
7. Athletes who are late for the competition start time or competition time will be disqualified.
8. Athletes who unilaterally cancel their participation in a competition after registering for a competition (after registering to participate) will no longer be able to register for competitions sponsored by IBMA (International Budo Association).

## **Section 8 Second**

1. No more than three seconders are allowed per player, one of whom shall be the chief seconder. Seconds must comply with the following: If you do not comply, you will be ordered to leave the venue.
2. Players must not use disrespectful words or actions toward opposing players that may slander them.
3. During the competition, please remain seated in your designated area and do nothing other than give tactical instructions to the athletes.
4. During the competition, except in an emergency, if a second player enters the arena, the athlete will be disqualified.
5. The second must provide the name of the chief second to the referee committee before the competition.

## **Chapter 2 Competition officials**

### **Section 1 Referees and assistant referees**

1. When holding an IBMA/KYOKUSHIN competition, one referee and one or more assistant referees must be present.
2. The referee determines and declares foul play by a player.
3. After the match, the referee shall declare the winner and declare overtime based on the judges' scores.

4. The referee makes a judgment of "Waza-ari" and declares it. When announcing "Waza-ari", be sure to declare "Yame", and then declare "Waza-ari".
5. During the competition, if for any reason it becomes necessary to seek the opinion of the doctor or assistant referee, the referee may, at his/her discretion, declare a "stop" and suspend the competition.
6. Before the competition, if the referee notices any abnormality in a player's clothing that violates these competition rules, such as tears or stains, he/she must call attention to it and have the player fix it immediately (in that case, both players will be temporarily removed from the competition).
7. Referees and assistant referees must be careful not to commit any foul play or overlook techniques, and must work together to judge fair techniques.
8. During a competition, the referee controls the progress of the competition and makes eight types of announcements: "Start," "Continue," "Stop," "Disallow," "Verbal Warning," "Yellow Card," "Red Card," and "Win." Any other declarations or statements may confuse the players and must not be used.
9. When refereeing a competition, the referee is obligated to pay strict attention to the physical and mental safety of the athletes, and if they feel that there is any danger during the competition, they must immediately stop the competition and ask doctors, assistant referees, or others to Must seek advice.
10. When announcing "Waza-ari", the referee must announce "Yome" to the athlete and have the athlete move to the starting position. However, if it is determined that there is damage to the athlete's body, the athlete must be left lying on the spot and receive instructions from a doctor.
11. If a referee observes a foul act stipulated in these competition regulations, he/she must declare the foul act to the athlete by issuing a "yellow card" or "red card" in accordance with these regulations.
12. The referee shall be a person certified by IBSA.
13. If referees and judges commit refereeing errors during competitions, they may be demoted or disqualified at IBSA's responsibility.
14. The auxiliary referee will assist when it is difficult to judge a technique or judge a foul. Furthermore, even during a competition, if it is determined that the referee's judgment was negligent, guidance can be given.

## Section 2 Judge

1. When holding an IBMA/KYOKUSHIN competition, three or more judges must be assigned.
2. The three judges will be the ones who will score in accordance with these Basic Hitting Competition Regulations.

3. If there is a problem with the referee's "Waza-ari" judgment, the judge must file an objection, consult promptly, and cooperate in making a fairer judgment
4. The judges' scores will be compiled by the assistant referee immediately after the match and communicated to the referee.
5. The judge will be a person certified by IBMA.

## **Section 3 Timekeeper and scoreboard staff**

The roles of timekeepers and scoreboard personnel in competitions are defined as follows.

1. The timekeeper shall manage the competition time, operate the stopwatch with the command "start", and temporarily stop the stopwatch with the command "stop".
2. The scoreboard staff shall reflect on the scoreboard the score for "wazaari" and additional points for the declaration of "yellow card" on the side with the most color of the flag indicated by the judge.

## **Section 4 Doctor**

A competition doctor is a doctor who is familiar with sports medicine and manages the health of athletes. Doctors must comply with the following obligations:

1. Conduct regular or temporary medical examinations of athletes in accordance with the instructions of the competition executive committee.
2. During the competition, participants must sit in the front row of the stadium, report the results of the diagnosis of injured athletes if requested by the referee, and take first aid measures in the event of an emergency.
3. During the competition, the doctor may, at his/her own discretion, recommend that the competition be canceled to the tournament executive committee.

# **Chapter 3 Judgment method**

## **Section 1 Judgment of victory or defeat**

1. The competition will end when the specified number of rounds of 2 minutes have been completed (rounds 2 to 5).
2. Scoring of wins and losses will be done for each land in accordance with the basic scoring method of the IBMA-KYOKUSHIN competition, and the winner will be the one with the highest total score from all rounds.



3. If the scores are tied after the scheduled rounds, extra time will be played.
4. If, during the match, it becomes impossible to continue the match due to an offensive technique other than a foul act by the opponent, the match will be decided as ``Ippon."
5. If waza-ari is called twice or more during a match, it will be called ``Ippon" (Ippon with match).

## Section 2 Scoring method

To determine the winner or loser, 10 points will be given to both competitors in advance, and scores will be determined from a 10-10 situation using a deduction method according to the prescribed scoring criteria. The scoring will be based on the following items in priority order from 1 to 4.

### **The side with the most clean hits (effective hits)**

1. The side with the most clean hits (effective hits) is considered superior (10:9). However, a clean hit is a thrusting or kicking technique that damages the opponent and is not a foul act (10:9).

### **Those with an aggressive attack posture**

2. If the number of clean hits is the same or there are no clean hits, it is likely that they are actively attacking. To regard the squid as superior (10:9). However, if you don't accurately hit the hit point with your attack technique, or if you just step forward with your guard up, it will not be considered an attack.

### **Defense (Defensive Techniques) Those with Skills**

3. If there is no difference in terms of clean hits or aggressive attacking postures, consider the one with the higher defense skill that nullifies the opponent's attack as superior. (10:9). However, fighting styles that do not use offensive techniques, concentrate on defense, or use footwork to escape are not considered defensive skills.

### **Who has the initiative and control**

4. If it is not possible to differentiate between the two in terms of clean hits, aggressive attacking posture, and defensive skills, who will dominate the match? To regard the person who is doing so as superior (10:9) .

## Section 3 Notes on scoring method

### **About Wazaari**

1. If you get ``Waza-ari" once, you will receive an unconditional deduction of 2 points (10 to 8).

2. If the score is the same between the main round and extra time, the player who received a "yellow card" will be the loser with the most yellow cards. In the case of the final overtime, the scoring will be the same.

## **Section 4 Judgment of victory or defeat in overtime**

In "IBMA · KYOKUSHIN", the winner is the one who scores the most points in each round, but if the total score is the same, "overtime" will be held. Regarding overtime, the following rules apply:

1. Before starting overtime, players will be given a break of 30 seconds to 1 minute. At that time, athletes must follow the instructions and wait in a standing position in the designated area of the venue.
2. If the score is tied in overtime, a 2 minute re-overtime period will be played.
3. In principle, "overtime" shall not exceed three rounds. In addition, in the final overtime, scoring shall be done using the "10 to 9 must method" (in overtime, there will be a 10 to 10 ratio).

## **Section 5 “Yellow card” for “outside the field” and “fall”, etc.**

1. When a contestant's foot goes out of bounds, the referee will issue a "yellow card" to the athlete and declare him "out of bounds."
2. A variety of spinning kicks are used, and if there are many falls, a "yellow card" will be announced at the referee's discretion.

## **Section 6 “Wazaari” “Ippon”, etc.**

1. In competitions, if a fighter is temporarily unable to fight back or appears to have lost the will to fight due to an offensive technique that does not constitute a foul act, the referee must determine that the technique has been used.
2. Judges will be able to challenge the referee's decision of “Waza-ari” or “Kai-ari/Ippon” (decision). However, an objection can only be filed immediately after the referee's declaration of “Waza-ari”. When an appeal is made, the referee, assistant referees, and judges all consider the pros and cons of the decision, and if a majority approves, it is recognized as “waza-ari.”
3. Those who are declared “waza-ari” will be deducted 2 points (10:8).

4. If "Waza-ari" is declared twice, the match will end and the match will be "Ippon".
5. If a contestant is unable to fight for 5 seconds or more due to an opponent's offensive technique (excluding foul play), the referee shall judge (judge) and declare the match to be "Ippon".

## Section 7 Special notes

The following items are special notes for the competition.

When determining a batting technique, determining a clean hit (effective hit) is based on the premise (accuracy/requirement) that the batting technique hits the determined hit point accurately, and also depends on speed, weight shift, etc. The following five items must be met: "(Impact)," seize the "timing (control/opportunity)," and fully incorporate "spirit."

A thrusting technique to the "upper middle stage" may also be considered a Klee hit. "Upper middle" refers to the midline between the collarbone and the mammary glands. When determining a clean hit to the "middle stage", the "middle stage" refers to the "sleep of the stomach" and the "left and right flanks". However, the flank should be above the obi and below the mammary gland line.

When determining a "lower" clean hit, "lower" refers to the area around the middle of the thigh (quadriceps) from the knee to the hip bone.

When determining "out of bounds", "If part of the sole of one foot is on the outside bounds line, it will not be determined as being out of bounds. Also, if one foot is in the air even after crossing the outside bounds line, it will not be determined as being out of bounds ( Chapter 3 Section 5 Paragraph 1).

Attacks made after the referee calls for a stop must be considered a foul act.

# Chapter 4 Regarding foul play

## Section 1 “Verbal Warning” “Yellow Card” “Red Card” Declaration

The criteria and method for making a referee's pronouncement in the event that a player is found to have committed a foul act during a competition are stipulated as follows.

1. If the referee determines that a player has committed a minor foul that does not cause any damage, he or she will first give a verbal warning to the player to warn him or her of the foul.
2. A maximum of two "verbal warnings" can be given for each type of foul play.
3. The referee must notify any violation of the rules stipulated in these rules by waving the whistle and the flag of the side committing the violation.
4. Those who are notified of a "yellow card" will have one point deducted.
5. The referee will immediately issue a "red card" or declare "disqualification" based on a predetermined behavior for intentional fouls or foul acts that cause significant damage to the opponent.
6. A "yellow card" or a "caution" due to a prescribed behavior will only be given for the second time, and any subsequent offense will result in disqualification, even if it is a minor offense.

## Section 2 Yellow card for dangerous behavior

During a competition, a player who commits a dangerous act that could cause serious damage to an opponent must be given a "yellow card" or declared "foul" by performing a designated action. At that time, add 1 point to the opposing player. In addition, the details are defined as below.

1. A blow to the head from a thrust or elbow.
2. A blow to the opponent's throat or neck.
3. A blow to the collarbone.
4. Attack on mouth and eyes.
5. Attack by headbutt.
6. To bite an opponent.
7. To scratch an opponent.
8. A blow to the head by taking the opponent's legs.
9. A blow from behind the opponent.
10. A blow to the opponent's back.
11. An attack on the opponent's knee joint.

12. A blow to the area 10 centimeters above, below, and on either side of the center of the kneecap.
13. Placing a hand on the opponent's head or holding it down with your hands.
14. A blow technique to the opponent's head by placing the hand on the opponent's neck (middle stage is allowed).
15. "Crab scissors" for the legs.
16. Grabbing the opponent's karate uniform.
17. To hang or hold down the neck.
18. A striking technique that involves grabbing the opponent's competition clothes.
19. Persistent attacks such as thrusting near the mammary glands or collarbone are prohibited. However, this excludes cases where it is unavoidable due to the flow of the competition and the player wins (this will be left to the judge's discretion).
20. Attack after the referee calls for a stop.

### **Section 3 “Yellow card” and “verbal warning” for non-dangerous acts**

In addition to dangerous acts, the referee must issue a yellow card or declare a foul due to a prescribed behavior in the following cases: In that case, the person who is notified of a "yellow card" will have one point deducted. In addition, only if the impact of the foul play on the match is minor, only for the first time, a "verbal warning" may be given to warn the player against the foul play. In that case, no points will be deducted.

1. When using **thrusts to Jodan (head)**, you may only land up to two consecutive blows on your opponent. (However, this excludes cases in which thrusting techniques to the middle stage are combined. Also, restraining and decoy thrusting techniques are not counted as one punch.)
2. to make strange noises.
3. Do not follow the instructions. (Attack after saying "quit", etc.)
4. Going outside the stadium (if one foot is completely outside the outside line).
5. A "verbal warning" should be given to those who exaggerate their appeal to the referee for non-injurious fouls. However, if there is a clear oversight by the referee, the award will be canceled.
6. Body hitting, pushing with both palms, both fists, and pushing the opponent near the outside area (within 1 meter from the outside area) (Pushing with the palm of one hand or fist outside the area outside the area is allowed) .

7. If there is no offensive movement such as thrusting, kicking, etc. for 5 to 10 seconds or more, and if it is determined that the player has a passive attitude with no intention of attacking, the player will be given a "verbal warning" or a "yellow card." do. The decision as to whether to issue a "verbal warning" or a "yellow card" will depend on the situation. Also, those who are given a "yellow card" will have one point deducted.
8. Tactics such as lowering one's head and closing the gap will result in a "verbal warning" or a "yellow card." The decision as to whether to issue a "verbal warning" or a "yellow card" will depend on the situation. Also, if a "yellow card" is announced, one point will be added to the opponent.
9. If the designated "game etiquette" is not followed before the start of the match and after the end of the match, a "verbal warning" will be given (a verbal warning can only be given once, and from the second time onwards, a yellow card or a "caution" will be given with a designated action). I do).

## **Section 4 Disqualification due to red card**

If a player commits a serious foul play during the competition, or if the player violates the principles of the competition set forth in these regulations, a red card will be issued or the player will be disqualified by performing a prescribed action. The actions that will result in a "disqualification" due to the announcement of a "red card" or a predetermined gesture are defined as follows.

1. If a player uses abusive language or exhibits an ungentlemanly attitude towards the referee or an opponent player.
2. If you do not follow the instructions of, and deem it dangerous or malicious.
3. When attacking an opponent with a striking technique while both hands or knees are on the floor, or when making an attack movement. However, this excludes the ultimate attack.
4. If the violation is repeated many times, or if the violation is determined to be malicious.
5. A player who has been notified of a "yellow card" or a "caution" twice will be "disqualified" if he is notified of a third or subsequent foul play and will be given a "red card" unconditionally.
6. According to Article 37, Paragraph 9 of these regulations, if you fail to behave properly after receiving a verbal warning, you will lose by disqualification.

## **Section 5 Disqualification**

1. The competition ends when a "red card" or "disqualification" is announced. Athletes who have been notified of a "red card" or have been declared "disqualified" must

follow the instructions and strictly follow the rules for leaving the stadium and leave the stadium.

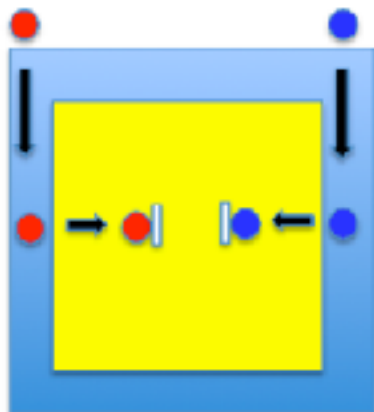
2. If a player is declared disqualified during the competition, the opponent of the disqualified athlete will be declared the winner.
3. If a player is declared "disqualified" or leaves the match without observing proper etiquette, that player will be subject to disciplinary action such as revocation of subsequent player qualifications or suspension.
4. A player who is declared "disqualified" may be subject to severe punishment, including permanent suspension of player eligibility, based on deliberation by the referee committee and the IBMA Kyokushin Kaikan Teacher's Committee.

## Chapter 5 Behaviors of players and referees

### Section 1 Athletes' movements

In principle, the actions of athletes before the start of the competition are determined as follows. However, slight changes are allowed.

1. When entering the stadium, athletes enter from the corner of each athlete's side (red for left and blue for right when viewed from the front) and then enter. , each player will perform a standing ceremony (specified in the attached sheet) from the side and center of the competition area, and then enter the main space (see the diagram below).
2. Athletes stand in the center of the stadium, approximately 1.5m to 2m away from their opponents, and stand upright while receiving instructions to face each other.
3. When the athletes declare "respect to each other," they perform the "Rits-rei" (specified separately), take a step with their left foot, and take a stance in fudodachi. When the player announces "Maete," the athlete takes a stance, and when the signal "Hajime" is given, the competition begins.



4. After the athletes have finished their competition, they face each other in their starting position, facing forward in a fudo-dachi position, and are declared the winner.
5. After the winner is announced, the athletes shake each other's hands, face each other in the starting position in a fudo-dachi position, and both athletes move in unison, taking a step back from their right foot in a standing bow. Then turn around and exit the stadium. When leaving, please bow in the same manner as when entering. Players should perform a "Rits-Rei" from the center of each player's side, go to the outside space, and exit from the blue side and red side corners.

## Section 2 Referee's actions

The behavior of referees when entering and exiting the stadium is determined as follows.

### <Entrance gesture>

1. At the time of entry, the referee will enter the stadium before the athletes enter.
2. When entering, all judges will enter from the red side corner of the stadium, with the judges in the middle, and the judges will line up evenly on the left and right.
3. After entering the venue, the judges line up and, in response to the command to "stand in front", all perform a "stand bow" and enter the competition space.
4. At the time of entry, each referee will take a fixed position and wait for the players to enter.
5. When entering, face the front, with the judges lined up on both sides with the center in front of the boundary line of the competition space (the front refers to the direction of the officials' seats).
6. When leaving, the judges line up evenly on the left and right with the center in the middle, and at the command of "bow to the Shyoumen(front)," everyone performs a "Rits-Rei( bow) " and exit the competition space.
7. When leaving the field, all the referees line up in a row in the center, bow, and then exit from the red corner in order, with the referee in the lead.
8. For details on the actions of the judges, please refer to the separate section.

## Section 3: Referee's announcement method, actions, etc.

The referee's announcement method and actions during the competition are determined as follows.



1. At the start of the competition, the referee must wait for the athletes in a designated position, standing upright and motionless.
2. At the start of the competition, have the athletes stand in precisely the designated positions, command them to bow to each other, and have them perform a standing bow. After the "Ryurei," have the athletes take a step forward and stand in "Fudodachi." After that, the command "Stand up" is given, and the competition begins with the announcement "Hajime".
3. When the signal for "end of the competition" is given, immediately give the command "stop" and immediately have the athletes stand facing the competition starting position. After that, the winner or loser is determined based on the points earned by the players. Furthermore, both players are encouraged to shake hands, and after shaking hands, the players are asked to stand in the starting position of the competition.
4. The referee will call a "technique," or "a foul," and if anything else is observed, the judge will announce it with a whistle and a flag. In addition, declares "stop", temporarily stops the match, confirms the judge's (including assistant referee)'s declaration, and if a majority of the referees agrees, declares it verbally or by notice on the card. do.
5. When announcing a "waza-ari" or "foul act", the referee must always call "stop" and interrupt the match before making the announcement.
6. When the referee declares "Waza-ari", he must first declare "Yome" and have the athletes return to the center. After declaring "waza-ari", have the athlete stand in the competition starting position and announce "continue" to continue the competition.
7. During the competition, the referee must constantly change his position without turning his back to the front seats and referee while moving so that he can easily see the athletes' techniques.
8. When issuing a "caution" or "warning," the referee will declare "Yame" and return the athletes to the starting line before making the announcement.
9. When making a decision to ippon, the referee must first declare "Yame", check the condition of the athlete, and give priority to ensuring the athlete's safety before making the announcement.
10. If a stalemate occurs in the near future between athletes, the referee will temporarily stop the competition by calling "Yame", return the athletes to the starting line, and then announce "Continue" to resume the competition. shall be made to do so.

## **Section 4: Referee's announcement etiquette for deciding the match**

The method by which the referee declares victory or defeat in a competition is determined as follows.

1. When the buzzer sounds to end the competition, the referee will give the command "stop" and immediately have the athletes arrive at the starting position facing forward.

2. In accordance with these competition regulations, the flag of the color of the athlete judged to be the winner will be extended 90 degrees upwards and loudly announced, ``Red or Blue wins."
3. Please refer to the separate section for the referee's actions when declaring victory.

## **Chapter 6 Other special notes**

1. In IBMA/KYOKUSHIN, there are classes that do not use body armor.
2. Competitors, the organizations to which they belong, and their related parties pledge to comply with these regulations and not to make any complaints regarding the competition.
3. IBSA will revise the contents of these regulations if it is deemed necessary to realize the philosophy and purpose of these competition regulations.
4. These rules are competition rules devised based on Akira Masuda's ideas and philosophy. Therefore, the copyright belongs to Akira Masuda, and I pledge not to use this work in any way that is considered to be different from Akira Masuda's ideas and philosophy. Also, do not use the name, other diversions, or similar names without permission. Also, no changes may be made without permission.

### **1. remarks**

Created on September 3, 2023

Partially revised on December 17, 2023

Partially revised in March 2024

Author