

To all KIF member countries

### Changes in Tournament Rules

Following advice from Mr. Ron Froehlich, former president of the International World Games Association (IWGA), KIF has been studying the introduction of a point system to make decisions easier to understand. In this purpose, trials have been conducted at the All Japan Championships, the 1st round of the Asia Cup Open Tournament, the Panam Cup and the Asian Cup. Based on the conclusions drawn from these trials, the tournament rules of the KUDO International Federation were revised and set out in a single document, merging the existing "Rules" and "Supplementary Explanations".

The major changes or clarifications are summarised below, with amended portions in red. For more details, please refer to the tournament rules.

The new set of rules will be effective at the 2nd World Cup scheduled for February 2017 in India.

1. To ensure safety, conditions to participate in tournaments were created.
2. Divisions are amended as follows:  
① under 230 ② under 240 ③ under 250 ④ under 260 ⑤ under 270 ⑥ above 270
3. In addition to the 5-referee team, an auditor is added.
4. The following conditions relative to equipment is added.  
① A stopper preventing the belt to become untied must be worn.
5. Under [KOKA], the following items are added  
① [KOKA] obtained through KIME: the opponent was thrown to the ground, and takes the turtle position  
② [KOKA] obtained in ground fighting by punching from the mounted position: when the athlete is in mounted position or restrict the opponent's movement with his/her knee, and delivers at least 4 no-contact punches or elbow strikes to the unprotected upper body of the opponent (all 4 strikes within the interval of a breath cycle)
6. The names of specific joint locks and choking techniques are deleted and replaced by the following descriptions.  
① joint locks to the elbow, shoulder, knee, ankle/achilles tendon are allowed  
② chokes applying pressure to the carotid artery and wind pipes are allowed.  
✘ the following acts related to joint locks and chokes are prohibited:  
 choke making use of one's belt or the opponent's belt, or where the palm or fingers are used to directly apply the choke to the carotid or windpipe.  
 joint locks applied to any joint other than the elbow, shoulder, knee, ankle/achilles tendon.  
 application of force in any axis other than the natural axis of the joint  
 rotation of the opponent's heel, grabbing the opponent's toes, or any other action placing the knee or ankle in an unnatural position.  
example) so called heel-hold, ankle-hold, etc.
7. The following applies to tackle  
① When an athlete is touching the mat with any part of the body other than the soles of the feet and strikes the opponent while grabbing him/her, the opponent is allowed to counter with a strike. This time counts as ground fighting.  
✘ tackle is considered to be a strike  
✘ in the above, "strikes" means head-butts, as well as techniques using the arms such as punches, palm strikes, elbows, back-hand, etc.  
✘ striking the head, face, torso or knee joint in such a direction that the opponent's body would be between the strike and the floor is prohibited.
8. For the final decision, KOKA points obtained through strikes and throws will now be considered to be of equivalent value. The below amendments will apply.

- ① For the preliminary rounds (until and excluding the finals for category-based tournament, until and excluding the Best 8 for the open category tournaments):
  - if an athlete leads by more than two points at the time of decision, regardless of the nature of the points, he/she wins.
  - when both athletes have at least two points and the same point count, the athletes with the higher-value points wins.
  - if the above is not enough to declare a winner, the party with the less penalties wins.
  - regardless of the content, when only 1 point is awarded, it is not material enough to determine the result. In that case, the result goes to decision by the judges. A draw or an extension can be decided. However, the athletes with the lesser point count cannot be declared winner.
- ② For the final rounds (finals in the case of category-based tournaments, Best 8 in the case of open category tournaments):
  - if an athlete leads by more than two points at the time of decision, regardless of the nature of the points, he/she wins.
  - when both athletes have at least two points and the same point count, the athletes with the higher-value points wins.
  - if the above is not enough to declare a winner, the party with the less penalties wins.
  - in all other cases, extension is mandatory.
- ※ if case there is no difference in points and penalties, dominance shall be established as before, taking into account in the following order: attacks to the head, effective throws, aggressiveness in ground fighting.
- ※ in the above, attacks means all strikes, including all kicks
- ※ Points are considered to decrease in value in the following order: WAZA-ARI > YUKO > KOKA. For instance, for the purpose of decisions, 4 points obtained through WAZA-ARI are deemed to be of greater value than 4 points obtained through an accumulation of YUKO or KOKA. Likewise, 2 points obtained through YUKO are of greater weight in decision than 2 points obtained through KOKA.

9. with regards to penalties:

- ① When an athlete is given a penalty (HANSOKU), his/her opponent gets additional points accordingly.  
example)  
HANSOKU 1 : the opponent gets 1 additional point  
HANSOKU 2 : the opponent gets 2 additional points  
HANSOKU 3: the athlete is disqualified  
  
 ※ the first violation leads to a warning. Warnings do not results in extra points to the opponent.
- ② The following insertions are made to the list of prohibited attacks.
  - strikes to the top of the head
  - attacks to the kidney area
  - when in ground fighting, i.e. when both athletes are touching the mat with body parts other than the soles of the feet, the athlete on the top position (i.e. whose head is higher his/her opponent's)is prohibited from using any strikes directed to his/her opponent's torso or knee joint except when the direction of the attack is parallel to the floor.
- ③ The following insertions were made to the list of prohibited attacks.
  - whether standing or in ground fight, any attack to the spine
    - Note 1) attacks resulting in stress to the cervical vertebrae, such as strongly bending the opponent's spine, twisting it, etc, are considered particularly vicious violations.
    - Note 2) the front choke is allowed only when it does not result in at attach to the cervical vertebrae as per above.
  - ※ in the above "attacks" means strikes as well as getting into ground fighting, chokes, and joint locks.
- ④ Whether standing or in ground fight, an athlete who exits the fight area to escape the opponents attacks shall incur a penalty.