

Kajukenbo Competition Rules



Categories: Self-Defense - Weapons - Kata - Sparring
Divisions by age – belt – size
Beginner, Intermediate, Advanced

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Kajukenbo Competition Rules

Self-Defense Rules

All competitors will be matched up with someone from a different school who is approximately their own height and weight. Uke will attack Tori with various controlled strikes and holds for one minute. Black belts must also defend against three attacks with an edge weapon (knife), and three attacks with an impact weapon (stick). Competitors will be judged on balance, speed, focus, and difficulty of technique. This is not a combative match, so Uke should comply and work with Tori to some degree. Tori must use controlled defensive tactics. Excessive out-of-control attacks or defenses may result in disqualification.

RULES FOR SELF DEFENSE

1. COMPETITION AREA

Section 1: Shall be the same as Continuous Sparring.

2. OFFICIAL DRESS

Section 1: Shall be the same as Continuous Sparring, except competitors may wear non-marking rubber soled shoes.

3. ORGANIZATION OF COMPETITIONS

Section 1: Shall be the same as Continuous Sparring.

4. REFEREE, JUDGES & OFFICIALS

Section 1: Shall be the same as Continuous Sparring.

5. DURATION OF BOUT

Section 1: Shall be a maximum of one (1) minute.

6. SCORING

Section 1: Scoring of technique shall be divided into two (2) equal parts.

A. Practicality

1. Effectiveness of technique for street application

B. Execution

1. Delivery of technique at combat speed

A. Accuracy of strikes

B. Balance

C. Speed

D. Spirit

Section 2: Technique shall be assessed within a scoring range of 0.0 to 5.0 per each part, equaling a maximum of ten (10).

7. CRITERIA FOR DECISION

Section 1: Competitor will demonstrate three (3) individual self-defense techniques

A. Against a strike (kick or punch)

B. Against a weapon

C. Against a grab

Section 2: Competitor will demonstrate each technique

A. Slowly (A verbal description of technique strikes and targets is recommended, but not required).

B. Combat speed

8. PROHIBITED BEHAVIOR

Section 1: The following are forbidden:

A. Techniques, which make contact to any part of the throat during, combat speed.

B. Techniques, which make excessive contact resulting in immediate swelling, bruising, or bleeding.

C. Techniques, which, by their nature, cannot be controlled for the safety of the opponent.

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D. Speaking to the opponent during the bout or speaking to any officials during the bout without the Referee

Requesting that the competitor speak.

E. Any discourteous or unsportsmanlike conduct. Any competitor, or coach who behaves in such a manner towards

Any official or other competitor may be immediately disqualified from the tournament. The Referee will make

such determination and disqualification.

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Empty Hand Forms & Weapons Rules

Pinions & Kata

Empty Hand and Weapon Forms (Kata) Competition Rules:

Forms will be scored on a scale of 1 to 10 by a panel of 5 black belt judges.

Forms will be judged on power, snap, rhythm, focus, spirit, and stance.

Any restart or major error will result in a one point deduction.

Correct uniform and grade belt to be worn.

2. Competitor to announce Kata name, traditional, non traditional.
3. Shall not start until told to be Senior Judge or Deputy.
4. Shall perform a minimum of one Kata or Form. When indicated a competitor may need to demonstrate 2 Katas at different times in the Tournament and shall be marked on the aggregate of the two katas.
5. The marks awarded shall be out of ten (10), and in increments of one quarter e.g. 6¼ 6½ 6¾ 7.
6. The Judges shall take sufficient time to assess the Kata.
7. Where possible a separate category will be provided for disadvantage people.
8. Where a Team Kata/Form category is offered the team shall comprise of not less than three competitors.

Kata matches will be conducted on a point system. A tally of the five (5) ring judges will determine a competitor's score. Of the five scores, the highest scores will be eliminated. The remaining scores will be added to determine the final score. **In some situations, at the discretion of the EO, (3) ring judges will determine a competitor's score. All four scores would be used in determining a competitor's score.**

Colored Belt kata competitors must perform a kata that is no higher than their next testing kata. Black Belt competitors may perform the kata of their choice.

In the event of a tie between two or more competitors, the eliminated scores will be brought back into play. First, the highest score will be added to the competitor's total score in an attempt to break the tie. In cases where this process does not break the tie, the competitors involved will have to perform another kata. In most cases, brown and black belt competitors must perform a kata different than their original, while all others have the option of repeating their first kata

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Sparring / KUMITE - Free Style Fighting Rules

Each match consists of two 2 minute continuous action rounds (*all matches under adult black belt will consist of two 1 minute rounds*) with 30 second break between rounds (*15 second for all divisions under adult black belt*). Players win by decision or by tap out submission (*submission by referee intervention will result in points awarded*). Points can also be achieved for kicks, punches, throws, take-downs and ground work.

The criteria for grappling allows a player to hold his/her opponent in any legal manner for 5 seconds while standing and working for a take-down or throw. If a throw or take-down has not occurred the players are separated and signaled to continue. A full throw (*both feet leaving the mat*) scores 3 points. A half throw (*one foot leaving the mat*) scores 2 points. When a player has been taken to the ground, his/her opponent has 3 seconds to score with a strike (*hand only*). The player taken down can also score from the mat with a counter throw, sweep or strike (*hand or foot*). A player who is on the ground because of an illegal technique may not be scored on. Each time both players end up on the mat following a legal sweep, take-down, or throw, they are given up to 30 seconds of ground work (*all divisions under adult black belt have 10 seconds of ground work*) to achieve mount points or submission. At the end of grappling time the players are separated, brought back to their feet and resume fighting. Absolutely no chokes or joint locks in any division under the age of 13. The primary grappling objective of these divisions will be to achieve throws and the mounted position.

In the case of a draw at the end of two rounds, an additional round will be fought. If it is still a draw, the three judges will accumulate the points for each fighter, with the most accumulated points determining the winner.

Points are awarded:

1 Point - is awarded for crisp, clean striking techniques delivered to the body with either hand or foot. In the adult black belt divisions stiff contact to the body is mandatory to score a point.

2 Points - are awarded for a controlled kick to the head that makes no more than light contact (*no contact to the head is allowed under adult brown & black belt divisions*).

2 Points - are awarded for achieving the mounted position during ground work (*this position must be held for 10 seconds as determined by the center referee*). All divisions under black belt must control the mount for five seconds to be awarded points.

2 Points - for a throw or sweep that causes one foot to leave the mat and result in a take-down.

3 Points - for a throw or sweep that causes both feet to leave the mat and results in a take-down.

4 Points - for a submission by referee intervention (*Intervention would be to prevent injury*)

A player who causes his/her opponent to submit by tapping out gets the win.

Illegal Techniques:

Fouls must be determined by a minimum of three judges. No striking to the face mask area (nose and eyes), groin, spine, nor against any joint. Absolutely no head contact in any division under adult brown belt (18 and over). Points will be awarded for crisp clean techniques to the body and controlled techniques to the head. Strikes can be delivered with only the hand or foot (*No knees, elbows, or head-butts*). On the second warning, two points will be given to the opponent. A third warning results in automatic disqualification. If a fighter is running outside of the ring simply to avoid engaging with the opponent, one warning will be given. Each additional time there after, two points will be given to the opponent and fighters will be returned to the center of the ring by the referee to resume in a grappling (*standing lock-up*) position. Once fighters are in a grappling situation with both hands on, there is no striking. If only one hand is on, then fighters are allowed one strike. When a fighter is taken to the mat, his opponent has three seconds to score. Only one sensei or coach is allowed in the competition area. All others must be outside of the barrier.

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Safety Equipment & Attire:

Approved sparring gloves, safety-kicks, and mouth guards are mandatory in all divisions. A groin protector must be worn in all male divisions. Head gear is mandatory for all divisions under age 17. Although head gear is not mandatory in the adult divisions, it is recommended for personal safety. No abrasive, rough, torn or loose equipment will be permitted. No protective gear shall be allowed to contain any metal or hard plastic.

A traditional martial arts gi in full must be worn. If your uniform becomes bloodied or torn in a manner that may affect the out-come of the match, you will be asked to replace it immediately or forfeit the match. A traditional jujitsu or judo top is recommended for the grappling divisions.

Absolutely no tee shirts, shorts, or shoes of any kind will be permitted.

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SPORT JUJITSU

Scores are based on the relative effectiveness of each contestant in a given round. A submission by referee intervention or standing 8-count always demonstrates superior effectiveness. Also, dominance through the use of exceptional throwing and above-the-belt kicking techniques is scored more favorably than dominance through punching techniques. Leg kicks carry the same weight as punches. More Specifically, round by round scores are awarded as follows: 10 - 10: When neither contestant dominates the other with a superiority in effectiveness. 10 - 9: When the winning contestant dominates the losing contestant with a marginal superiority in effectiveness. 10 - 8: When the winning contestant dominates the losing contestant with exceptional throwing and above-the-belt kicking techniques, or when the winning contestant dominates with a significant superiority in effectiveness as might be indicated in one submission by referee intervention or standing 8-count. 10 - 7: When the winning contestant dominates the losing contestant with an overwhelming superiority in effectiveness, as must be indicated by more than one standing 8-count or submissions by referee intervention.

A BRIEF OVERVIEW OF THE RULES The rules of this sport have been designed for the spectator as well as the competitor, and are intended to be fair for all regardless of style (boxers, kick-boxers, karate, judo, jujitsu, kung fu, tae kwon do, wrestlers, etc.). Competitors are divided into two categories: class B and class A fighters. Class B fighters are considered *novice* to *advanced*, and class A fighters are considered *advanced* to *world class*. Class B bouts consist of three 2-minute rounds, with a 1-minute rest between rounds. Class A bouts consist of no less than five 2-minute rounds (national title bouts are 7 rounds, and world title bouts are 9 rounds), with a 1-minute rest between rounds. When fighters are in a grappling position while standing they have 5 seconds to execute a throw or take-down before they are separated by the center referee. When class B fighters are locked-up in a standing grappling position, with both hands on, they are not permitted to strike (class A fighters may continue to strike). If only *one* hand is on, they are allowed only *one* strike to a legal target area (class A fighters may strike repeatedly). Once a fighter has taken his/her opponent down, they have an additional 30 seconds to execute a submission hold (choke, joint-lock, etc.) before they are separated and brought back to their feet to resume fighting. During the 30 second ground fighting if both fighters come to their feet they will immediately be separated to resume fighting. Legal Techniques: * When standing, full-contact kicks, knees, and punches to all legal target areas are permitted (knee strikes are permitted only in class A, including knee strikes to the head while standing). * "*Attacking the legs*" Leg kicks and knee strikes to the outer thigh only. * Once class A fighters go to the ground, striking to legal target areas *of the body only* is permitted (class B is not permitted to strike on the ground). * All chokes and joint locks (excluding finger locks) are permitted, except for those listed as illegal. * "*Sweeping the legs*" Boot-to-boot, boot-to-calf, and calf-to-calf sweeps. Infractions:

Fighters will receive only one official warning for any infraction before loss of points (2nd warning) or possible disqualification (3rd warning).

- * No striking to the groin, throat, spine, kidney, nor against any joint.
- * No standing joint locks, no elbows, head butts, biting, pulling hair, eye gouging, pinching.
- * No finger locks.
- * No use of the fingers or thumbs to manipulate the nerves in or around the eyes and neck.
- * A standing fighter shall not kick a downed opponent.

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- * A fighter is permitted to strike with the hands while standing in his opponent's guard (A class only)
- * No running out of bounds simply to avoid engaging with the opponent.
- * No striking to the head once fighters go to the ground.
- * Once fighters are in a grappling situation with each player having both hands on (either standing, or on the ground), there is no striking permitted for class B fighters; however, class A fighters may continue to strike.
- * Unsportsmanlike conduct or inappropriate behavior by players or corner-men will not be tolerated, and will be cause for immediate disqualification.

Equipment: Six-ounce gloves covering all the striking areas of the hand; safety kicks that cover all striking areas of the foot (with the exception of the sole); and mouth guards, are mandatory. A groin protector is mandatory for all male competitors. Headgear is not mandatory, but is highly recommended for personal safety for class B fighters.

Although karate and kung fu uniforms will be accepted, a traditional judo or jujitsu uniform is recommended. Sleeves shall be no more than one fist distance up the arm from the wrists. *If a player's uniform becomes torn or bloodied in a manner that may affect the outcome of the match, he/she will be asked to replace it immediately or forfeit the match.* Absolutely no tee shirts, shorts, or shoes of any kind will be permitted.

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Sport Jujitsu Rules

SECTION 1 JUJITSU AMERICA SPORT JUJITSU SYSTEM

- A. The Jujitsu America Sport Jujitsu System is composed of 3 Parts:
 - i. Part 1: Strikes and kicks.
 - ii. Part 2: Throws, takedowns, standing joint-locks, standing chokes/strangulation.
 - iii. Part 3: Mat techniques, joint-locks, chokes/strangulation.
- B. The fighting time per match is divided into two rounds of two minutes each, with a one-minute break.
- C. When the same athlete is involved in consecutive matches, a recovery time of 10 minutes will be allowed between the matches.

SECTION 2 WEIGHT CATEGORIES

Adult Men: Flyweight (139.9 lbs. & under)

Featherweight (140 – 149.9 lbs.)

Lightweight (150 – 159.9 lbs.)

Welterweight (160 – 169.9 lbs.)

Middleweight (170 – 179.9 lbs.)

Light Heavyweight (180 – 189.9 lbs.)

Heavyweight (190 – 210 lbs.)

Super Heavyweight (210 lbs. & above)

Adult Women: Flyweight (109.9 lbs. & under)

Featherweight (110 – 119.9 lbs.)

Lightweight (120 – 129.9 lbs.)

Welterweight (130 – 144.5 lbs.)

Middleweight (145 – 159.9 lbs.)

Heavyweight (160 lbs. & above)

Children: 49.9 lbs. & under

(14 and under) 50 – 59.9 lbs.

60 – 69.9 lbs.

70 – 79.9 lbs.

80 – 89.9 lbs.

90 – 99.9 lbs.

100 – 114.9 lbs.

115 – 129.9 lbs.

130 lbs. & above

Weight categories may be collapsed as required by the event organizers in order to have sufficient pools of competitors.

Additionally, if the number of competitors allows, then the event organizers may add additional categories based on rank and age.

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SECTION 3 COMPETITION AREA AND ORGANIZATION

- A. The competition area for each contest shall be 18' x 18', plus a 3' warning area, plus a 3' safety area. The total contest area shall then be 30' x 30'.
- B. The whole contest area shall be covered with judo mats. The color of the warning area shall be different than the competition area.

- C. The organizer of the competition shall provide stopwatch, competition belts (one red and one white per competition area), referee armbands, competition list, first aid, scoreboards, and table for referees and technical committee.

SECTION 4 COMPETITION APPAREL

- A. The competitors shall wear a good quality white or blue judogi which must be clean and in good condition. The competitors shall wear white or blue belts if both wear the same color judogi.
- B. The gi shall be as follows:
 - i. The jacket shall be long enough to cover the hips and be tied around the waist by the belt.
 - ii. The sleeves shall be loose enough to grip and to cover at least half of the forearm.
 - iii. The pants shall be loose and long enough to cover at least half of the shin.
 - iv. The belt shall be tied with a flat reef or double square knot, tied tightly enough to prevent the jacket from being too loose.
 - v. Competitors are not allowed to compete with torn gis or with sleeves or pants that are not of the proper length. Female competitors must wear t-shirts under their gi; male competitors are not allowed to wear a t-shirt under their gi.
 - vi. The competitors are required to wear approved padded-vinyl gloves and foot-pads, and a mouthpiece. Male competitors must wear a protective cup. Competitors may wear soft shin-pads. Female competitors may wear chest protectors.

SECTION 5 PERSONAL REQUIREMENTS

- A. The competitors must have short fingernails and toenails and are not allowed to wear anything that may injure or endanger the opponent.
- B. A contestant who needs to wear glasses may wear contact lenses at own personal risk or wear prescription goggles if approved for safety by event organizers.

SECTION 6 POSITION AT START AND END OF MATCH

- A. The competitors shall stand facing each other at the center of the contest area and approximately 6 feet apart.
- B. At the beginning of the match, the competitors shall make a standing bow first to the mat referee and then to each other.
- C. At the end of the match, the competitors shall make a standing bow first to each other and then to the mat referee.

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SECTION 7 COURSE OF THE MATCH

- A. The match begins with Part 1 and the competitors stand facing each other approximately 6 feet apart.
- B. As soon as there is a grip by one or both competitors on the other, then Part 2 has begun. At the moment of initial gripping only, simultaneous strikes/kicks and gripping (by the same athlete or by both) are allowed. After the beginning of Part 2, this is no longer allowed.
- C. The competitors continue fighting in Part 2.
- D. As soon as one of the competitors is thrown or taken down, the match continues in Part 3.
- E. If the contact is lost in Part 2 or Part 3, then the competitors continue the fight as in Part 1.
- F. In Part 1, if a competitor only rushes toward the opponent without making a technical action or if he/she is dangerous for him/herself, a technical penalty will be given and the match will continue in Part 1.
- G. The competitors are allowed to remain in the warning area for only a very short period of time (5 seconds).

- H. Throws which are initiated in the competition area are allowed even if the opponent is thrown into the warning and/or safety area, provided the throw presents no injury risk for the opponent.
- I. In Part 3, the competitors will be given at least 20 seconds to make progress. If there is no progress, then the MR will call "Stop" and restart the competitors as in Part 1.

SECTION 8 REFEREES

- A. The contest shall be conducted by one Mat Referee (MR) and two Side Referees (SR). MR and SRs shall be from different schools than those of the competitors, and all three referees shall each be from different schools.

SECTION 9 POSITION AND FUNCTION OF THE MAT REFEREE (MR)

- A. The MR shall stay within the competition area and has the responsibility for the conduct and control of the match.

SECTION 10 POSITION AND FUNCTION OF THE SIDE REFEREES (SR)

- A. The SRs shall assist the MR and be situated outside the competition area. The SRs must place themselves along one side of the competition area where they can follow at any time the course of the match as best possible.
- B. If at any time the SRs need to get the attention of the MR in order to make a call or stop the action, then the SR will make an audible call (or whistle) to the MR.

SECTION 11 APPLICATION OF SCORE AND PENALTIES

- A. The MR shall call the points in Part 2 and Part 3 for the benefit of the spectators and the SRs. The SRs shall count the points as they judge them, not solely based on the calls of the MR, except in the case of penalty points which are ruled by the MR.
- B. The SRs shall judge and count the points of the match for each of the two competitors, with a click-counter in each hand corresponding to each competitor. The SR shall hold the blue click-counter in the right hand.

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SECTION 12 APPLICATION OF “BEGIN,” “STOP,” AND “GO”

- A. The MR shall announce “Begin” in order to start the match.
- B. The MR shall announce “Stop” in order to stop the match temporarily in the following cases:
 - i. When one or both competitors go outside the warning area.
 - ii. When one or both competitors perform a forbidden act.
 - iii. To give one or both competitors a technical penalty.
 - iv. To give one or both competitors a warning for passivity.
 - v. When one or both competitors are injured or ill.
 - vi. In any other case where the MR finds it necessary; e.g., to reset the gi or deliver judgment.
 - vii. In any other case where one of the SRs finds it necessary and therefore claps his/her hands.
 - viii. Every time the contact is lost in either Part 2 or Part 3.
 - ix. To stop the match during a joint-lock or choke/strangulation if the competitor cannot tap by him/herself. In such cases, either 2 or 5 points are given to the other competitor (see Section 13).
- C. Every time the MR announces “Stop,” the time stops.
- D. After “Stop,” the MR will bring the competitors to the center of the competition area and they will restart as in Part 1. To start the match again, the MR shall call “Go.”

SECTION 13 POINTS

The contest points are to be taken by the table secretariat for each contest area. Points will be posted for each round after the conclusion of the round. Records for each round and match will be maintained by the scorekeeper.

- A. The following points can be awarded in Part 1 (Strikes and kicks):
 - i. An unblocked strike or kick in good balance and control 2 Points
 - ii. A partly blocked strike or kick 1 Point
- B. The following points can be awarded in Part 2 (Throws, takedowns, standing joint-locks, standing chokes/strangulation):
 - i. A perfect throw or takedown 2 Points
 - ii. An imperfect throw or takedown 1 Point
 - iii. A standing joint-lock or standing choke/strangulation with tapping 5 Points
- C. The following points can be awarded in Part 3 (Mat techniques, joint-locks, chokes/strangulation):
 - i. An effective control, announced as Pin 10 sec.: 1 Point
20 sec.: 2 Points
 - ii. Escape from a Pin, announced as Escaped 1 Point
 - iii. A Pin with tapping 5 Points
 - iv. A joint-lock with tapping 5 Points
 - v. A choke/strangulation with tapping 5 Points
- D. An effective control (Pin) held for 10 seconds shall be awarded 1 point and held for 20 seconds shall be awarded a total of 2 Points to the competitor holding, and fighting in Part 3 will continue as long as progress is being made. If there is no progress, then the MR will call “Stop” and restart the competitors as in Part 1.
- E. If the control is broken after 10 seconds, the MR shall announce “Escaped” and award one point to the escaping competitor, and fighting will continue in Part 3 as long as progress is being made.

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- F. If there is no progress in Part 3, then the MR will call “Stop” and restart the competitors as in Part 1.
- G. The target area of the body is from the head to the waist.
- H. All strangulations are permitted, with the exception of any attacks with the fingers to the windpipe.
- I. An act is technically valid when the competitor performs the technique with good balance, focus, and control.

SECTION 14 SETTLEMENT OF THE MATCH

- A. If there are 15 or more points difference between the competitors at the end of the first round, then the match is over.
- B. The competitor who has the most points at the end of the match wins the match.
- C. If the competitors have equal points at the end of the match, then the competitors may play another 2-minute round to settle the match. This procedure may be repeated.

SECTION 15 LIGHT FORBIDDEN ACTS (“INFRACTION”)

- A. If one or both competitors show passivity or commit minor technical infringements.
- B. To deliberately go outside the warning area with the whole body (or both feet).
- C. To deliberately deliver punches or kicks after the beginning of Part 2, when one or the other competitor has already established a grip.
- D. To make any further action after the MR has called “Stop.”
- E. To deliver kicks or strikes to the leg.
- F. To make joint-locks on fingers or toes.

SECTION 16 FORBIDDEN ACTS (“VIOLATION”)

- A. To make attacks like kicking, striking, pushing the opponent’s body in a hard way.
- B. To attack with straight punches or kicks to the opponent’s head.
- C. To deliberately make an uncontrolled action.
- D. To deliberately throw and/or push the opponent outside the warning area.
- E. To slam the opponent while engaged in Part 3.
- F. To disregard the MR’s instructions.
- G. To make unnecessary calls, remarks, or gestures to the opponent, MR, or SRs, or any other unsportsmanlike conduct.

SECTION 17 HEAVY FORBIDDEN ACTS (“DISQUALIFICATION”)

- A. To deliberately apply any action which may injure the opponent.
- B. To throw or try to throw the opponent with any joint-lock or choke/strangulation.
- C. To throw the opponent on the opponent’s head or neck (piledriver, suplex).
- D. To make any lock on the neck or spinal column.
- E. To kick or strike the opponent’s groin.
- F. To head-butt the opponent.
- G. To strike or kick the opponent when the opponent is down on the mat (as in Part 3).
- H. To deliberately attack the opponent’s windpipe by striking, kicking, or choking/strangling with the fingers on the trachea.

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- I. To gouge the opponent's eyes, to fish-hook the opponent's mouth, to put a finger into any orifice, to bite, to pull hair, or to pinch.
- J. Interference by a corner with any official or competitor.

SECTION 18 PENALTIES

- A. Light forbidden act = Infraction 1 Point to the opponent
- B. Forbidden act = Violation 2 Points to the opponent
- C. 2 Forbidden acts ("Violations") = Disqualification and loss of the match. The winner gets 15 points and the loser gets 0 points.
- D. The first time a competitor makes a Heavy forbidden act ("Disqualification"), then the competitor loses the match with 0 points and the opponent wins with 15 points.
- E. The second time a competitor makes a Heavy forbidden act ("Disqualification") in a tournament, then he/she is expelled from the rest of the tournament.

SECTION 19 WALK-OVER AND WITHDRAWAL

- A. The decision of win by "Walk-over" shall be given to any competitor whose opponent does not appear for his/her match (the winner gets 15 points) after he/she has been called 3 times over at least 3 minutes.
- B. The decision of win by "Withdrawal" shall be given to any competitor whose opponent withdraws from the competition during the match. In this case, the withdrawer gets 0 points or the score he/she already achieved if greater than 15 points.
- C. If the doctor or EMT declares that a competitor is out of the match, he/she is also out of the rest of the tournament.

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SECTION 20 INJURY, ILLNESS, OR ACCIDENT

- A. In every case when a competition is stopped because of injury on either or both competitors, then the MR and SRs may permit a maximum time of 5 minutes to the injured competitor for rest. The total injury rest per competitor in each match shall be 5 minutes.
- B. The decision of winner or loser when one competitor is unable to continue because of injury, illness, or accident during the match shall be given by the MR and SRs according to the following rules:
 - i. Injury:
 - a. When the cause of the injury is attributed to the injured competitor, then the injured competitor shall lose the match with 0 points and the opponent shall get 15 points or the score he/she already achieved if greater than 15 points.
 - b. When the cause of the injury is attributed to the uninjured competitor, then the uninjured competitor shall lose the match with 0 points and the opponent shall get 15 points or the score he/she already achieved if greater than 15 points.
 - c. When it is impossible to attribute the cause of the injury, then the injured competitor shall lose the match with 0 points and the opponent shall get 15 points or the score he/she already achieved if greater than 15 points.
 - d. The doctor is to decide whether the injured competitor may continue or not.
 - ii. Illness:
 - a. When one competitor is taken ill during the match and is unable to continue, then he/she shall lose the match with 0 points and the opponent shall get 15 points or the score he/she already achieved if greater than 15 points.

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SECTION 21 CHILDREN'S COMPETITION

- A. Rules for Children's Categories include the following modifications:
- No joint-locks are allowed.
 - No chokes or strangulation are allowed.

SECTION 22 TEAM COMPETITIONS

- A. Team competitions are possible and the rules are the same as for individual competitions.

SECTION 23 RESERVES IN TEAM COMPETITIONS

- A. Reserves may replace competitors who have been injured or taken ill.
B. The reserves must be in the same or lower weight category than the competitor to be replaced.
C. Reserves may not replace a disqualified competitor.
D. Reserves must be registered and weighed in at the same time as the regular competitors.

SECTION 24 BEHAVIOR OF COACHES

- A. A competitor may be assisted by his/her coach (only one person) who stays at the limit of the contest area during the match. If the coach exhibits misbehavior (toward the competitor, the opponent, the referees, the officials, or anyone else), then the MR may decide to have the coach removed to the area reserved for officers for the duration of the match.
B. If the misbehavior continues, then the MR may decide to have the coach removed to the spectator area for the remainder of the tournament or to expel the coach from the tournament.

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SECTION 25 ROTATION OF REFEREES

- A. The direct elimination scheme in the structure of games calls for the establishment of different pools of competitors.
B. Referees called to operate on matches of a pool can not belong to the schools competing in the same pool. For example, referees on matches in pool A should come from schools participating in pools B and C, or from schools not participating at all in that tournament.
C. Referees involved in semi-finals and finals will not belong to any of the finalist schools.

SECTION 26 SITUATIONS NOT COVERED BY THE RULES

- A. Any situation which is not covered by these rules should be dealt with by the referees of the contest in question by working together to come to a decision.