

## **Ippon Shobu Rules**

Shobu Ippon Kumite is a sparring match where the goal is to score a full point (IPPON) or two half points (WAZA-ARI) to equal a full point to win the match.

To win the match the following criteria is considered in this order:

- A.** Earning a score of ippon during the allotted time.
- B.** If an ippon is not reached during the allotted time of the match, the referee calls for HANTEI (judges' decision). The judges' vote plus the referee's silent vote/judgment will determine the winner or if there is a tie (HIKIWAKE).
- C.** If HANTEI determines there is a tie (HIKIWAKE), the athletes will conduct a new match V103024 4 (SAI SHIAI), where no points, penalties, or memory of previous penalties will be considered in the new match.
- D.** The winner of SAI SHIAI is the athlete who earns an ippon, or if no ippon is reached during the allotted time of the match, the referee calls for HANTEI. At this point, the judges must pick a winner (NO HIKIWAKE).

Duration of bout

- A.** An ippon match will be 2 minutes running time for all divisions.
- B.** Atoshi Baraku's announcement shall be when there are 30 seconds left in the allotted time.
- C.** The duration of the SAI SHIAI match will be 2 minutes for all divisions.

Penalty Levels for Jogai

- A.** There are 3 levels for Jogai:
  - a) Jogai (warning)
  - b) Jogai Hansoku Chui (penalty)
  - c) Jogai Hansoku (disqualification)