

## 2008

### Age classes Italian Open 2008 KUMITE and KATA: MALE and FEMALE

#### 1. BEGINNERS A

Born from Jan. 1<sup>st</sup>, 1995 to Dec. 31<sup>st</sup>, 1996

(Rules Gran Premio Giovanissimi Fijlkam): \*

Weight classes Kumite:

Female -40kg, 45, 50, 55, 65.

Male -40kg, 45, 50, 55, 60, 65, 70, 80.

#### 2. YOUTHS

Born from Apr. 5<sup>th</sup>, 1992 to Dec. 31<sup>st</sup>, 1994

(W.K.F. rules but: Kata "Tokui Kata" only but different at every round)

Weight categories Kumite:

Female -40kg, 45, 50, 55, 60, 70.

Male -40kg, 45, 50, 55, 60, 65, 70, 75, 85.

#### 3. UNDER 18

Born from Apr. 5<sup>th</sup>, 1990 to Apr. 4<sup>th</sup>, 1992

(W.K.F. rules but: Kata "Tokui Kata" only but different at every round)

Weight categories Kumite:

Femminile -51kg, 57, +57.

Maschile -55kg, 60, 65, 70, 75, +75.

#### 4. OVER 18

Born from Apr. 5<sup>th</sup>, 1973 to Apr. 4<sup>th</sup>, 1990

(W.K.F. rules but: Kata "Tokui Kata" only but different at every round)

Weight categories Kumite:

Femminile -53kg, 60, +60.

Maschile -60kg, 65, 70, 75, 80, +80.

#### 5. KATA TEAM

Born from Apr. 5<sup>th</sup>, 1973 to Apr. 4<sup>th</sup>, 1990

(W.K.F. rules with the following changes)

1) Eliminations and repechage: Tokui Kata

2) Final-Team 1<sup>st</sup> / 2<sup>nd</sup> place: Free composition Kata+Bunkai+Music

(missing one of the requirements the Team will automatically lose)

3) Finals-Team 3<sup>rd</sup> place: Tokui Kata and Bunkai

## **\*SYNTHESIS OF**

### **"ITALIAN KUMITE FIJLKAM RULES" FOR THE "ESORDIENTI "A" CATEGORY**

The purpose of this trial is to prove the completeness of the technical baggage in the ambit of a tactical behaviour with adequateness developed according to the age.

The competitors must demonstrate technical and tactical so articulated abilities.

- a) Symmetric mastery (bilaterality of the principal techniques);
- b) Tactics: (organization, rationality, creativity, in the attack and defence phase behaviour);
- c) Attack control and energetic resources administration;
- d) Space and time structuring; right use of distances and use of time ;

#### **ALLOWED TECHNIQUES:**

The following techniques to head, face, and neck, (jodan) are allowed without contact:

- Back punch on the transverse plane (uraken);
- Circular frontal kick on the transverse plane (mawashigeri);
- Circular frontal back kick on the transverse plane (uramawashigeri);

The following techniques to the thorax (chudan, protected zone) are allowed with control;

- Counter-lateral direct punch (gyakuzuki);
- Circular frontal Kick on the transverse plane (mawashigeri);

#### **ATTENTION !**

The techniques in the round brackets are the only ones allowed.

#### **PROHIBITED TECHNIQUES AND BEHAVIOURS**

- To assume aggressive attitudes;
- To utter intimidatory shouts;
- To perform not allowed techniques or to perform allowed techniques against not allowed parts of the body;
- To perform uncontrolled arm or leg techniques;
- To perform sweep or projection techniques;

#### **DURATION OF THE BOUT:**

1. The duration of the Kumite bout is set to 80 seconds;
2. The timing of the bout starts when the Referee gives the signal to start (Shobu Hajime) , and stops each time the referee calls "YAME";
3. The referee intervenes all times he sees vain or confuse actions or potentially dangerous actions.
4. The referee, besides, intervenes with "yame" to impose category 1 or category 2 penalties.
5. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "20 seconds to go" or "time up". The "time up" signal marks the end of the bout.

#### **SCORING AND DECISION CRITERIA**

1. Score is never awarded to a competitor when he performs a technique according to the usual kumite karate competition criteria;
  2. At the end of the round, the judges will decide, with "hantei", who is the winner, taking into account the following "evaluation grid" criteria for their decisions:

• Leg techniques: (symmetric execution)	from 1 to 9 points
• Tactics: (organization, rationality, creativity, the behaviour in attack and defence phases;	from 1 to 5 points
• Energetic resources administration	from 1 to 5 points;
• Attack control	from 1 to 5 points;
• Arms techniques (symmetric execution)	from 1 to 3 points;
- Therefore the total scoring may range from 6 to 30 points in the evaluation grid of the referee.