

UKF **Champions** **League**

KUMITE TEAM IKKEN HISSATSU GRAND ROTATION

RULES

In principle, the rules are the same as for individual Shobu Ippon.

ART. 1: CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE
SENIORS	18+	OPEN	OPEN

1.1 Only contestants aged 14 years and older will be allowed to compete in Team Ikken Hissatsu Grand Rotation Kumite. The rules are the same as for individual Shobu Ippon, but with some differences.

ART. 2: DURATION

2.1 The duration of each match will be 6 minutes effective time.

ART. 3: THE ROTATION TEAM MEMBERS

3.1 After losing 2 points (2 wazari or 1 ippon) the contestant will be substituted.

3.2 The substituted contestant cannot fight again.

3.3 Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires. However, this substitution may only be made in the next round.

3.4 Before the match coaches will provide the head referee with the information on who will fight first. Further fighting order is determined by the coaches during the match.

ART. 4: POINTS

4.1 The match starts with the score 10:10 .

4.2 As contestants “lose their lives”, points are deducted until one of the teams reaches 0.

ART. 5: CRITERIA FOR DECIDING THE WINNING TEAM

5.1 The winner will be the team who has more points left after the 6 minutes of time.

ART. 6: DRAW IN GRAND ROTATION TEAM

6.1 If, after 6 minutes, there is a draw, the team who has the most ippon will be declared the winner.

6.2 If the draw persists, there will be a new match (Sai Shiai).

6.3 If, after the Sai Shiai, a draw still persists, the Referee will call for “HANTEI” and the Referee and the 2 Judges must vote for either Aka or for Shiro. This will decide the winning team.

ART. 7: PENALTIES IN GRAND ROTATION TEAM

7.1 All the penalties incurred by the athletes in a team will be carried forward and added to any incurred by the substitute in the same round.

7.2 Example: if an athlete is penalized with HANSOKU CHUI for excessive contact, the athlete who comes onto the tatami as substitute will automatically have the HANSOKU CHUI penalty of the previous athlete and any penalties s/he incurs will be added to this. This will continue through all the substitutions in that match.

7.3 The team will be disqualified after receiving 4th atenai, 4^h jogai or 3rd mubobi.

7.4 In a team match, if an athlete is penalized with HANSOKU the whole team will be disqualified.

7.5 In a team match, if an athlete is penalized with SHIKKAKU, the whole team will be eliminated for the entire tournament. Before applying the SHIKKAKU penalty the Referee must consult the Chief referee and the Referee Commission.