

1

Descriptions about revision of the KIF Tournament Rules - From the referee's perspective -

Kudo International Federation

2

This marks revision to tournament rules in four years.

The rules and techniques of Kudo should evolve. If it doesn't change little by little, step by step, it means Kudo is stagnating.

※From "Takashi Azuma's Last Will and Testament."

5. Change in Judgment Criteria

3

This is an important change.

The purpose is as follows:

- **Avoid going into Extensions unnecessarily.**
Under the previous rules, if neither side scored at least two points in the Initial Round, it went into an Extension.
⇒ Even in a 1-0 situation, a decision in the Initial Round is permitted.
- **Make it as simple as possible to avoid mistakes during judgment.**

5. Change in Judgment Criteria

4

1. For all matches other than the finals, the rules will remain unchanged.
2. In the final match, if one player has scored two or more points, the rules remain unchanged.
3. In the final match, if the score is 0-0 or 1-1, extra match will be played automatically.
4. In the final match, if the score is 1-0, a flag decision will be made. The Deputy Chief Referee may call a draw.
5. In the final match, further extra match may be played. In this judgement, similar to an Initial Match, the Deputy Chief Referee may raise the “draw” flag.
6. The criteria for determining the winner in this second extension shall be the same as those for the first extension. However, there shall be no draw and there is no third extension.

Art. 72: Criteria for judgment

5

A. Until and including the semi-finals

<Initial Round> the rules remain unchanged

1. If at least one of the opponents has 2 points or more and there is a difference in the point count, the athlete with the higher point count wins.
2. If both opponents have two or more points, and the same point count, the side with the higher value points wins (WAZA-ARI, YUKO > KOKA. For instance, 4 points from 1 WAZA-ARI wins over 4 points obtained through an accumulation of YUKO and KOKA).
3. If a decision can still not be made, the side with the lower number of HANSOKU wins. KEIKOKU does not affect the decision.
4. Regardless of the contents of the match, if both athletes have 1 point or less, it will not be enough to determine the outcome, which be left to the judges' decision and will either be a victory for the athlete with the higher number of points, or an extension.

The Deputy Chief Referee and the Chief Referee may call a draw, but the athlete with the higher number of points cannot lose the match.

Art. 72: Criteria for judgment

6

A. Until and including the semi-finals

<Extension Round> the rules remain unchanged

1. The athlete with the more point accumulated at the end of the initial round and extension wins (even by 1-0).
2. If the point count is the same, the side with the higher value points wins.
3. If a decision can still not be made, the side with the higher number of points won in the extension wins.
4. If a decision can still not be made, the side with the lower number of penalties (points through HANSOKU) accumulated during the initial round and the extension wins.
5. If a decision can still not be made, the side with warning (KEIKOKU) during the initial round and the extension loses.
6. If a decision can still not be made, the outcome is decided by judges' decision.
 - a. In accordance with Art. 73, the side with the most effective techniques won by, in order of precedence, Strike & Kick > throws > NEWAZA, wins.
 - b. If a decision can still not be made, the side who dominated the extension wins.

A decision must be reached in any case. No further extension is allowed.

Art. 72: Criteria for judgment

7

B. Finals <Initial Round>

The underlined sections indicate changes.

1. If at least one of the opponents has 2 points or more and there is a difference in the point count, the athlete with the higher point count wins.
2. If both opponents have two or more points, and the same point count, the side with the higher value points wins.
3. If a decision can still not be made, the side with the lower number of HANSOKU wins. KEIKOKU does not affect the decision.
4. If the score is 0-0 or 1-1, an extension must be declared.
5. If the score is 1-0, it will not be enough to determine the outcome, which be left to the judges' decision and will either be a victory for the athlete with the higher number of points, or an extension.

The Deputy Chief Referee and the Chief Referee may call a draw, but the athlete with the higher number of points cannot lose the match.

Art. 72: Criteria for judgment

8

B. Finals <Extensions>

Consolidated criteria for determining the First Extension and Second Extension.

1. The athlete with the more point accumulated at the end of the initial round and extension wins (even by 1-0).
2. If the point count is the same, the side with the higher value points wins.
3. If a decision can still not be made, the side with the higher number of points won in the extension wins.
4. If a decision can still not be made, the side with the lower number of penalties (points through HANSOKU) accumulated during the initial round and the extension wins.
5. If a decision can still not be made, the side with warning (KEIKOKU) during the initial round and the extension loses.
6. If a decision can still not be made, the outcome is decided by judges' decision.
 - A) In accordance with Art. 73, the side with the most effective techniques won by, in order of precedence, Strike & Kick > throws > NEWAZA, wins.
 - B) If a decision can still not be made, the side who dominated the extension wins.

The Deputy Chief Referee and the Chief Referee may call a draw, and there may be a second extension.

7. The criteria for determining the winner in the second extension are the same as above. However, there is no draw, and no further extensions.

6. Handling of Injuries

9

To prevent the worsening of player injuries, the following clause has been added to the tournament rules.

Art.72, Note 5:

Depending on the nature of the injury, the Tournament Executive Director and the Chairman of Referees may, after consulting with the Tournament Doctor, decide to forfeit the athlete from subsequent matches.

This allows the tournament organiser to prohibit an injured player from participating in the next match, even if the player wishes to do so.

7. Prohibited behavior pertaining to combativeness

10

The Tournament Rules prohibit "not attacking for 30 seconds or more", but 30 seconds is too long. This amounts to one-sixth of the 180-second match duration.

Change this time to 10 seconds.

Art.74, Paragraph 6:

If the player shows no aggression in the match, such as intentionally turning his back, only defending and showing no intention to attack, not attacking for more than 10 seconds, etc.

4&8. Handling of Loss of Will to Fight

11

Loss of will to fight is classified as a violation.

If a fighter shows no intention to continue after the Chief Referee instructs "KAMAETE," the Corner Judges shall blow their whistle to indicate the violation.

If this occurs repeatedly, the progression shall be from "KEIKOKU" to "HANSOKU 1," "HANSOKU 2," and finally "Disqualification."

Also, the player's Second may declare a "Withdrawal."

Art.74, Paragraph 6:

When a player has lost the will to fight (e.g., when the chief referee urges them to continue but the player shows no intention of resuming play).

Note:

If a player fails to assume a fighting stance when prompted by the chief referee, moves slowly, or takes time adjusting their gi or belt, the chief referee will ask the corner judges to issue a KEIKOKU → HANSOKU1 → HANSOKU2. Just before disqualification, the chief referee will confirm with the seconds and the player before declaring the match over.

10. Handling of Rest Time between the Initial Round and Extension

12

When there is an extension match, Rest Time is set at 30 seconds. This shall be strictly enforced.

Art.72, Paragraph 7:

Not ready when 30 seconds of Rest Time between Initial Round and Extension end.

A warning (KEIKOKU) will be given to athletes not ready to start. After 30 seconds, if the athlete still is not ready, they will get a penalty (HANSOKU 1), then at 40 seconds another penalty (HANSOKU 2), then at the 50 second mark will be disqualified.

Note:

rest time is counted from the moment the chief referee calls HIKIWAKE until the athlete is ready to resume the match with their headgear back on.