

Ko-Go Kumite Procedures

Source: <http://www.itkf.org> ITKF 2009 Rules

A.Wong V1.8

Who	What	Comments
Competitor Aka (Red)	Each person attacks 3 times and defends 3 times for a total of 6 matches. Aka attacks first – 3 times in a row; Shiro defends 3 times then the roles are switched.	Ko-go follows the general kumite rules for points and penalties with exceptions noted in this document that pertain to ko-go kumite.
Shu-Shin Starting a Match	A total of 6 matches per ko-go kumite event. Shu-shin uses arm signal to identify attacker and says: Aka/Shiro "Ko-geki Ik -kai", (1 st attack) "Ko-geki Ni -kai", (2 nd attack) "Kogeki San -kai" (3 rd attack) "Shobu Ippon Haijme"	Note: Shu-Shin starts each match with feet together and arms at their side with no arm motion verbally says "Shobu Ippon Haijme"
Shu-Shin Stopping a match	Follow standard kumite procedures for awarding points and penalties or signal Tora-nai for neither	
Shu-Shin Identify winner of ko-go matches	Follow standard kumite procedures - Get score from Kan-sa - Hand action to identify number of points earned by each competitor - Identify winner - Aka/Shiro no-kachi	
Shu-Shin Tie match	Execute Ketti-sen for tie match Aka attacks first then Shiro – alternating 6 times If one side scores "Waza-ari" or "Ippon", then that side is declared winner and Ketti-sen is now over.	If no "Waza-ari" or "Ippon", then total score determines winner. If score is still tied, then judgment (han-tai) is declared i.e., the court judges meet and decide on the winner
Attacker (Offense) <i>Note: the attacker, needs to develop a strong attack strategy in order to score a point</i>	10 seconds to attack after Shu-shin announce <i>hajime</i> (begin) 4 techniques is the limit of an attack series which include feint or break-balance technique. Verbal sound without any physical movement is not an attack 1 Chance to counter - after the last attacker's technique and the defender block/counter, the attacker can counter the defense attack but it must be <u>immediate</u> without hesitation. Touching distance (reaching without body movement) o If <u>attacker hands</u> are within touching distance of the defender ▪ Offense's hands can NOT be pointed down more than 45 degrees or hidden behind body line ▪ Defender can initiate an attack if an attacker hand is within touching distance.	Jikan (Time over) penalty (2) – against the attacker for not attacking within 10 seconds after hajime. Kakushi penalty (2) against the offense side for improper hand position within touching distance.
Defender (Defense) <i>Note: defender should have the advantage in Ko-go and should take attacker's kyo opportunity to score a point.</i>	Defender can not initiate an attack before the attacker Counter attack - o Initiate a technique only after attacker begins an attack o If attacker <i>feint or faking attack</i> , defender can <u>initiate</u> an attack o Either side's leading hand can touch other side's body Incompletes or ineffective block or shifts to escape after 3rd attack by attacker	Saki penalty (2) against the defender for an attack initiation before the attacker had started an attack Nige-tei (Escape) penalty (2) is called against the defender

Scoring and Penalties

Ko-go Kumite

A.Wong V1.7

Scoring	Points	What	Signals
Kumite event finished	Final total	The sum from the 6 matches Points are awarded during each match	
Ko-go Penalty			
Jikan (Time over)	2 points	Offense penalty – No attack after 10 seconds	<u>Shu-shin</u> - Hands form a “T”, then with both hands open, palms facing each other at side of head (as in General Kumite Rules “Ato”).
Kakushi	2 points	Offense penalty – Offense’s hands can <u>NOT</u> be pointed down more than 45 degrees or hidden behind body line	<u>Shu-shin</u> - Signal: Bring both hands together to backside of body. <u>Fuku-shin</u> - “Offense” side flag moves to back side of body.
Saki	2 points	Defense penalty – Defense initiates attack before attacker attacks	<u>Shu-shin</u> - Signal: Index finger shifting from “Defense” side to “Offense” side.
Nige-tai (Escape)	2 points	Defense penalty – Incompletes or ineffective block or shifts to escape after 3 attack by attacker	<u>Shu-shin</u> - Signal: “Defense” side hand open with palm pushing backward <u>Fuku-shin</u> - “Defense” side flag, while pointed straight up, moves to side of body.
Chika-ma	None	No penalty – Either side’s leading hand can touch other side’s body	<u>Shu-shin</u> - Signal: Bring both palms together, fingers up, in front of chest area <u>Fuku-shin</u> - Bring both flagpoles together, tops pointed up, in front of chest area
Tento	1 point	Penalty on fallen person - (apply same general kumite rule for tento)	Apply general kumite rule for tento signal
Tie (Kettei-sen) 2nd Kogo tie (Han-tei decision)		Execute Kettei-sen Han-tei protocol is followed – Shu-shin and Fu-ku-shin come together for a judgment call. Shu-shin announces results.	Starting with Aka attacking first and then Shiro attacking second, from there alternating attackers for a total of 6 matches The first to score a waza-ari or ippon in a match round is the winner. Otherwise, total score from the 6 matches determines the winner.
Penalty, severe	Opponent declared winner	No more matches	Han-soku, Shi-kaku, Doctor stop, Withdrawal will end the ko-go event
General kumite penalty	General penalty points	Penalties are <u>not</u> carried from each match; totaled at the end of ko-go Penalties are issued during each match	
Waza-ari	+4 points		You can accumulate multiple waza-ari during the entire Ko-go event except during Kettei-sen
Ippon	+10 points		You can have one ippon per match and have multiple ippons during the entire Ko-go event except during Kettei-sen