

BKK Clicker Championship Rules

Version 3.0

Release Version

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**British
Karate
Kyokushinkai**

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Only the BKK Chief Referee, with the approval of Shihan David Pickthall and the Tournament Committee members, are allowed to collectively alter or modify these rules. The rules are property of the British Karate Kyokushinkai.

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Rules for Clicker Competition

1. Match Area

- 1.1. The match area must be a maximum of 8 meters squared for adult matches. However, for Cadets and Juniors, match area can range from 5x5, 6x6 or 7x7 plus the 1 metre safety zone.
- 1.2. Safety mats are recommended by the BKK. They must cover the match area.
- 1.3. The safety mats must cover the match area plus a one metre safety zone around the edge of the mat area.
- 1.4. The marking out and the position of the fighters and the judging officials and table officials are shown in Appendix A

2. Clothing and Accessories

- 2.1. All fighters must wear a clean white karate Gi during each fight.
- 2.2. All karate dogi's must have the Kyokushinkai calligraphy badge, the IFK badge and BKK badge sewn on in the correct places.
- 2.3. For the judges to distinguish between the fighters they will be required to wear either a white or red belt. A red or white coloured ribbon tied onto the back of fighter's belt will also be permitted.
- 2.4. All fighters must ensure that their finger and toenails are cut short.
- 2.5. All fighters must ensure that they are not wearing any jewellery (such as rings, earrings, and watches that may cause injury to their opponent or themselves). The Match Referee's decision is final on this.
- 2.6. Fighters may wear only soft hair bands.
- 2.7. Standard white elasticated shin and instep pads must be worn by each fighter.
- 2.8. Standard white elasticated Hand Mitts must be worn by each fighter.
- 2.9. Male Fighters must wear groin protectors (boxes).
- 2.10. Female fighters must wear a recognised chest protector.
- 2.11. Gum shields are recommended but are not compulsory. However, if braces are present, it is recommended that a gum shield is worn.
- 2.12. Eyeglasses (spectacles) are not allowed to be worn by fighters. However, sports goggles which have soft plastic lenses with a band are permitted, at fighters' own risk.
- 2.13. Soft contact lenses may be worn at the fighter's own risk.
- 2.14. Fighters can wear no bandages or supports unless agreed by the organisers before the first fight. This will only be agreed in extreme circumstances.

3. Methods of Match

There are two types of matches, the **Team Match** and the **Individual Match**.

Team match

- 3.1. Team combinations will be determined prior to each tournament. Appendix 3 shows which team combinations are permitted.
- 3.2. Each team may also have a reserve fighter (clearly nominated on the original entry form) who can be used if another team member is unable to carry on fighting due to injury.
- 3.3. Team members can win, lose or draw their respective matches, unlike individual matches where the fighters can only win or lose.
- 3.4. Each team should have an appointed Team Representative. This can be a team captain (fighter) or a team coach (non-fighter).
- 3.5. The Team Representative must have the skills to be able to lead, manage and co-ordinate his/her fighters so that they are in the right place at the right time dressed correctly. Late

arrival at the Match Area by the whole team would result in being disqualified from the event. Where a team can supply a minimum 50% fighters, the match can proceed.

- 3.6. The list of team members and the team representative (the entry form) should be submitted to the event organisers well before the event at a time decided by the event organisers (usually two weeks before).
- 3.7. During the competition it is the responsibility of the team representative to ensure they submit the required documentation to the event organisers by the allocated times, and be available for discussion before, during and immediately after the event.
- 3.8. The team representative must ensure that his team members follow the fighting order correctly. If there is a mix-up and a team member fights the wrong opponent, the whole team 'could' be disqualified from the event.
- 3.9. Once the fighting order has been submitted to the table officials by the team representative it cannot be changed.
- 3.10. If that match is a draw then the process will be an Encho-sen (1 fight) to determine the clear winner. There is an exception to this rule for mixed teams where Male fighters are not allowed to fight Female fighters (relevant for Senior teams). In these circumstances the match referee will call the team representatives together to draw lots as to whether the deciding fight is male or female. The Arbitrator will have the overall decision on the fighter. The Encho-sen fight will require the Match Referee, Mirror Referee and Arbitrator to make the AKA/SHIRO decision. A HIKIWAKE cannot be given.
- 3.11. The team with the most number of wins decides the team match result. If at the end of the match the teams are even, a fighter from each team will be selected by the team representative to fight a deciding match.
- 3.12. The Team coach/representative must hand in the fighting order to the table officials prior to the team match and specify their fighting order. If a team enters a competition with less fighters than is expected by the organisers (i.e. 3 men in a 5 man team or 2 women in a 3 woman team), then the fighting order must stipulate the fights they wish to forfeit (for example (fight order 1-x-3-4-5)). The win would then go to the opposing team if there were no fighter. Fighting orders can change if the team progresses to the next round. A team cannot enter the competition if they do not have more than half the team members required. Note that for Senior Teams, gender is considered, ie Male against male and female against female.
- 3.13. In the event of a team draw, the Team coach/representatives will need to agree with the Match Referee on which fighter number would compete again. The fighters would have to be of the same gender (senior events). If a decision cannot be reached with the team coaches/representatives, then the Arbitrator will select the match fight by means of an impartial selection. (ie coin flip or card selection Male/Female). This bout will follow the 'Encho-sen' rule.

Individual match

- 3.14. Each fighter should have an appointed representative. This can be either himself or a coach.
- 3.15. In an individual match a win for either AKA or SHIRO must be scored. It cannot be a draw.
- 3.16. After the bout, the winner of the match progresses through to the next round.
- 3.17. If there is a category where the knockout stages event is not feasible, for example too few competitors, a 'round robin' concept can be taken. This will be determined by the tournament committee at the point of each tournament's fighter registration. The rules will be as of an individual match, where a winner is determined, and points awarded for each winning fight.
- 3.18. In a Round Robin fight category it will be required for the arbitrator to record the number of 2 full point or 3 (combination of hand/leg techniques) points gained by the competitor to determine the overall winner if the fighter's in the category have an equal number of

wins/loses/draws. This can be mark as an “*” next to the AKA/SHIRO and the more “*” noted will then be counted as the overall winner.

4. Duration of Match

- 4.1. All matches will last a total of 2 minutes (Seniors). However, the Chief Referee alongside with the tournament committee may shorten the match length to either 1.5 minutes or 1 minute if required.
- 4.2. There will be no extra time allowed for a match.
- 4.3. The timekeeper stops the clock (pauses the fight) on every command YAME given by the Match Referee and re-starts the match when he/she issues the command HAJIME.

5. Target Areas

Target areas are parts of the body where points can be scored by using correct techniques. These target areas are as follows:

- The top of the head (Face/Jaw/Throat are prohibited)
- Side and back of the head. Contact to the back of the head is NOT permitted.
- Chest
- Abdomen
- Legs
- Back (but not the spine). Contact to the Back is NOT permitted.

6. Point Scoring Techniques

Clicker fighters can score either one, two or maximum three points (combination) for each correctly delivered technique(s). Two and three point (combination) techniques are encouraged. If a fighter executes a two or three point (combination) technique, which the Match Referee believes is a valid technique, he will automatically stop the fight (YAME) and send the fighters back to their starting positions. The Match Referee will confer with his other judging team and award (or not) the points accordingly.

- Points will be awarded for each clean decisive technique scored during the match.
- Points will only be awarded for techniques using the closed fist and the correct part of the attacker's foot or shin on their opponents target area.
- For attacks to the head, these techniques will score if performed accurately they need not make contact but must be close if there is contact it must be light and must not injure their opponent.
- For attacks to the chest, abdomen and legs there must be reasonable contact this means that the technique should not impair their opponent's ability to fight on. Zero contact to the Back. **There are no punches to the Spine.**
- Points will only be awarded to the fighter completing a full technique. A full technique must include a controlled complete attack to the target area with hands or feet followed by a full pull back to the body or to a natural fighting position cover beside the head/jaw or body with the hands. A balanced and controlled return to the floor with leg techniques is needed.
- All attacks must have good form, good attitude, strong vigour, proper timing, and adequate distance.
- Points can only be scored when both contestants are in the match area.

- An effective technique delivered with the time-up signal (the Match Referee's command YAME) will be recognised as valid. However, fighters who score a technique after the YAME will NOT be scored and could receive a penalty point.

6.1. Point Scoring Hand Techniques

- **Top of the head –**
 - Technique is allowed:
 - TETTSUI OROSHI ATAMA UCHI.
- **To the side and back of the head –**
 - These techniques are allowed:
 - TETTSUI YOKO UCHI.
 - URAKEN ATAMA UCHI.
 - URAKEN MAWASHI UCHI.
- Techniques to the face will not be permitted
 - This includes all kicks and strikes direct to the face. However, there will be an exception to the quality and the execution of a 'mawashi or kake kicking' technique to the front of head with zero contact.
- **Chest, Abdomen, Back –** these techniques are allowed:
 - SEIKEN OI TSUKI CHUDAN
 - SEIKEN GYAKI TSUKI CHUDAN
 - SEIKEN OI TSUKI GEDAN (only if the opponent is downed following a leg sweep (no contact punch))
 - SEIKEN GYAKI TSUKI GEDAN (only if the opponent is downed following a leg sweep (no contact punch)).

6.2. Point Scoring Leg Techniques

- **Top of the head.**
 - NO TECHNIQUE ALLOWED
- **Side of the head**
 - These techniques are allowed:
 - MAWASHI GERI HAIKOKU JODAN.
 - USHIRO MAWASHI GERI CHUSOKU JODAN (180 degree).
 - KAKE GERI CHUSOKU JODAN.
 - UCHI HAIKOKU GERI. JODAN.
- **Chest, Abdomen, Back**
 - These techniques are allowed:
 - MAWASHI GERI HAIKOKU CHUDAN.
 - MAWASHI GERI CHUSOKU CHUDAN.
 - KAKE GERI CHUSOKU CHUDAN.
 - USHIRO GERI CHUDAN (with complete pullback).
 - MAE SOKUTO YOKO GERI CHUDAN.
 - MAE GERI CHUSOKU CHUDAN.
- **Thigh Kicks**

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- These techniques are allowed:
 - MAWASHI GERI GEDAN-HAISOKU/SUNE.
 - Outside of the thigh SUNE Only
 - Inside of the thigh HAISOKU or SUNE.

6.3. Which techniques score two points.

- **Hand Techniques to Jodan (2 points)** - If a technique to the back of the head is delivered with sufficient quality and zero contact with no reaction from the opponent, 2 points will be scored.
- **Hand Techniques to Chudan (2 points)** – The following hand techniques delivered to the opponents back score 2 points: No contact to the back is allowed.
 - SEIKEN OI TSUKI CHUDAN.
 - SEIKEN GYAKI TSUKI CHUDAN
- The following hand techniques to the opponent's chest, abdomen or back when the opponent is on the floor immediately following a leg sweep score 2 points:
 - SEIKEN OI TSUKI GEDAN.(following a sweep punching to the body (no contact))
 - SEIKEN GYAKI TSUKI GEDAN (following a sweep punching to the body (no contact))
- **Leg Techniques (2 points)**
- The following leg techniques delivered to the side of the head score 2 points:
 - MAWASHI GERI HAISOKU JODAN.
 - KAKE GERI CHUSOKU JODAN.
 - UCHI HAISOKU GERI. JODAN.
 - USHIRO MAWASHI GERI CHUSOKU JODAN (180 Degrees)
- A two point score will be awarded for a well-executed Jodan kick.
- A two point score may not always be awarded for the above technique if the pullback of balance is not perfect. On these occasions 1 point will be scored in order to encourage fighters to attempt these more difficult techniques. The fight does not need to be stopped if the technique only scores 1 point.

3 point combination techniques

- A Fighter can be awarded a maximum of 3 points if a well-executed combination of hand and leg techniques has been performed consecutively with no reaction by their opponent. For instance, a Jodan kick followed by a chudan punch. This action will use the 'Awasete' command. Kiai(s) is required throughout the combination to score the maximum points.

6.4. Leg Sweep Techniques (ASHI BARAI)

Ashi Barai can be performed by any part of the leg providing it is applied in a sweeping action and does not impact as a kick, the knee and ankle joints should also not be attacked. It must be immediately followed up by a scoring technique in order to gain a points advantage.

The same criteria for scoring a swept opponent applies on the floor as if in the standing position.

Sweeping foot position permitted below the Knee are Teisoku, Haisoku and Kakato.

6.5. 360 degree techniques (while standing)

These techniques are not allowed. However, 180-degree techniques are allowed as long as the attacker returns to their pull back position after making the attack from the direction he originally came from.

6.6. Circular Movement Techniques (Sweep)

Techniques delivered with a circular movement *that pass in front of the face* are not allowed. They are foul techniques.

A 360 degree sweeping technique, (ASHI BARAI) is permitted on the proviso that a punch technique immediately follows. This must be executed successfully to warrant 2 points. If no follow up attempted only 1 point will be awarded if a clean sweep has been executed.

6.7. Mubobi Rule

Competitors must at all times defend themselves during a contest, charging an opponent without due care for their own safety and that of their opponent is strictly forbidden, failure to do so may lead to a Chui, Genten, Hansoku or Shikkaku.

7. Following Acts and Techniques are NOT allowed

- Excessive contact to the face/throat or head.
- Excessive contact to the body.
- Excessive contact to the legs.
- Attacks to the groin.
- Circular movement techniques that pass in front of the face.
- Attacks to the spine, hip joints, elbow, wrist, knee joints and the instep.
- Any 360 degree attacks (except for the USHIRO GERI CHUDAN with complete pullback).
- Any open hand techniques.
- Any elbow techniques.
- Mubobi.
- Any throws.
- Any grabbing or holding.
- Any 'un-sportsperson' like behaviour.
- Repeatedly leaving the Match Area (JOGI).
- Uncontrolled fighting techniques.
- Disrespectful attitude to other competitors or officials (swearing etc.).
- Failure to obey the Match Referees orders

8. Fouls and Disqualifications

- If a fighter commits a foul technique or any of the acts listed in section 6.8 the Match Referee has the power to award a CHUI or a GENTEN. A CHUI is best described as a verbal warning (with no penalty) whilst a GENTEN does have a penalty. A CHUI can be awarded at any time during the fight and cannot be escalated. A GENTEN on the other hand can be given in three differing degrees.
 - 1st Genten Ichi – 1 point (1 click)
 - 2nd Genten Ni – 2 points (2 clicks)
 - 3rd Genten - Disqualification (Hansoku or Shikkaku)

- A Hansoku is a disqualification from the Match and is generally awarded when a fighter has accumulated a number of minor fouls, which have been repeatedly penalised with no visible response by the fighter to these warnings. If a fighter gets penalised through a Hansoku he/she should feel embarrassed by his/her actions.
- A Shikkaku is a disqualification from the tournament and is generally awarded when a fighter commits a dangerous act designed to cause injury to his opponent or when he shows little or no respect for the rules of Clicker, to his opponent, to the officials or brings Kyokushinkai Karate into disrepute. If a fighter gets penalised through a Shikkaku he/her should feel ashamed by his actions.
- If a technique deserves an instant disqualification (Hansoku or Shikkaku) then the referee may award this without any other GENTEN being given. If he/her awards a Genten Ni straight away for a foul technique, then the next foul that the fighter commits will be a disqualification (unless a CHUI is awarded).
- The Match Referee will give a warning of fouls and announce a GENTEN when a contestant is about to, or has already committed a prohibited act:
- If a fighter commits a GENTEN or any of the acts and techniques listed in section 6.8, then the referee has the power to award the other fighter extra points or even award him the Match itself.
- Before announcing a disqualification or awarding a two-point technique the Match Referee must confer (either verbally or by hand signal) with the Mirror Referee.
- JOGI Rule. A competitor may repeatedly leave the contest area, entering the Danger Zone. The Jogi rule will come into effect. After the 2nd time the competitor exits the fighting area, a single penalty point will be awarded to the opponent. If this still occurs after the 3rd attempt a incremental points will be given to the opponent maximum of 2 points each offence committed after. This is NOT a Genten Penalty. The Term 'Jogi Point' will be used.

9. Tournament Officials

The tournament officials can be of any gender.

- Chief Referee
- Tournament Co-ordinator Team
- Announcer
- Medical Staff

Each Match area must have the following:

- Head of Match Area
- Timekeeper (with bean bag/horn blower assistant)
- Area Announcer/Fighting draw co-ordinator
- Match Referee
- Mirror Referee
- Match Arbitrator

10. Injuries or accidents during the match

- If a fighter is clearly injured during a fight the referee will stop the fight and a Doctor will be called.
- If blood is drawn when a face punch or kick is delivered the fighter that delivered the punch or kick may be disqualified. In the first instance Hansoku or Shikkaku will be considered by the Referee panel (the Mubobi Rule may also be implemented)

- If the injury is caused by a foul technique delivered by the injured fighter's opponent, the Match Referee will decide on how to penalise the opponent. If the injured fighter can carry on fighting the fight will continue. If the injured fighter is unable to carry on with the match, the opponent will lose the match.
- If the injury is sustained without a foul technique being executed then the fight may continue if the Doctor is happy that the injury is not too serious to disallow the fight to continue.
- When a fighter suffers a minor injury not serious enough to disable him/her, but he refuses to continue with the match he shall be declared the loser
- If in the opinion of the main referee a fighter feigns injury and tries to get his opponent disqualified, the match referee has the option to disqualify that fighter from the Match, and the tournament as a whole.
- If both contestants are injured at the same time without either committing a foul technique, both will be given the opportunity to continue with the match. If neither fighter can continue the match will be declared a draw. In the case of an individual tournament the Chief Referee will be consulted and a winner will be declared. If one of the fighters can continue but the other cannot, then the fighter who is able to fight on will win the match.
- A contestant who is unable to continue to fight for reasons other than injury or who requests for permission to quit the match will be declared the loser.

11. The Judging Officials

Each fight will be monitored by three officials, the Match Referee, the Mirror Referee and the Match Arbitrator. Each judging official owes it to the competitors to be highly professional and consistent in their decision-making. Each judging official is also responsible for the safety of the competitors, the other officials and the audience. It is essential that they hold the recognised refereeing qualifications to fulfil their positions and are conversant with any rule amendments that are published periodically by the Chief Referee.

Qualifications Required

Match Referee

To become a match referee the individual must be over the age of 18, hold the Recognised BKK Clicker Refereeing qualifications and must hold the rank of IFK black belt.

- Roles and Responsibilities
 - A Match Referee will be appointed for each match.
 - He/she takes the bows for the judging officials.
 - He/she gives all verbal commands during a match.
 - He/she awards all 2/3 point scores, Gentens and Chui's.
 - He/she starts and stops the match
 - At the end of the match he/she awards the score
 -

Mirror Referee

To become a mirror referee the individual must be over the age of 18, hold the recognised BKK Clicker Refereeing qualifications and must hold the rank of IFK brown belt, or above.

- Roles and Responsibilities
 - A Mirror Referee will be appointed for each match.

- The Mirror Referee will stand facing the main referee on the command HAJIME. He/she will observe for any points, fouls or infringements and give the necessary gesture to communicate with the referee.
- He/she will not communicate with the fighter during the match.
- He/she will communicate with the Match Referee during the fight using hand signals and may be asked by the Match Referee to confer verbally when necessary.
- At HANTEI he/she will indicate by extending his arm down to the side of AKA or SHIRO or HIKIWAKE.

Match Arbitrator

To become a match arbitrator the individual must be over the age of 18, hold the recognised BKK Clicker Refereeing qualifications and must hold the rank of IFK black belt.

Roles and Responsibilities

- A Match Arbitrator will be appointed for each match.
- They are appointed to ensure the fairness of matches and to oversee the final decision of the match referee with respect to the result of each fight. He/she has the power to overturn a Match Referee's decision.
- This position is usually taken by an experienced referee.
- They will be seated and note any warnings and will occasionally be asked to take note of the number of 2/3 point scores attained by each fighter.
- They will oversee the operation of the match and the decision of the referee. When necessary, he/she may express his opinion to the referee and will make the decision as to the winner of a fight in the event of a draw.
- When they receive a protest against a decision from the coach of a team (during a match) he/she will review the complaint, may call for an explanation from the referee and in case he finds the decision patently unreasonable, he/she may demand the match referee to revise the decision.

12. Conduct of the match — The Fighters

- The announcer will call the fighters or teams to stand by the edge of the match area.
- The Match Referee calls for the competitors to enter the area using the term NAKAE.
- For the fighters the referee shall gesture and use the term, SHOMEN NI REI (bow away from referee saying osu), SUSHIN NI REI (bow towards the referee saying osu), OTAGNI REI (bow to each other saying osu) take a fighting position on the command KAMITE, and on the command HAJIME the match will begin.
- This procedure is different for team events. For team events the bowing procedure is done as a team outside the match area. The team must be lined up in fighting order with the first fighter furthest away from the Match Referee. The first fighter will be called to the starting position by the match referee using the term NAKAE and the rest of the team will sit/kneel down outside the Match Area.
- From the start of the match, the fighters will only take instructions from the Match Referee.
- If the Match referee gives the command "YAME" the contestants must return to their starting positions and wait for instructions from the Match Referee. \
- A bell will ring 30 seconds before the match end.
- The match referee issuing the command YAME will signal the end of a Match. (The Match referee will be informed that the Match should be ended by the timekeeper blowing a horn and at the same time by the timekeeper throwing a red beanbag into the fighting area). It is

vital that the fighters only take notice of the Main Referees command “YAME”, as the other signals are only for the referees benefit.

- At the end of the match the fighters will return to their start positions and await the match result. The match referee will communicate the match result. On receipt of the result the contestants will bow to one another and leave the match area. They may shake their opponent's hand and his coaches' hand.
- A decision will be made at the end of each match
- Protests can be made during a match by the team representative approaching the match arbitrator – in exceptional circumstances only.
- The Team coach/representative must conduct themselves in a sensible manor throughout the bout(s).

13. Conduct of the match — Contact Levels

- Junior Contact Levels
 - Contact levels to the fighter's legs is a non-injurious 'touch' contact. This includes all low kicks either with the instep (Haisoku) or with the shin (Sune). Connection must be made at least to the 'gi' to ensure it is valid.
 - Contact levels to the fighter's body is a non-injurious 'touch' contact (gi-contact). This includes all hand and leg techniques. This target area on the back is zero contact.
 - Contact levels to the fighter's head is a zero contact for all hand techniques. Kicking techniques is also zero contact. If there was a non-injurious 'skin-touch' contact made, a warning 'chui' will be given. Techniques will also be considered if a clean kicking technique is executed within a 'belt width' without an attempt to block. Pee/Wee fighters will be zero head contact.
- Senior & Cadet Contact Levels
 - Contact levels to the fighter's legs is a minimum contact. This includes all low kicks either with the instep (Haisoku) or with the shin (Sune). Connection must be made at least to the thigh to ensure it is valid, without causing damage to the leg.
 - Contact levels to the fighter's body is minimum-medium contact, without inhibiting the opponent's chance of winning. This includes all hand and leg techniques. This target area on the back is zero contact.
 - Accurate and permitted techniques including Hand and Leg made to the opponents head that are not blocked (with the belt width gauge) are scored, but techniques that make a non-injurious 'skin-contact' are also allowed.

14. During the Match — The Officials

- For the duration of the fight, the Match Referee and the mirror referee will be standing within the fighting area, whilst the match arbitrator will be sitting down in front of the timekeepers table, right of centre to the match area outside the fight area observing the fight.
- At the start of the fight the Match Referee will always have his back to the arbitrator, whilst the mirror referee will be opposite him facing the Match Referee and the match arbitrator.
- During the fight only the match referee will communicate with the fighters.
- During the match the judging team will only communicate with each other. They will not speak to spectators or other persons, except the arbitrator who may speak to the team manager or team captain when a protest is made.
- Both referees will score the fight using their hand-held clicker counters. Both referees and the arbitrator must be absolutely neutral and impartial.

15. Conduct of the Match - Judging Officials

- The Match Referee will call for the Mirror Referee and Match Arbitrator to bow to begin using the terms SHOMEN NI REI, step forward and turn. SHUSHIN NI REI. Positions are taken.
- The Match Referee calls for the competitors to enter the area.
- The match will begin once the Match Referee shouts the command 'HAJIME'. Once the match is underway the Match Referee will communicate with the fighters. He/she will issue the command "YAME" if he wants to stop the fight. When he wants the fight to re-start he issues the command "TSUZUKETE HAJIME".
- At the end of the match the Match Referee gives the command "YAME" and fighters return to their fighting positions. The Match Referee and Mirror Referees look down at the scores on their clickers to determine which fighter has the highest score. The arbitrator stands up and moves to their right and asks the referees for their decision by saying 'HANTEI ONEGASHIMASU'. The arbitrator then blows his whistle twice (one long blow followed by a short blow) and immediately the short beep ends both referees and the arbitrator indicate their decision by moving one of their arms in a low position to the fighter they deemed to have won the Match. If there is a majority decision, then the Match Referee will step forward and indicate the winner by saying AKA or SHIRO KACHI and brings his hand up at 45 degrees pointing towards the winning side.
- In team events only a match maybe drawn.
- Neither Referee will consult with one another on HANTEI; they will look at their own clickers (keeping their heads looking at the floor) and give their decisions according to whom they awarded the most points. After the decision they must not rewind the clickers until the arbitrator has seen them. (If required to do so)
- If the referees both choose the same fighter as the winner, then the result stands. If one says AKA and the other SHIRO then the arbitrator's vote will count. The Match Referee, will quickly glance to his/her right at the arbitrator to recognised his/her decision and award the match accordingly.
- Taking the majority decision, the referee will then step forward and indicate by raising his arm to the side of the winner, using the term AKA/ SHIRO KACHI.
- In a team event a match official indicates a drawn match by crossing his arms in front of his body. If the referee decides the match result is a draw he/she crosses his arms in front of the body and says the word HIKIWAKI (draw).

16. In the event of a 'Points Draw'

A Match may be drawn in a team event when there is not a majority decision from the Main Referee Mirror Referee and Match Arbitrator

Example 1 - Main Referee gives a Hikiwaki (same score on each Clicker) the Mirror Referee gives Aka and the Arbitrator gives Shiro = Hikiwaki

Example 2 - Main Referee gives Shiro the Mirror Referee gives Aka and the Arbitrator gives Hikiwaki (the Arbitrator feels they cannot Give the win to Aka or Shiro using the criteria listed below in points equals a Hikiwaki

There may not be drawn for an individual event. For an individual event where a Match Referee or a Mirror Referee see (by looking at their clickers) that both fighters have scored the same number of points they will have to make a decision on the spot by taking into account the following factors.

- The number of breaches of the Mubobi Rule.
- The number of escapes outside the match area.
- Whether there has been a warning due to a foul.

- The comparative excellence in fighting attitude.
- The ability and skill as a clicker fighter.
- The degree of vigour and fighting spirit.
- The number of appropriate attacking moves.
- The comparative excellence in clicker fighting strategy

As the Match Arbitrator is not required to use clickers, he/she will only be able to make his decision using the points above. This ensures that close fights are always awarded to the best clicker fighter.

17. How to use the Clicker

- Both the Match Referee and the Mirror Referee will have two hand held point counters (clickers), one with a white ribbon (representing points to the fighter wearing the white belt) and the other with a red ribbon (representing points awarded to the fighter wearing the red belt). The Match Arbitrator does not have a clicker.
- It is the responsibility of each referee to ensure his clicker counters are working correctly.
- When a Match or Mirror Referee sees a fighter execute a one point scoring move he will press his hand held clicker once to register the point and the fight will continue uninterrupted.
- When a Match Referee sees a fighter execute a two or three point scoring move. He will stop the fight; the referees will confer with one another to check they both agree that the fighter deserves to be awarded the two or three points. If they agree then the two or three points are awarded.
- The referees must at all times ensure that the clicker that counts a fighters points is always on the same side as the fighter. At the beginning of the fight the match referee will have the AKA clicker in his right hand and the SHIRO clicker in his left hand. During the match the fighters may well end up switching positions by circling one another and hence the referees clickers will be on the wrong side. If this happens it is vital that the referees cross their arms in front of their bodies to demonstrate to all people present that they are aware of this fact and are not clicking the wrong counter when a scoring technique has been executed.
- The clicker counters must not be turned back to zero by either referee until a decision has been made on the outcome of the Match.

18. Other Matters

Matters relating to judgement not prescribed in these rules and the rules for operation will be discussed among the arbitrator and referees and the chief referee of the day.

19. Objections

During a match objections/protests must be raised by the team representative to the match arbitrator without a moments delay after a decision of the verdict in question. No objection raised after the end of the match will be valid.

20. Equipment

Match Area

1 x Large Table (over 2 metres long) 4 x Chairs
1 x Horn
1 x Red Bean Bag

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1 x Set of mats

3 x whistles

1 x Clock with stopwatch

1 x 30 second bell

4 x clickers with red and white ribbons

1 x white belt & 1 red belt (ribbons may be substituted if there is a shortage of belts)

Administration Area

1x Large Table (over 2 meters long) 4x Chairs

Announcer PA system

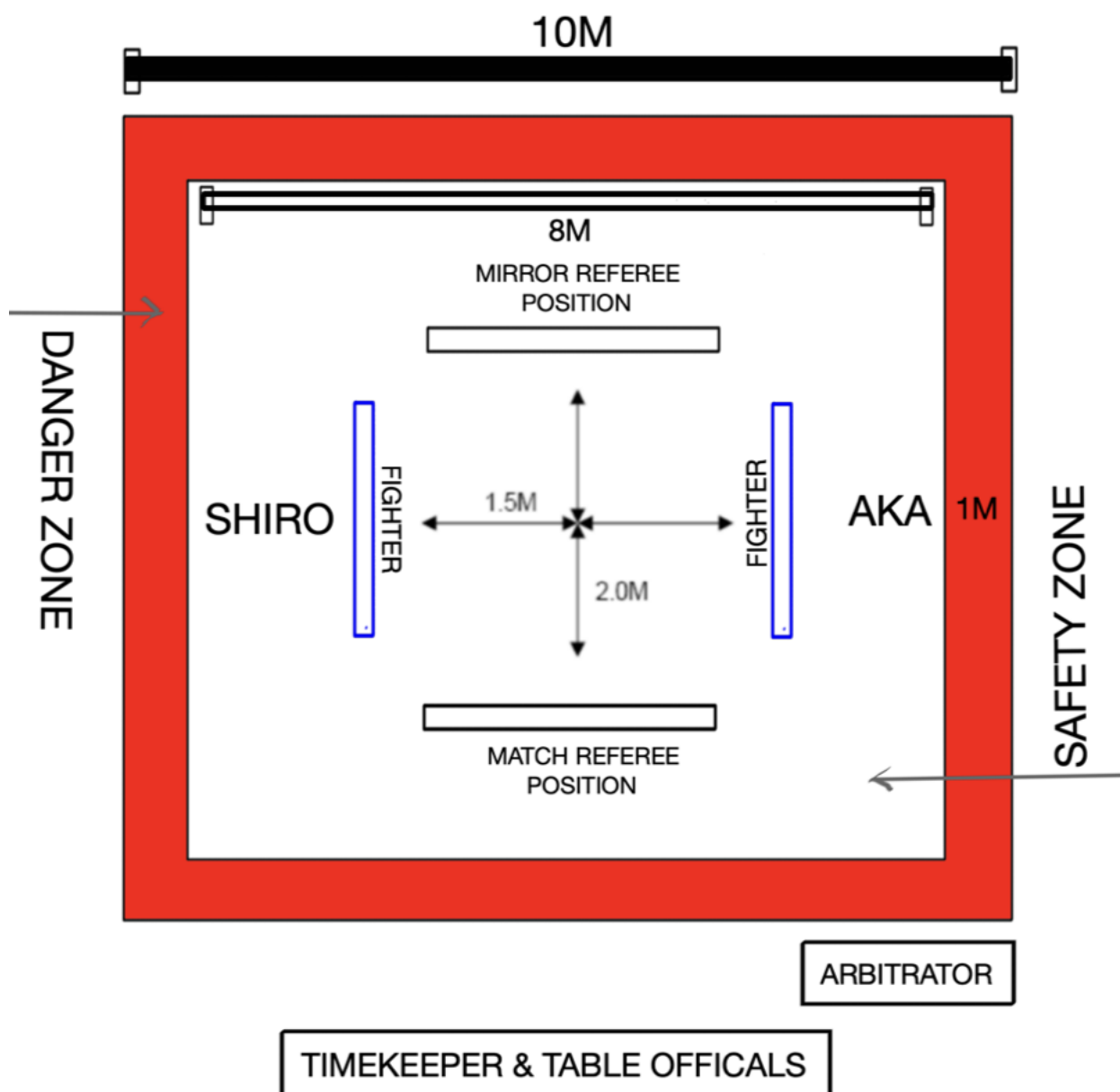
4 x spare belts

4 x spare mitts, hand protectors, chest protectors, shin/instep pads 4 x spare clickers

Appendix 1 – Match Area

Example of Maximum size fighting area.

THE MATCH AREA & THE POSITIONING OF THE REFEREE'S, OFFICIAL'S & FIGHTERS



Appendix 2 - Tournament Categories

Below are the categories for National Clicker Tournaments. These categories are guidelines and can be adapted to suit the tournament event.

Individual Categories

- Pee-Wee (mixed) 6-8 years (Low/High grades)
- Pee-Wee (mixed) 9-10 years (Low/High grades)
- Junior Boys 11-15 years (Tall/Short & Low/High Grades)
- Junior Girls 11-15 years (Tall/Short & Low/High Grades)
- Cadets Boys 16-17 years
- Cadet Girls 16-17 years
- Mens (Low/High Grades)
- Womens (Low/High Grades)

Team Categories

- Veteran Mens (Low/High Grades)
- Veteran Womens (Low/High Grades)
- Pee-Wee Teams
- Junior Teams (Tall/Short)
- Senior Teams

Appendix 3 - Team Format

Team Category potential combinations.

Below is a table of possible team combinations which can be decided prior to the event

Male Team 5 fighters	Female Team 3 fighters	Mixed Team 1 5 fighters	Mixed Team 2 5 fighters	Mixed Team 3 4 fighters	Junior / Pee Wee 3 fighters
		4 x Male	3 x Male	3 x Male	Any Gender
		1 x Female	2 x Female	1 x Female	
All teams can have 1 x reserve fighter					

Appendix 4 - Hand Signals

Communication signals performed by Match and Mirror referees



TECHNIQUE WAS TOO FAR AWAY



TECHNIQUE WAS TOO CLOSE
(HANDS ARE CROSSED & OPEN IN FRONT OF THE BODY)



MUBOBI –
Competitors failure to consider their own safety,
as well as their opponents



AIUCHI
Both fighters score at the same time



JOGI – going out of match area
(pointing to the edge of the area in an arc motion)



POOR TECHNIQUE
(not good enough to score)



Prohibited Technique
(Name of prohibited technique must be announced)



FOUL SEEN BY MIRROR REFEREE
(Rotate finger in circles)



BLOCKED TECHNIQUE



EXCESSIVE CONTACT



START OF SIGNAL

END OF SIGNAL

TORIMASEN
(Technique did not score)



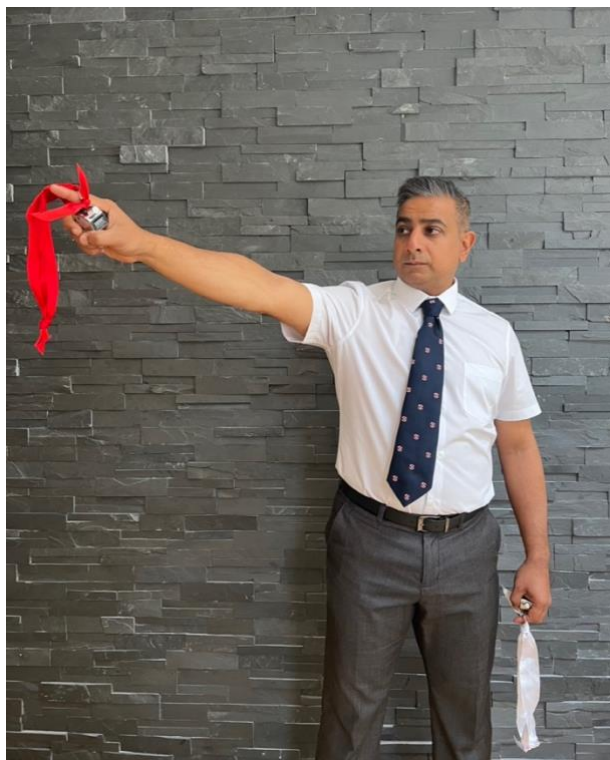
2 or 3 Point Score (Mirror Referee)



CHUI – Verbal Warning
(Pointing at fighter's feet)



GENTEN ICHI & GENTEN NI
(Pointing at fighter's chest)



GENTEN HANSOKU
(Point at the Fighter's Face)



GENTEN SHIKKAKU
(As per HANSOKU but then point behind referee's back)

NOTES