



# **Combat Ju-jutsu Full Contact Tournament Rules.**

## **(Kumite Official Rules)**

### **Part 1. CHARACTER AND METHODS OF HOLDING TOURNAMENT**

#### **Article 1. Tournament Character.**

The tournament can be: personal, team, personal-team.

The character of a tournament is determined by tournament Regulations in every separate case.

In a personal tournament only participants' personal results and ranks in their respective weight categories are to be determined.

In a team tournament the teams are to contest each other which results in teams' ranking.

In a personal-team tournament the personal ranks of participants are determined, while team's rank is determined depending on personal results of their participants according to tournament Regulations.

#### **Article 2. Systems and methods of tournament holding.**

During a tournament participants contest in one group (a system without sub-groups) or, by way of seeding, are allocated to several sub-groups (a system with subgroups). The latter must include definition of the way best sportsmen to move into the next stage of tournament, the worse to abandon. Tournaments are divided into preliminary part and the final.

Tournament can be held by one of the following methods:

- Olympic system (till first defeat);
- Round system (all participants meet each other);
- Out after two defeats.

Round systems with division to subgroups.

Should a large number of sportsmen in a certain weight take part in a tournament, it is permitted to divide participants into two subgroups with precondition that strong sportsmen be seeded in different subgroups. In this case semifinal and final are to be held to determine the personal ranks of the participants. From each subgroup two sportsmen taking first and second places are to come out – participant taking first place in first subgroup is to contest with the participant taking second place in the second subgroup. The winners of semifinals are to meet in final to contest for 1st and 2nd places, the semifinal losers are to contest for the 3rd place. In a preliminary stage of the tournament participants are to contest each other by round method, and in final part - by Olympic system. In case when participants from one subgroup come out to the final their previous combat result is to be taken into account. Participants who do not reach final or semifinal stop competing.

The order of combats between participants (teams) is to be determined by seeding, chosen system and method of tournament holding.

System and method of holding preliminary and final parts of a tournament are chosen during a seeding (if not determined by tournament Regulations).



## Part 2. TOURNAMENT PARTICIPANTS

### Article 3. Age groups of participants.

Tournament participants are divided into the following age groups:

Group	Age
Youth	14-16 years
Juniors	17-18 years
Adults	19 years and older

### Article 4. Participants Admission.

Terms of participants' admission, their sports characteristics, qualification and age, as well as the list of documents to be applied to the credentials committee are envisaged by tournament regulations.

Application from organization to send its members for tournament is to be written on a preset form obligatory with certified stamps and signatures of organization head, coach and doctor, witnessing participants' correspondent readiness level.

Deadline for filing application forms is determined by tournament Regulations. The final application for participation is to be filed by representative of a team with the credentials committee before start of weighting.

Participants' admission is carried out by credentials committee consisting of representative of organizing party, chief referee or his deputy, chief secretary and committee members, who check participants' applications and documents for compliance with the requirements of tournament Regulations. Responsibility for participants' admission in disputable situations is laid upon representative of organizing party.

### Article 5. Weights.

Participants are divided into the following weight categories:

Youth	Juniors	Adults
50 kg	60 kg	62 kg
55 kg	67,5 kg	69 kg
60 kg	75 kg	76 kg
67,5 kg	82,5 kg	84 kg
75 kg	Over 82,5 kg	92 kg
Over 75 kg		Over 92 kg

In juniors and adults group a combat for absolute champion title might be held without weight division.



## **Article 6. Participants' weighting.**

Weighting procedure aims to determine whether participant's weight meets the limits of a certain weight category. Participant has a right to contest within weight category set up for him at weighting procedure, as well as in the higher weight categories.

Order and time of participants' weighting is set by Regulations. Sportsman, late or absent for weighting is not admitted for the tournament.

Within 1 hour before start of weighting, participants have a right to control their weight with balance, which is to serve official weighting.

Participants are to weight in swimming trunks. For weighting participant is to show passport (or identification document with photo).

## **Article 7. Responsibilities and rights of participants.**

### 1. Participant is to:

- strictly follow the Rules, Schedule and Regulations of a Tournament;
- follow referees' requirements;
- immediately come to the area after called by referees panel;
- immediately inform the referees panel if it is impossible to keep on contesting for any reasons;
- greet and follow up a ritual, approved for a tournament;
- correctly behave with all the participants, referees, servicemen and audience;
- contest with shortly cut nails, and in due sports uniform.

### 2. Participant has a right to:

- turn to referees through a team representative; turn directly to chief referee at a personal tournament (in absence of representative);
- to control weight with official-weighting balance within 1 hour before weighting procedure start;
- timely get all necessary information about tournament course: tournament schedule, changes in schedule, next round's contesters, combat results, etc.;
- use no more than 5 minutes of medical assistance in course of every combat.

## **Article 8. Participant's uniform and outfit.**

Participant's uniform – ju-dogi (traditional ju-jitsu and judo uniform) of white or dark blue color (black, by referee decision), consisting of trousers and jacket. Sleeves of the jacket should cover an elbow (i.e. to reach forearm of an outstretched arm) and should be loose enough to have 5 cm between arm and a sleeve. Tail of a jacket should reach mid hip. The belt wrapped twice around the thigh or waist and tied with plain knot should tighten the jacket so that the tails of it not to set apart. The ends of the tied belt should not hang lower knees. Trousers should cover no less than two thirds of shanks and be loose enough to have no less than 5 cm between leg and the trousers.

Before going out to a combat area the first summoned participant is to be belted with red belt, a rival – with white or dark blue belt.

Participants contest barefooted or in soft shoes (on permission of chief referee).

Participants are forbidden to put on anything able to cause injury – rings, necklaces, watches, chains, etc.

Compulsory defending outfits of participant are bandage (protection of groin), special blowing-clutching gloves of no less than 8 ounces in weight. Bandage is to be put under the trousers. Gloves to be of a preset type with open fingers for clutching, with elastic, protective stuffing not removed or



damaged. They are supposed to be safe for all the time of their use. Should be provided by organizers.

Additional defending outfits, which might be used by participant, if permitted by Regulations are: sealed end, elbow-protectors, leg shields, preventing possible injuries. Covers for legs (shields) should not contain any solid parts (plastic, metal, bamboo, etc.)

Referees are to check defending outfits before combat.

### **Article 9. Teams representatives, coaches and captains.**

Representative (head) of a team is intermediate between referee panel and participants. If a team does not have a special representative, the duties of the latter are to be carried out by team coach or captain.

Representative is responsible for discipline of a team's participants and provides for their timely coming for combats.

Representative participates in seeding, attends meetings of referee panel, if any.

Representative has a right to file in a written protest with a chief referee (look in art. Protests), accompanied with a reference to correspondent article and paragraph of the Rules.

Representative, coach and captain of a team are forbidden to interfere with instructions from referees and persons who hold tournament.

During combats representative is to be on a place, specially reserved for representatives.

Representative (coach) of a team cannot simultaneously be referee of a tournament.

For not meeting the duties representative can be removed from heading a team.

## **Part 3. REFEREE PANEL**

### **Article 10. Referee panel Staff.**

Staff of referee panel is recommended by Directorship of "Real Combat School".

Referee panel of a tournament consists of: chief referee panel – chief referee, deputy chief referee, (including area managers), chief secretary; referees – area and side referees, time-keepers, informers, participants' referees, serving staff – commentators, doctors, supervisor, etc.

Combat is to be judged by referee team consisting of: area manager, technical secretary and informer.

Actions by participants are estimated by neutral threesome referee panel, representing different teams. Each of them takes his own decision as to estimating participants' actions and in disputable moments should argument his actions with a correspondent item of the Rules.

Referee must have referee uniform, referee ID and tournament Rules.

Referee uniform consists of dark suit, white shirt and sports shoes. On permission of chief referee area and side referees might not wear jackets and put on bow-tie instead of necktie.

### **Article 11. Chief referee.**

Chief referee manages tournament and is responsible before organizing party for its holding in compliance with these rules and Regulations.

#### Chief referee must:

- check up readiness level of the premises which welcome a tournament, equipment and its compliance to the event, as well as make sure about availability of the respective documentation;
- appoint referee teams for weighting procedure;
- hold participants seeding;
- approve schedule of a tournament;



- allocate referees into teams for every area;
- hold meetings of referee panel with participation of team representatives before tournament starts (for announcing schedule of a tournament and order of referee panel work), as well as hold daily meetings at the end of each day of a tournament (for discussion of tournament course and day results) and emergency meetings;
- take all measures to exclude or correct possible mistakes of referees;
- timely react to requests and protests from representatives (coaches, captains) of teams according to these rules;
- approve participants and appoint referee teams for the final;
- estimate every referee's work by 5-scale system;
- report to organizing party on a preset time.

Chief referee has a right to:

- cancel a tournament, if, by time of its start, the necessary equipment does not meet requirements of the Rules;
- halt combat, take break-down or stop tournament in case of unfavorable conditions hampering normal course of holding the event;
- make amendments in schedule of a tournament;
- change functions of referees in course of tournament;
- remove referees who commit blunders or fail to comply with their functions, making a special note in the report;
- warn (or remove) representatives, coaches or captains of teams, who commit rudeness or enter an argument with referees or file in groundless protests;
- halt announcement of a motion estimation or a combat result, if referees' decisions differ or if he does not agree with their decision for additional discussion and producing final decision;
- not to admit participants, who do not meet requirements of the Rules or Regulations of a given tournament in terms of age, sports qualification or equipment.

Chief referee does not have a right to change tournament Regulations, neither has a right to remove or change referees during a combat.

Orders by chief referee are compulsory for execution for participants, referees, representatives and coaches of teams.

By instruction of chief referee one of his deputies or area managers might perform his functions.

**Article 12. Chief secretary.**

Chief secretary manages the work of tournament secretariat.

Chief secretary:

- is part of credentials committee and referees team at weighting procedure;
- participates in seeding;
- makes up a Schedule of the tournament;
- makes up an order of combats by rounds;
- controls combat protocols registration;
- draws up instructions and decisions of chief referee;
- presents results of tournament for chief referee approval as well as necessary data for final report;
- on permission of chief referee gives certain information to representatives, commentators and correspondents;
- before start of a tournament checks up availability of participants for a given day of a tournament and their uniform compliance with the requirements of these Rules;
- acquaints participants with the Schedule of a tournament;
- notifies participants about order of their coming out to the area;
- informs chief referee about nonappearance and removal of participants from tournament.

Chief secretary might have a deputy.



### **Article 13. Area manager.**

Area manager settles at the referee table and manages the work of referee team.

#### Area manager:

- staffs referee teams for combats with permission of chief referee;
- summons and presents combat participants at the area, and announces results (if commentator's absent);
- puts down warnings of a referee;
- if necessary combines works of area manager and side referee;
- in case of moonlighting positions of an area manager and side referee estimates participants acts and situations, and announces final decision of referees taken by majority of votes.
- In case of necessity or essential divergence of opinion of referee threesome halts a combat and makes final decision after additional discussion of a disputable situation.

### **Article 14. Referee.**

Being at the combat area referee manages the combat course, estimates actions and location of the participants and follows that the combat to pass in strict accordance to the Rules

Referee gives out commands in Russian or Japanese, which should be reflected in Regulations.

#### Referee:

- participates in contesters presentation;
- checks up availability of the necessary outfit of participants before start of a combat;
- before start of a combat gives a command : "Take your positions" for participants to come out to the area;
- in the beginning and in the end of a combat gives a command "Bow" ("Ray") for participants to greet each other;
- gives a command "Fight" ("Hadjime") to start a combat and to resume is after breaks;
- halts a combat with "Stop" command "(Yame)":
  - if participants appeared in "out-of -the-area" position (art. 33);
  - if participants are not active enough and do no real try-outs to produce any technical actions;
  - if one of participants needs medical assistance with "Stop the time" gesture;
  - if there is disorder disclosed in outfit or uniform of participants;
  - if participant broke the Rules or produces forbidden motion and needs to be reprimanded or warned;
  - by time-keeper's signal when the time of a combat is over;
  - by requirement of an area manager;
  - by request of side referee, if deems it is possible at a time given;
  - by ask of a participant, if deems it is possible at a time given;
  - if needs consultations in cases not envisaged by the Rules;
  - by participant's signal of surrender, in case the latter clutched with painful or suffocating motion;
  - in case of knockout of one of the participants;
  - when there is obvious predominance of one of the participants in course of a combat;
  - if there is a decision about withdrawal of a participant from a combat or his disqualification;
  - when announcing combat's results, stands at the middle of an area and shows the winner by putting his hand up.



- If during a combat one participant is out of the area halts the combat, gets participants to the middle of the area and announces “Quit” (“Dzyegay”), and then reprimands participant who went out of the area.
- If defending participant performs a forbidden motion, referee without stopping the combat requires to stop performing forbidden motion and issues an oral reprimand. In case of disobedience referee stops the combat and announces warning for a forbidden motion.
- In case when one of the participants in result of a blow, throw or other technical action found himself in condition impossible to keep on combating, referee is to stop combat and start a loud and clear second counting, straightening fingers of a raised right hand by turn. Referee is to perform counting from one to five attentively observing participant’s condition.
- Before starting countdown referee should send attacking participant to the starting position to the center of the area and then to start countdown.
- In case participant managed to recover by count “four” referee gives a command to continue combating. In case of the second knockdown referee gives victory to the counterpart.
- In case participant failed to recover by count “five” referee announces counterpart the winner.
- In case one of the participants temporarily leaves the area to turn to a doctor referee is to send the other participant to the starting position in the center of a mat in sitting position on the knees back to the center of a mat.

#### **Article 15. Side referee.**

1. There should be 2 side referees.
2. Side referees are to be located in the corners of the area. If needed side referee might get closer to participants to have a better sight of the situation, moving along the limit of the area.
3. Side referee might propose to warn or remove participant(s).
4. In all cases when referee deems it is necessary to stop a combat, he makes a correspondent gesture, attracting main referee’s attention and points out certain moments of a combat.

#### **Article 16. Referee-timekeeper.**

1. Referee-timekeeper sits at the table of the area manager. He is responsible for countdown and gives a signal of a combat’s end.
2. With stopwatch referee-timekeeper fixes a lateness of a participant’s coming out to the area after the first summon and announces time after every 30 sec.
3. Referee-timekeeper by gesture of a referee “Stop the time” stops stopwatch and puts it on again after “Fight” command (“Hadjime”)

#### **Article 17. Technical secretary, informer, commentator.**

1. Technical secretary sits at the table of the area manager and after end of a combat puts down a correspondent columns of a combat information to the referee protocol.
2. Removal of participant from a combat for a regular break of the rules is put down in the protocol with X sign, when participant is removed from combat according to art. 30 par. 2 and 3, X sign is used together with explanation “injury” or “break of the Rules”.
3. In case participant does not show up for a combat he is removed from tournament. “Nonappearance” or “med” (removed by doctor) signs are put next to participant’s last name.
4. Another entries in the protocol are forbidden.



5. Commentator announces Schedule and order of tournament holding, presents participants of the next combat, gives their sports characteristics, explains certain regulations of the tournament Rules and announces results of every combat after permission from chief referee.
6. Depending on technical equipment it is permitted to combine work of referee-timekeeper and informer or technical secretary and informer.
7. In case commentator's absent chief referee may permit area managers to present the next pair of participants, to announce estimations in course of combat, and result in the end.

#### **Article 18. Doctor of a tournament.**

\*medically exams and observes participants in the course of a tournament;

\*gives medical aid directly at the area, gives conclusions on possibility or impossibility of combat or tournament continuation, immediately reports on the issue to chief referee.

#### **Article 19. Tournament supervisor.**

1. Supervisor is responsible for timely preparation and art designing of tournament venue, safety and servicing for audience and participants, radio connection inside the premises, follows up an order during tournament, as well as provides for all the necessary measures by instructions of chief referee.
2. Supervisor is responsible for preparation and aptitude of special equipment for holding tournament in accordance with the articles 37 and 38.

### **Part 4. REFEREEING RULES.**

#### **Article 20. Combat contents.**

In combat Ju-Jitsu it is permitted to perform throws, painful and suffocating motions, blows with legs and hands, imitation of blows, and other attacking and defending actions performed from certain positions of participants.

##### **Positions of participants.**

1. "Standing" – position of a sportsman when he touches the area with his feet only (stands on feet).
2. "Laying" – position of a sportsman, when he touches the area with any part of a body except for feet.

##### **Throws.**

1. Throw is a motion of a participant, resulting in rival's losing balance and falling to the area, touching it with any part of a body except for feet, i.e. finds himself in "laying" position.
2. Throw is also an action when defending participant intercept initiative and throws his rival, changing the character and flow of attacking part's falling.

##### **Painful and suffocating motions.**

1. Painful motion is a clutch of a leg or hand of the rival, allowing to perform: bending (leveler), or rotation of a joint (knot), pinching of tendons or muscles (pinch) and making rival to acknowledge himself defeated.
2. Suffocating motion is mechanic squeeze of breathing and blood-circulating organs by way of tightening or squeezing, resulting in rival's signaling surrender or losing consciousness.

##### **Blows and imitation of blows.**

1. Blows are performed by legs and hands (including knees) into permitted destinations.
2. Only accurate and accented blows are counted.
3. Imitation of a blow is counted only in case of its accurateness, preciseness (with full fixation of a rival) into undefended surface. In case rival managed to cover, imitation is not counted.

## **Combat Ju-jutsu Full Contact Tournament Rules.**



4. Imitation of a hand blow is counted only in case when attacking part is in balanced position standing on his feet or on his knees, and his rival – in laying position.
5. Imitation of leg blow is performed from standing position – with stamping move into surface of the area near the rival's head.

#### **Article 21. Start and finish of a combat.**

1. After being summoned before start of a combat participants stand on the edges of the area.
2. The first participant summoned (with red belt) stands to the referee's right, and his rival (with white or dark blue belt) to the referee's left. The participants are to bow while coming out or leaving the area.
3. Before start of a combat participants by command of a referee take their positions in the center of the area and after the command "Bow" ("Ray") bow to referee and then to each other.
4. Combat ends with the referee's command.
5. After the combat's finished participants are to take the same positions on the area as before the combat's start for announcing the winner. After the winner's announced participants are to bow to each other, then to the referee and leave the area back forward.
6. Blow or throw, started or performed during combat-finished signal is to be estimated.

#### **Article 22. Course and length of a combat.**

1. The length of a combat is stipulated by tournament Regulations within the following limits:
  - \* Fore adults and juniors – 2-5 min.
  - \* For youth – 2-4 min.
2. Countdown of a combat starts after the first command of a referee "Fight" ("Hadjime"). Breakdown time followed by referee's gesture "Stop the time" is not included into the pure time of a combat.
3. During a combat participants do not have a right to leave an area without referee's permission. If needed participant may leave the area after referee's instruction to bring his uniform (outfit) to order.
4. In case referees acknowledge draw after the set time's out, the sportsmen are given additional time of 1 minute. In semifinal and final combats additional time might be given twice. If the situation does not change after that 1 min. of additional time is given up to the first technical motion to be performed. If there is no technical estimated motion performed, the winner is determined by common decision of the referees.

#### **Article 23. Number of combats.**

1. If a tournament lasts one day, the number of combats for adults cannot be more than 8.
2. If the tournament lasts more than one day, the number of combats for one person cannot exceed 5.
3. For youth the tournament must last one day, the number of combats cannot exceed 6.
4. Rest-time between combats should be no less than 20 min.

#### **Article 24. Result and estimation of a combat.**

1. The result of a combat can be victory of one of the contesters and defeat of the other one, as well as defeat of both participants.
2. In exceptional cases (excluding semifinal and final combats) a Draw might be announced. At the same time both participants do not get penal points.



3. Victory might be:
  - \* pure;
  - \* by reprimands;
  - \* by referees' decision.

#### **Article 25. Pure victory.**

1. Pure victory awarded:
  - \* For performing painful or suffocating motion or knockout;
  - \* In case of obvious predominance of one of the participants;
  - \* In case of a withdrawal or disqualification of a participant;
  - \* In case a combat cannot be continued (refusal, nonappearance, withdrawal by doctor or representative).
2. Suffocating motion is counted in case one of the participants while being suffocated gives a signal of surrender or loses consciousness.
3. Painful motion is counted in case one of the participants while being clutched for arm or leg with painful motion gives a signal of surrender.
4. Surrender signal is given by double clap with hand or foot to the area or rival's body. Any outcry of participant, clutched with painful or suffocating motion is considered as surrender signal (except for case, foreseen by art. 34, par. 3). Referee might stop the combat within youth category if further continuation of a combat might cause injury.
5. Knockout is counted in case one of the participants is not in condition to keep on combating in 5 seconds as result of a blow, throw or other technical motion.
6. If in course of a combat one of the participants shows no wish to keep on fighting or there is only one attacking part, the combat is stopped and the rival is acknowledged the winner in terms of evident predominance.

#### **Article 26. Victory till the first active motion.**

1. At the end of basic and additional time, the time until first active motion is given.
2. Active motion is:
  - \* blow resulting in unbalancing;
  - \* throw;
  - \* non-responding long-lasting attack;
  - \* ousting rival outside of the area;
  - \* imitation of blows while fully controlling the rival.

#### **Article 27. Victory by referees' decision.**

In case the winner is not determined after main and additional time ran out the referees determine the winner individually by the whole impression of a combat, activity of participants, their physical preparation, quality of attacking and defending motions performed.

#### **Article 28. Withdrawal, disqualification.**

1. Participant is to be withdrawn from a combat by decision of chief referee with acknowledging the rival pure winner:
  - \* in case participant cannot continue combating by doctor's conclusion because of injury, incurred in course of a combat;
  - \* for nonappearance at the mat within 2 min. after the first summon;



- \* for non-readiness for a combat within 2 min. after the first summon (absence of the necessary outfit, uniform);
  - \* after getting two Reprimands and being in thread to get third Reprimand, if the referee threesome are united in their decision or if the decision of referee threesome majority is supported by chief referee.
2. Participant is to be withdrawn from tournament by decision of chief referee, if he cannot continue taking part in tournament by doctor's conclusion because of sickness or injury incurred in the course of a combat.
  3. Participant is withdrawn from tournament (disqualified) by chief referee decision:
    - for rude and unethical behavior towards a rival, participants, referees and audience, for refusal to perform tournament ritual, greeting a rival or incorrect performance of a greeting;
    - for executing forbidden motion, resulting in a rival injury which makes it impossible for a rival to continue taking part in tournament (by conclusion of a doctor);
    - for nonappearance for a combat;
    - for lying to referees.
  4. If fighters simultaneously break the rules and are subjects to disqualification, both of them are deemed losers.

#### **Article 29. Evasion of a fight.**

1. Evasion of a fight is:
  - \* exit the limits of the area during combat from standing or laying positions;
  - \* false turning to doctor with the aim to rest, recover, etc.;
  - \* use of clutch only for defending, without real attempts to attack;
  - \* intentional "dragging out the time" – disordering uniform or outfit of participant, long-lasting adjusting of uniform or outfit, etc.
2. Participants withdrawn from a final combat for evasion of fight are deprived of medals.

#### **Article 30. Combat near the area's limit.**

1. "Outside of the area" position is when:
  - \* one of the participant in "standing" position stepped over the limit of the area with both feet;
  - \* the body of one of the participants in laying position moved over the limit of the area.
2. In the course of a combat "outside of the area" position is defined by the referee, and in disputable moments – by majority of the referee threesome.
3. If participants appeared in outside of the area position, they move back to the middle of the area by command of the referee and resume combat from standing position. Without referee's command participant is not to stop combat near the limit.
4. Any technical motion, started in "outside of the area" position is not counted.
5. A throw started at the area is counted in case it is ended "outside of the area".
6. Withholdings, dangerous positions, painful and suffocating motions, started at the area are permitted to perform till one of the participants still touches working surface of the area with any part of the body.

#### **Article 31. Forbidden motions and actions.**

1. At a tournament it is forbidden to:
  - \* throw a rival to his head; throw clutching the head with both hands (without clutching a hand or uniform of a participant attacked);
  - \* intentionally hold rival's mouth or nose, impeding breath;
  - \* scratch, bite, pinch;



- \* twist or bend the neck, backbone of a rival backwards;
  - \* press the head, body and throat of a rival with elbows and knees;
  - \* clutch, press on or set arms and feet against groin and face (between eyebrows and mouth) of a rival;
  - \* clutch fingers, hair, ears;
  - \* perform “leveler” of a knee, bending leg not in the angle of its natural bend;
  - \* perform painful or suffocating motion with a jerk;
  - \* wrap the belt end or jacket tail around any part of a rival’s body;
  - \* intentionally creep away or leave the area or to push out a rival;
  - \* blow rival into grain, back, back of the head, parietal area, and joints against the natural bend;
  - \* perform pokes and blows with fingers, palm, edge of a palm, open glove, head into face;
  - \* blow into head with a knee or elbow from “laying combat” position;
  - \* kick from “laying combat” position.
2. In youth category it is forbidden to blow the body of a rival against the surface, after lifting it from “laying on the back” position.
  3. In case referees do not notice performance of a forbidden motion by one of the participants, the suffering part is allowed to give a signal by voice or gesture. False signal is considered and punished as a forbidden motion.
  4. The following actions are also forbidden:
    - clutching the edge or cover of the area;
    - intentional disordering the uniform, taking off or throwing away any part of outfit, tying belt of bring uniform to order without referee’s permission;
    - chatting between the participants.

### **Article 32. Reprimands and warnings.**

1. Depending on the level of violation referee sequentially issues to the fault part: first reprimand (oral), first warning, second warning and disqualification.
2. Referee has a right to issue “oral reprimand” to participant for actions, which might lead to breach of the rules.
3. Oral reprimand is not fixed and does not impact the outcome of a combat.
4. Warning is issued to participant for considerable breach of the rules or for repeated violation after getting “oral reprimand”.
5. The breaches of the Rules, which deserve reprimand, or which might result in withdrawal of a participant from combat or tournament (art. 28) are:
  - \* being late at the area;
  - \* all types of evasions of fight (according to these Rules) and other forbidden actions(art. 31);
  - \* breach of discipline;
  - \* chatting at the area;
  - \* tips, accompanied by unethical behavior of representative, coach or other participants of the team, situated near the area, break of art. 9, par. 5, 6.
6. For non-readiness or being late for a combat for over than 30 sec. after the first summon a participant gets reprimand, for over 1 min. late – warning.
7. In case participant, clutched with painful, suffocating or withholding motion creeps outside the area’s limits, he is immediately punished for intentional exit outside of the area’s limits with first, second warning or withdrawal from a combat.



### **Article 33. Announcement of a combat result.**

1. Announcement of a combat result winning by knockout, painful, suffocating motions or in terms of obvious predominance is: In this combat the winner is fighter with red (white or dark blue) belt (last name and winner's team).
2. In case of withdrawal, disqualification, refusal or nonappearance of a rival the outcome of the combat is announced as follows: In this combat preterm winner is fighter with red (white or dark blue) belt (last name and winner's team).
3. In case of winning by referees' decision: In this combat the winner by referees' decision is fighter with red (white or dark blue) belt (Last name and winner's team).

### **Article 34. Protests.**

1. Protest can be registered in a written form in connection with rude violation of Rules or existence of unordinary situation.
2. Procedure of protest registering:
  - \* the protest is registered with chief referee by representative (coach, captain) of a team;
  - \* protest in one of the official languages includes the reason of the protest and compulsory pointed out article and paragraph of the Rules considered to have been violated;
  - \* the protest against result of a combat is to be registered before the end of a round within a certain weight category;
  - \* protest against unordinary situation (break of Regulations, order of weighting and seeding of participants, making-out pairs, misinformation from officials, etc.) is registered immediately after the situation appearance to give referee panel time to on-the-fly take a decision with minimal damage to the course and outcome of the tournament;
  - \* register of a protest is accompanied with paying out a certain cash amount of which is determined by tournament Regulations.
3. Consideration of a protest:
  - \* in case of protest acceptance it is considered by chief referee with involvement of referees and persons who allegedly broke the Rules as well as interested parties (without the right to discuss the protest);
  - \* decision on the protests should be taken on the day of their registration: in personal tournament – before start of the next round combats; in team tournament – before start of the next combat;
  - \* for other reasons – in terms, allowing to correct mistakes with minimal damage to the course of tournament;
  - \* in case chief referee finds it necessary the reviewing of video record is possible;
  - \* chief referee takes final decision and in a written form informs all the interested parties;
4. in case of protest's allowing the cash sum paid is returned.

### **Article 35. Tournament ritual.**

1. Area and side referees should line up on the edge of the tournament area and perform a general bow before taking their positions. Main referee is situated in the center. Before exiting the area referees get together again and perform a general bow.
2. After announcing estimation, punishment or warning, an announced sportsman is to bow towards referee.
3. In case of a needed waiting for one of the partners (for medical assistance and control) a sportsman left at the area is to sit down on his knees in the center of the area, back to it.
4. After finish of a combat and winner announcement, sportsmen are to bow and left the area back forward.
5. Sportsman is to bow when entering or leaving the area.



**Part 5. EQUIPMENT OF THE TOURNAMENT VENUE.**

**Check “GENERAL COMBAT REGULATIONS”**