20261101

EUROPEAN FULLCONTACT KARATE ORGANIZATION

DIAMOND CUP

COMPETITION REGULATION AND RULES

THESE RULES REFER AND IS A COMPLEMENT
TO WFKO KUMITE v 2025 RULES
(page 11, Senior competition is not applicable under the Diamond Cup rules)

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COMPETITION REGULATION

Article 1: PROCEDURE

1.1 Opening Ceremony

The competitor must participate in the Opening Ceremony for the day (who continues to compete). They will be disqualified if they do not attend the Opening Ceremony without being approved by the Referee Committee (RC).

1.2 Paramedic

EFKO Medical Tournament Rules must be followed. If there are 2 or more competition areas, at least 2 teams of Doctors/Paramedics are needed. It is requested the same number of doctors as number of fighting areas (Doctor's team includes at least 1 Doctor and 1 Assistant).

- A chef doctor of the tournament must be appointed by the Medical Committee
- An Emergency plan must be created by the organizer in cooperation with the Paramedic.
- The Medical Committee should request formulated equipment for the championship.
- EFKO Medical Committee must approve the level of the doctor's team.

1.3 Draw Sub-Committee

An administrative subgroup under the EFKO Referee Committee is developed. The subgroup conducts of one person from the Referee Committee and two more persons. The group makes the seeding and ranking before the EFKO Diamond Cup and conduct the draw procedure. 1 person from the Ranking group and 1 person from RC are in charge.

1.4 Refereeing

Referees must not be coaching while be refereeing.

Referee attitude and manner

• He must behave/act as a "referee" during the whole tournament
• He must not discredit the tournament and leave his opinions about matters to the evaluation system
• He must not discredit the refereeing and the spirit of Budo
• He must be in time on tatami
• He must make his decision in a fair way based on the rules
• He must follow the rules
• He can't provide written protest and should not show emotions
• He can't be a coach at the same time as he is refereeing

1.5 Video analyze

Only video system provided by the organizer can be used with quality proper to see the requested moment due to the decision of the Team Main Referee, Tatami Chief Referee or the competition Head Referee, see 5.4. The competition organizer shall provide the possibility to study the video, for outsiders sheltered space.

1.6 Weigh-in registration

Weigh-in for the registration must be in sport underwear. Two referees appointed by the RC of different sex will conduct and judge the weight-in. They shall control the weigh-in procedure. Men and women shall have some privacy during the weigh-in.

1.7 Coaching

The coach should behave according to good Budo and Kyokushin manner. If he does not follow those manner´s he can be moved to the spectator area by the Tatami head referee. See appendix 10.

- If the competitor is unsafe due to technical inability, injure or fatigue the coach has the right to stop his/her competitor by crossing the hands.

COMPETITION RULES

Article 1: RULES FOR CONTESTANTS

1.1 These rules are for both men's and women's tournaments.

1.2 The minimum age for adult competitors must be 18 years on the day of competition. Competitors must be at least 4th Kyu grade to be eligible to compete. For the other age categories see articles 10 and 11.

1.3 The maximum age will be left to the discretion of the tournament doctors who will examine all competitors before the eliminations begin.

1.4 It will also be up to the discretion of the examining doctors as to the minimum weight permitted in the lightweight category.

1.5 If a fighter loses by K.O. to the head and is declared unconscious by the tournament Doctor it must be recorded in their Start book, and they can't compete again for at least 3 months or decision by the tournament doctor. The competitors will be judge according to the EFKO Medical Tournament Rules.

1.6 All competitors must have a valid membership in the organization they represent.

1.7 If the competition is open for competitors from full contact karate organization´s without grades in a 10-1 Kyu system, they must provide a document that they were engaged in martial arts for at least 2 years.

Article 2: GENERAL RULES

2.1 Each contestant must enter the competition wearing a clean and white but not ragged karate-gi. When competing one competitor will wear his/her own belt plus an extra red belt or string around his/her waist. The other competitor will only wear his/ her own belt. Badges and advertising will be allowable after EFKO board decision.

2.2 Finger and toe nails must be cut short. No protective clothing, bandages or guards must be worn other than a genital guard for men under the dogi. Women must also wear white breast (Cups), shin and foot protectors and a genital guard. Female competitors may wear a white T-shirt under their dogi. Teeth protectors are optional. All protectors must be approved by the judges responsible for weight control.

2.3 Competitors with long hair should tie up their hair with a rubber band and no metal clips are allowed. Accessories such as pierced earrings are not allowed for safety.

2.4 Only sport hijab with no neck covering is possible to use (black or white).

2.5 It is not allowed to fight with glasses; the use of contact lenses is optional.

2.6 In case of injury to a competitor, the wearing of bandages or other protective materials is at the absolute discretion of the tournament doctor and the head referee, whose decision shall be final and binding upon the competitor. In principle no support, bandages or tape shall be worn in the first round and thereafter at the discretion of the doctor in a no padding like way.

2.7 The competitors shall enter the competition area from opposite sides and stand by two lines, red and white, respectively in the center of the fighting area, taking posture of "FUDODACHI", facing the front. See appendix 5.

2.8 Looking at them from the front (official seats), the competitor for "AKA" – Red – should stand on the left side (the one whose entry number is smaller) and the competitor for "SHIRO" – White – should be on the right side (the one whose entry number is larger).

2.9 Coaches should wear their tracksuit during the competition, see appendix 10.

2.10 The competition schedule is to be strictly followed, but in case of an unavoidable situation, the Competition Executive Committee Chairman may, after consultation with the Head Judge, decide to change the schedule.

2.11 Neither the European Fullcontact Karate Organization, nor the organizer or the officers of the Organization will be in any way responsible for any injury or accident that may occur during the tournament.

2.12 If insurance is wished, then it is upon the individual competitor to secure and make his own arrangements for the cover. This is the total responsibility of the individual contestant.

Article 3: THE FIGHTING AREA

3.1 The match area shall be an 8-meter square and 1 more meter on every side for safety.

3.2 If the match area is built up on a platform, the safety area must have a minimum of 2 meters for each side. The recommended height is 60 cm. The competitor must be able to step of the platform (with stairs of few footsteps).

3.3 The marking out and the positioning of the contestants and referees shall be as per normal Kyokushin karate match requirements. See appendix 1 & 2.

3.4 The contest area must be covered with semi-hard mats approved by the EFKO.

3.5 Mats can also be covered by special covering with area marking. On this area the EFKO emblems and sponsors' symbols etc. can be placed.

Article 4: AGE GROUPS

4.1 Adult
18 years old and above on the day of the tournament based on day of birth.

4.2 Junior J18
16 -17 years old on the day of the tournament based on day of birth.

4.3 Veterans
40-50 years old and 50 years old and above based on day of birth.

Article 5: WEIGHT CATEGORIES

Adults

5.1 In all matches for men the following weight categories shall apply:

Lightweight	under 60 kg
Middleweight	60 kg and under 70 kg
Light heavyweight	70 kg and under 80 kg
Heavyweight	80 kg and under 90 kg
Super heavyweight	90 kg and more

5.2 In all matches for women the following weight categories shall apply:

Lightweight	under 50 kg
Middleweight	50 kg and under 54 kg
Light Heavyweight	54 kg and under 59 kg
Heavyweight	59 kg and under 65 kg
Super Heavyweight	65 kg and more

Junior J18

5.3 In all matches for boys the following weight categories shall apply:

Lightweight	under 60 kg
Middleweight	60 kg and under 70 kg
Light Heavyweight	70 kg and under 80 kg
Heavyweight	80 kg and more

5.4 In all matches for girls the following weight categories shall apply:

Lightweight	under 55 kg
Middleweight	55 kg and under 65 kg
Heavyweight	65 kg and more

Veterans

5.5 In all matches for men (men only) the following weight categories shall apply:

40-50 Years	under 80 kg
40-50 Years	80 kg and more
50 Years and older	under 80 kg
50 Years and older	80 kg and more

5.6 Competitor must be in the weight category gap.

5.7 Weighting for the registration must be in sport underwear.

Article 6: REFEREES and JUDGING CRITERIA

The EFKO Diamond Cup will be conducted and based on WFKO Rules from World Championship 2025.

6.1 See, the WFKO Rules (2025) for Kumite. The WFKO rule for Seniors/Masters is not used in EFKO Diamond Cup.

6.3 Supervisors

The bouts shall be observed by two Supervisors. They should represent different organisations but one must come from one of the four founding organisations. The Supervisors has the authority of a Tatami Chief Referee.

Article 7: DURATION OF A MATCH

7.1 Duration of Adult bouts.

Elimination

1 Main bout	2 minutes.	
2 Extension	2 minutes	Enchosen.
3 Final extension	2 minutes	Saishu enchosen.

Quarterfinal, Semifinal and Final

1 Main bout	3 minutes.	
2 Extension	2 minutes	Enchosen.
3 Final extension	2 minutes	Saishu enchosen.

7.2 Duration of Junior J18 bouts

All bouts

1 Main bout	2 minutes.	
2 Extension	2 minutes	Enchosen.
3 Final extension	2 minutes	Saishu enchosen.

7.3 Duration of Veteran bouts

All bouts		
1 Main bout	2 minutes.	
2 Extension	1 minutes	Enchosen.
Scale		
3 Final extension	1 minutes	Saishu enchosen.

For -80 kg a difference of 5 kg, the lighter is the winner. For +80kg a difference of 8 kg, the lighter is the winner.

Duration of a match

7.4 After the main bout and if no decision is in favor of either opponent made by the 4 judges and the referee, then the referee will authorize an extension, ¨ENCHOSEN¨.

7.5 In the Adult category, if after the first extension there is still no decision a final extension, ¨SAISHU ENCHOSEN¨ is given.

7.6 In the Veteran category, if after the first extension there is still no decision a final extension, judgement by the Scale is given. The lighter competitor will win accordingly the rules. If after the Scale there is still no decision a final extension, ¨SAISHU ENCHOSEN¨ is given.

Additional prohibited technics

7.7 Additional prohibited technics for adult; any attack to the spine.

Article 8: TIMEKEEPING

8.1 The time of a match shall be taken from when the referee signals the start of a match with the referee command HAJIME. The match clock is only stopped when the referee commands it (Time-stop/JIKAN), or when the time is up.

8.2 A red beanbag will be used to signal the end of the contest when the time-up bell rings by throwing the bag into the fighting area at the end of each match.

8.3 In case of any accident during the fight, the referee may stop the bout and the timekeeping.

8.4 The head referee of the competition and the chief tatami referee can stop the fight at any time if necessary.

Article 9. VARIANTS OF DECISIONS TAKEN BY A REFEREE AS TO A BOUT'S RESULT (EXTENSION'S RESULT)

9.1 The judgment on the tatami is conducted by the five referees in the referee team through majority decisions. However, the Tatami Chief Referee, The Referee Supervisors and the Competition Head Referee have the authority to stop a bout for supervisions or change a decision after Hantei.

9.2 Variants of final decisions given by the Main Referee as to the result of a bout depending on given judgments of the other referees and his own decision are shown in a Table № 1.

Table № 1

№	Referees' votes	Final decision	№	Referees' votes	Final decision	№	Referees' votes	Final decision
1)	□□□□□	□	7)	x x x x x	x	13)	□□□ x x	□
2)	□□□□■	□	8)	x x x x □	x	14)	□□□ x ■	□
3)	□□□■■	□	9)	x x x □□	x	15)	■■■ x x	■
4)	□□■■■	■	10)	x x x x ■	x	16)	■■■ x □	■
5)	□■■■■	■	11)	x x x ■■	x	17)	x x □□■	x
6)	■■■■■	■	12)	x x x □■	x	18)	x x ■■□	x

Comment:

A) symbols used in Table № 1 stand for the following decisions:

□ - Shiro (white) win;

■ - Aka (red) win;

x - draw.

FINAL.

Any matter not contemplated in this Kumite rules, and that could happen in a tournament, will be discussed between The Referees, the Tatami Head Referee and the Tournament Head Referee.

Article 10: JUNIOR J18 RULES

10.1. Amendments for the Junior J18 EFKO rules

All basic principles of the adult EFKO rules apply for the juniors, referee commands etc.

10.2. Definition of a Junior J18

A competitor is considered as a Junior J18 from the birthday of 16 years old to the day before the birthday of 18 years old.

10.3. Criteria for competing

All competitors under the age of 18 must have written permission from their parents to compete in the Junior tournament. A competitor can be asked for proof of age by producing an ID card or country passport.

Competition system

- Kumite for Junior J18-men and Junior J18-women.

10.4. Grade

Providing they sign a disclaimer stating that they have practiced a Martial Art for at least two years.

10.5. Protection for Junior J18-men

White Shin with instep protection covering the full foot, knee protection and groin protection is compulsory. A compulsory EFKO unified helmet to protect the chin, the face with a net/bars or plastics, top and back of the head, to be provided by the hosts. Teeth protectors are optional but recommended.

10.6. Protection for Junior J18-women

White shin protection with instep with full foot protection, groin protection, knee protection and knee protections are compulsory. Girls must also wear white breast (Cups) protectors. Girl competitors may wear a white T-shirt under their dogi. A compulsory helmet to protect the chin, the face with a net/bars or plastics, top and back of the head, to be provided by the competitor. Teeth protectors are optional but recommended.

10.7. Prohibited acts and techniques (Hansoku waza)

The following actions are added as prohibited to those set for Adults:

- any attack to the spine;
- kicking an opponent's head (helmet) or neck uncontrolled or with full strength; only controlled contact with no injure is allowed;
- downfall kick (kakato oroshi-geri) to the head (helmet) or neck;
- rolling kick (do mawashi kaiten-geri) to the head (helmet) or neck;

10.8. Ippon See Article 8 in adult rules

Full point win (IPPON-GACHI):

The following cases will be judged as IPPON-GACHI (full point victory).

- With the exception of techniques which are fouls and not allowed by the contest rules, any technique that connects and instantaneously downs the opponent for 3 seconds or longer, scores a full point (Counting one thousand and one, one thousand and two, one thousand and three.).
- If the opponent has loss of his will to fight for 3 seconds or longer.
- When a contestant informs the referee or judges that he is beaten as the result of techniques allowed within the contest rules, his opponent shall be awarded a full point and the match.
- When having obtained two WAZA-ARI (half-points), which results in one IPPON (full-point)

10.9. Waza-ari See Article 8 in adult rules

Half point - WAZA-ARI.

- When a contestant is knocked down by one or more effective techniques allowed within the contest rules and regains a standing position within 3 seconds, a half point will be awarded to his/her opponent.
- When a contestant is not knocked down yet by techniques but is staggered, a half point can be awarded to the opponent.
- If the opponent has lost his will to fight but resumes the fight within three seconds.
- When an opponent is downed with any allowed technique including foot sweeps which are followed up by a well-focused non-contact technique to the body, a half point is awarded.
- Clap kick to the helmet. Only control kicks with clap on the helmet is acceptable.
- After a half point gained by a contestant only the referee can give the permission to continue the bout.
- The referee can always consult with the doctor if so required, who can on medical grounds stop the continuation of the match. See “Guidelines handbook for tournament doctors”.

10.10. Victory by decision win (HANTEI) See Article 8 in adult rules

- In case there is no IPPON nor disqualification, the decision supported by three or more out of the five referees (one referee, four corner judges) is valid.
- In case of one of the competitors having a WAZA-ARI, the WAZA-ARI will be the first priority in a decision
- In case of no WAZA-ARI, the amount of damage will be the first priority in a decision.
- In case of no damages, the amount of techniques (punches, kicks), including YUKO-WAZA (point-giving techniques, but not enough for being a WAZA-ARI), will be the criteria for decision.
- In case of same amount of techniques, including YUKO-WAZA, the referees shall give victory to the competitor who is more active or more offensive in fighting. (This applies to the final extension where a winner has to be decided.)
- If CHUI (warning) or GENTEN (penalty) has been given to either of the competitors, the referees shall follow the criteria stated in “DECISION CRITERIA”.

10.11. Disqualification

- In addition to the rules set for Adults.
- In case of a too hard kick to the head, the participant who used a prohibited technique will be disqualified (SHIKKAKU). Disqualification is automatically ruled when there is any kick to the head resulting in knock-down 3 sec and longer (No uncontrolled kick is allowed).

Article 11: VETERAN RULES

11.1. Amendments for the Veteran rules
All basic principles of the adult EFKO rules apply for the Veteran, referee's commands etc.

11.2. Definition of a Veteran
A competitor is considered as a Veteran from the date of birth he/she will be 40-50 and more than 50 years old.

11.3. Criteria for competing
A competitor can be asked for proof of age by producing an ID card or country passport.

11.4. Grade
Providing they sign a disclaimer stating that they have practiced a Martial Art for at least two years.

11.5. Protection for Veteran men
Helmet, white shin protection with instep with full foot protection, knee protection and groin protection. Teeth protectors are optional but recommended.

11.6. Prohibited acts and techniques (Hansoku waza)
The following actions are added as prohibited to those set for Adults:
- any attack to the spine;
- downfall kick (kakato oroshi-geri) to the head (helmet) or neck;
- rolling kick (do mawashi kaiten-geri) to the head (helmet) or neck;

11.7. Criteria for Ippon, Waza-Ari and Hantei-gachi
Criteria for victories by Full point (IPPON), by half point - WAZA-ARI and by decision (HANTEI) are the same as for adult's competitions.

11.8. Disqualification
Criteria for disqualification are the same as for adult's competitions.

FINAL.
Any matter not contemplated in this Kumite rules, and that could happen in a tournament, will be discussed between The Referees, the Tatami Head Referee and the Tournament Head Referee.

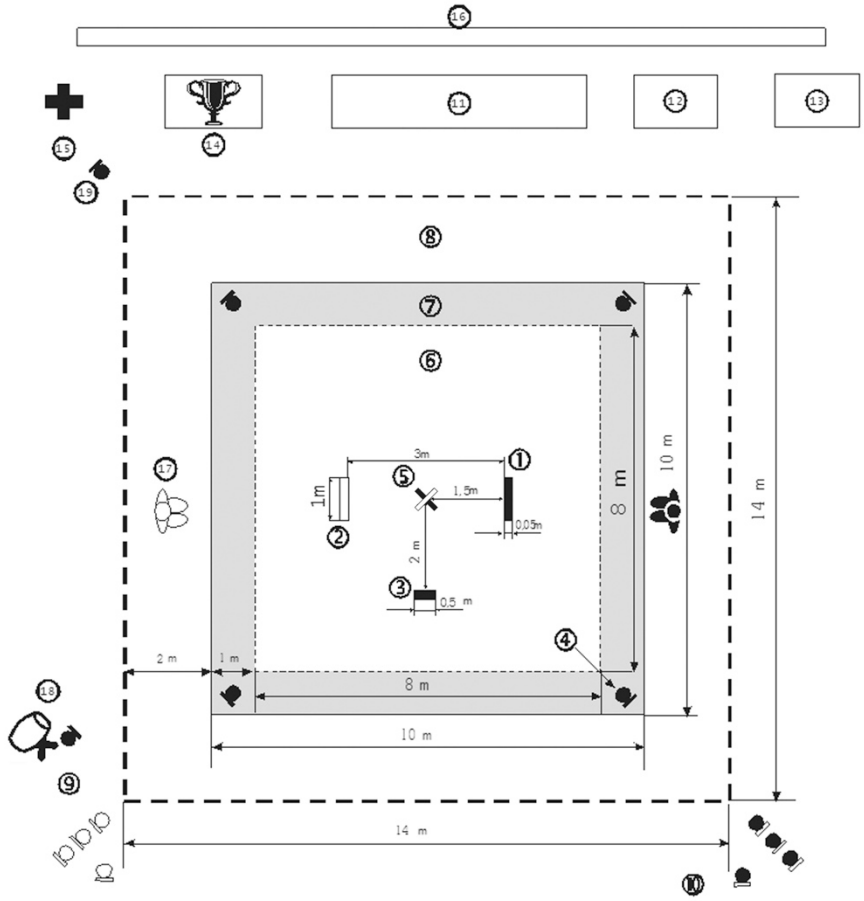
EUROPEAN FULLCONTACT KARATE ORGANIZATION
EFKO Referee Committee

APPENDIX

Appendix 1.

LAYOUT OF THE KUMITE COMPETITION AREA AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE

Pic. № 1.

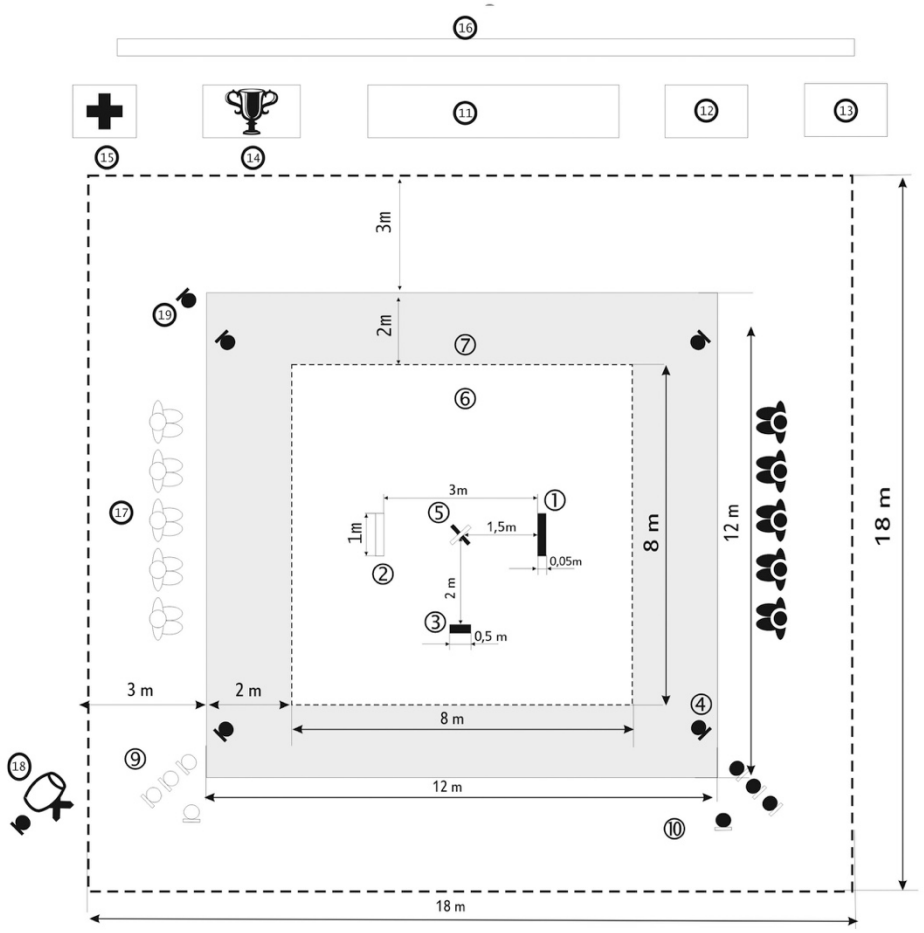


Used signs:

A – front side of the match area “Shomen” (the alignment line of competitors);
B – back line of the competition area;
1 – start position of the 1st participant with a red belt;
2 – start position of the 2nd participant with a white belt;
3 – start position of the Main referee (may not be indicated);
4 – chair of a Corner refree;
5 – center diagonal red / white center cross of the competition area (Aka / Shiro kosa);
6 – competition area (“jonai”);
7 – safety area (“jogai”);
8 – safety area of the competition place “shiai-jo”;
9 – chairs for the competitors who wait for their participation in further fights;
10 – chairs for contestants’ staff;
11 – head referee table;
12 – place for technical secretaries and time-keeper;
13 – rest-area for not involved referee teams;
14 – table (place) for prizes;
15 – table (place) for the first-aid post;
16 – table (place) for official and invited persons, the main grandstand for spectators;
17 – coaches (seconds) of participants of the competition (can sit on chairs);
18 – the place for drum “Taiko” and a chair for assistant time-keeper who produces sounds by means of hitting the drum;
19 – chair (place) for assistant time-keeper who throws a red pad into the fighting area.

LAYOUT OF THE HIGH KUMITE COMPETITION AREA (PODIUM)
AND PLACEMENT OF EQUIPMENT AND FACILITIES AT THE COMPETITION PLACE

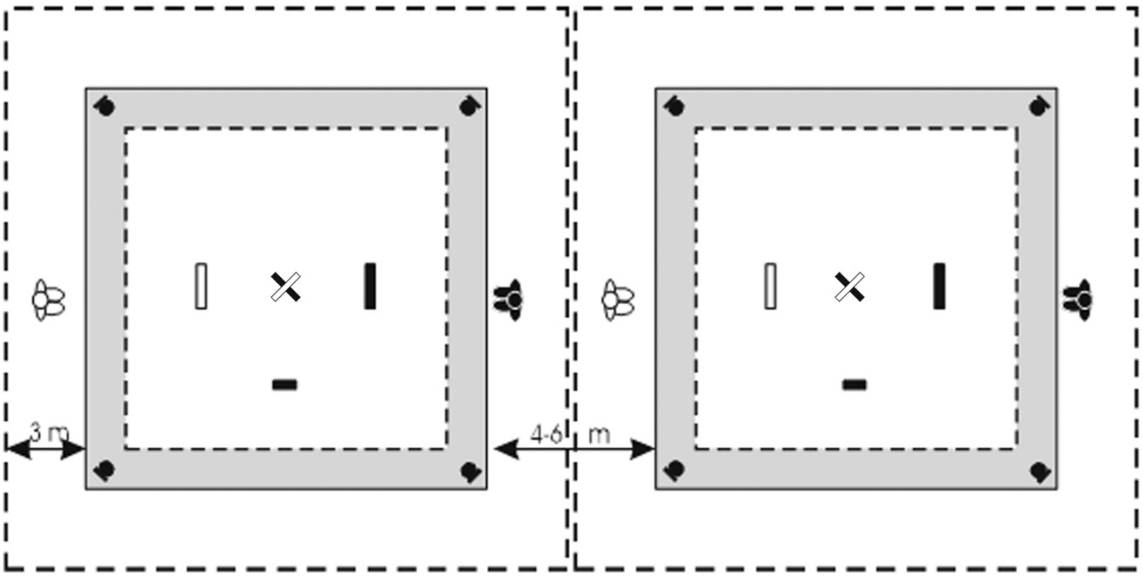
Pic. № 2.



Used signs:
1 – start position of the 1st participant with a red belt;
2 – start position of the 2nd participant with a white belt;
3 – start position of the Referee (may not be indicated);
4 – chair of a Corner Judge;
5 – center diagonal red / white center cross of the competition area (Aka / Shiro kosa);
6 – competition area (“jonai”);
7 – safety area (“jogai”);
8 – safety area of the competition place “shiai-jo”;
9 – chairs for the competitors who wait for their participation in further fights;
10 – chairs for contestants’ staff;
11 – main judge table;
12 – place for technical secretaries and time-keeper;
13 – rest-area for not involved judge teams;
14 – table (place) for prizes;
15 – table (place) for the first-aid post;
16 – table (place) for official and invited persons, the main grandstand for spectators;
17 – coaches (seconds) of participants of the competition (can sit on chairs);
18 – the place for drum “Taiko” and a chair for assistant time-keeper who produces sounds by means of hitting the drum;
19 – chair (place) for assistant time-keeper who throws a red pad into the fighting area.

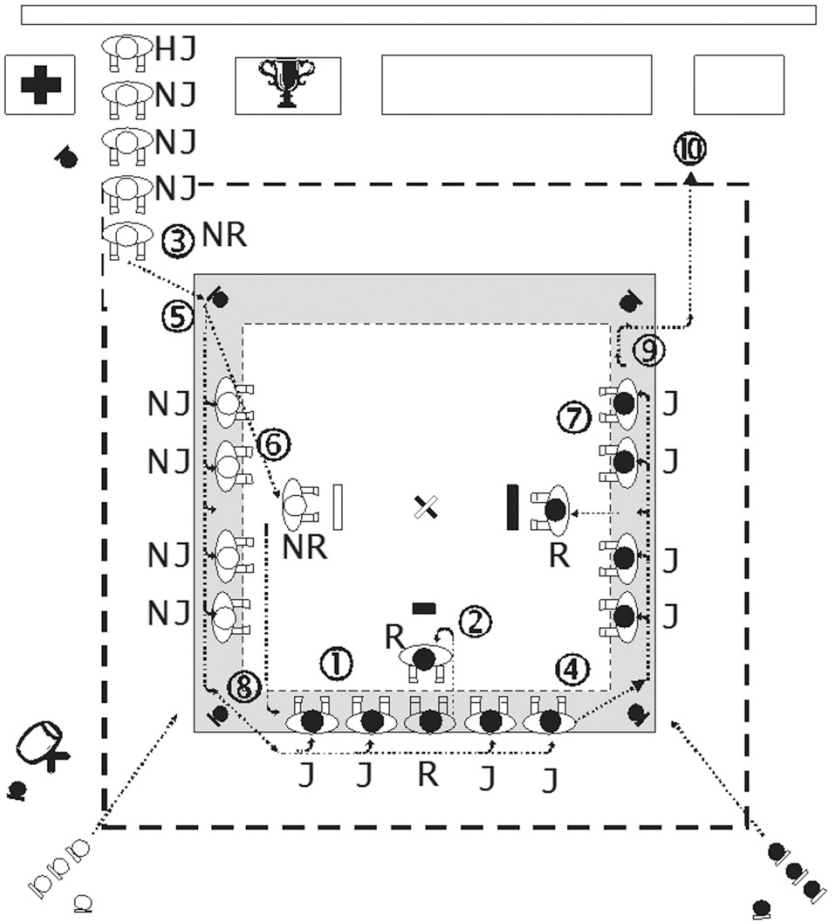
LAYOUT OF SEVERAL COMPETITION AREAS AT THE COMPETITION PLACE

Pic. № 3.



THE PROCEDURE OF JUDGE TEAMS' CHANGE AT KUMITE COMPETITION

Pic. № 4.

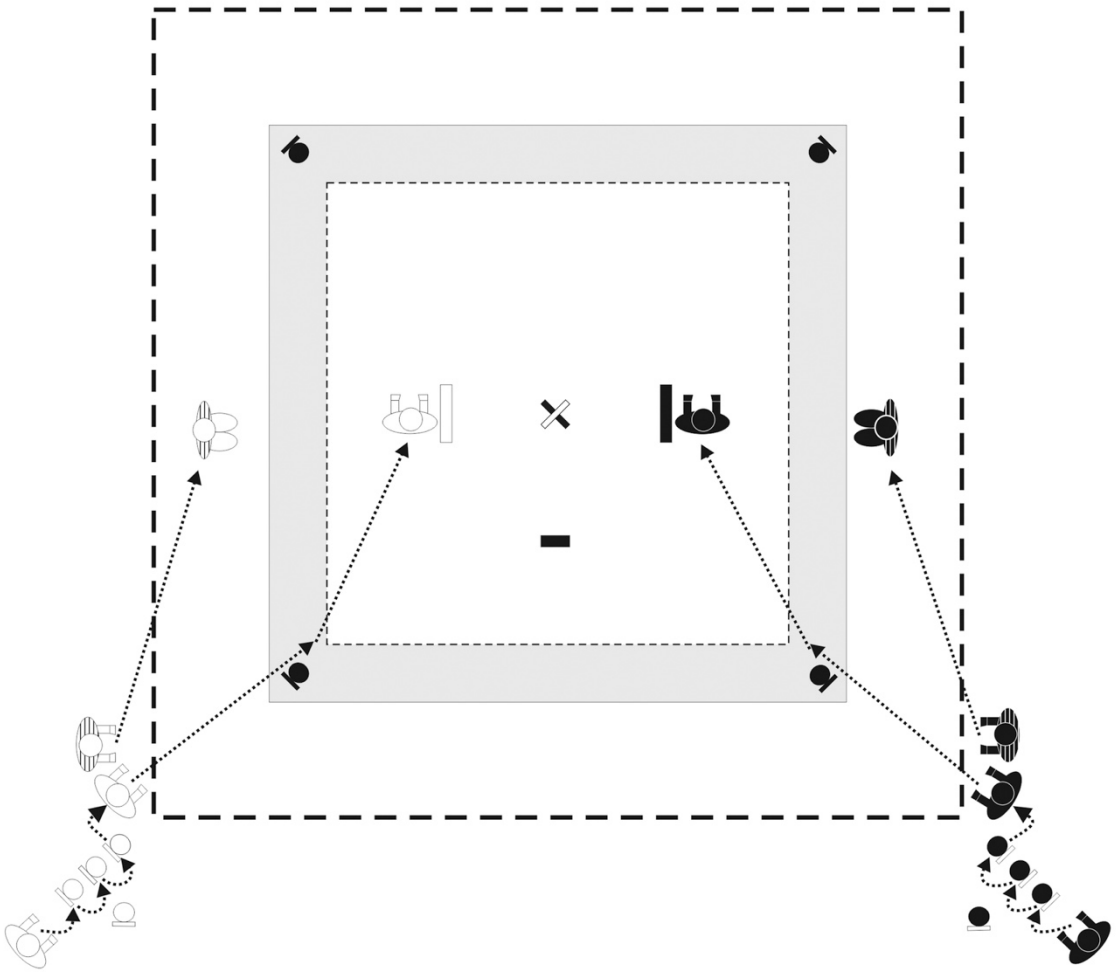


Used signs:
R – the Main Referee of the judge team which is to be changed; J – Corner Referees of the judge team which is to be changed;
NR – the Main Referee of a new judge team; NJ – Corner Referees of a new judge team.
Judge teams change in the following order:
1 – the judge team, which is to be changed, aligns on the back line of the competition area on referee's command "Fukushin shugo";
2 – the members of the team, which is to be changed, perform the following actions:
a) the referee steps forward and gives a command "Shomen-ni, Rei!" and all the members of the team bow in the direction of the front side of the competition area, saying "Osu!";
b) if grandstand is behind the competition area, the referees quickly and simultaneously turn 180 degrees back in the right direction and leaning on the left foot, the main referee after they turn gives a command "Koho-ni, Rei!" and all the members of the team bow in the direction of the back side of the competition area, saying "Osu!"
c) again, referees quickly and simultaneously turn 180 degrees back in the right direction and leaning on the left foot (the main referee does not turn)
c) after that the referees greet each other, saying "Osu!", by the main referee command "Otagai-ni, Rei!";
3 – a new referee team led by a new referee aligns at the entrance to the competition area;
4 – the main referee of the team which is to be changed heads the column and the team goes to the lateral side of the competition area.
5 – the new team headed by the main referee enters the competition area and goes to its opposite side; when the referees enter the competition area they stop in the corner of "jogai " area, make one bow saying "Osu!" – in the direction of the centre of "jonai" area;
6 – the team, which is to be changed, stops and turns to the opposite lateral side of the competition area;
7 – the new team stops and turns to the opposite lateral side of the competition area;
8 – when the teams stand opposite each other, the teams greet each other on the old referee's team command "Otagai-ni, Rei!;
9 – the team to be changed turns right and leaves the competition area on their referee's command; when the referees leave the competition area, they stop in the corner of "jogai" area and make one bow saying "Osu!",– in the direction of the centre of "jonai" area; the main referee leaves the competition area last;
10 – the new team turns right on the referee's commands and goes to the back side of the competition area. After that the new referee acts according to the same procedure as the old referee team did with ¨Shomen -ni, Rei¨ and ¨Koho-ni, Rei¨;
11 – the referee of the changed team can hold a meeting with his team referees if needed; after that the team members go to the rest-area for referees where they can wait for the next invitation to the competition area or have a rest.

Appendix 5.

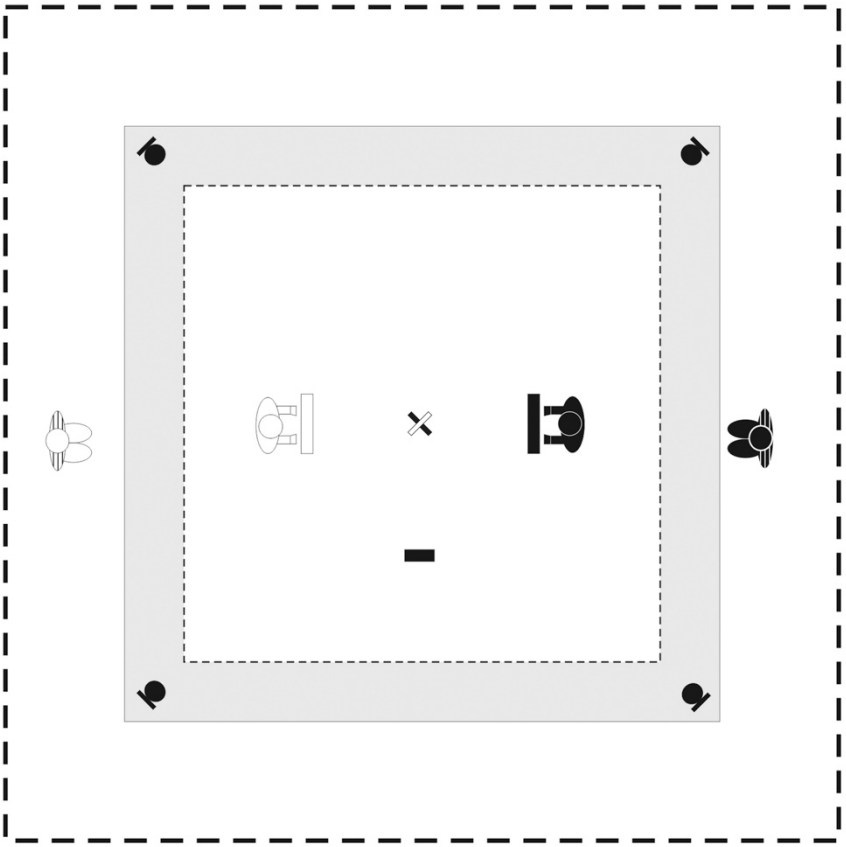
THE PROCEDURE FOR ENTERING FIGHTERS AND COACHES IN THE COMPETITION AREA

Pic. № 5.



POSITIONS OF THE FIGHTERS AFTER REFEREE STOPS THE BOUT WITH COMMAND "YAME" IN CASE IF THE TIME FOR THE BOUT IS NOT OVER

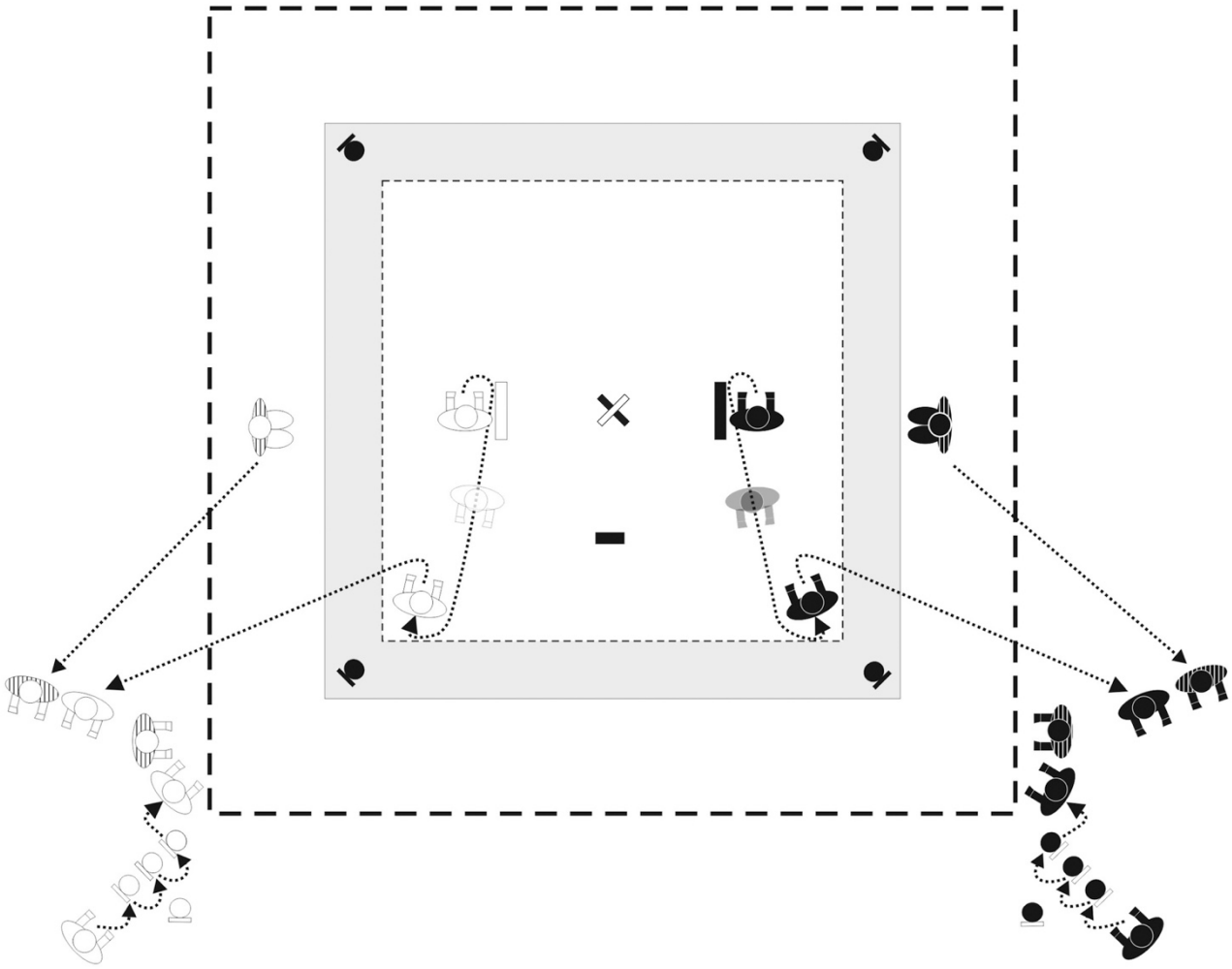
Pic. № 6.



Appendix 7.

THE PROCEDURE FOR LEAVING FIGHTERS AND COACHES FROM THE COMPETITION AREA

Pic. № 7



SAMPLES OF THE PROTECTORS

Pic. № 8.
Soft shin & instep protectors



Pic. № 19
Soft shin & instep protectors closing toes



Pic. № 10.
Helmets with removable plastic face guard



Pic. № 11.
Helmets with removable wire net face guard



Pic. № 12.
Groin protector for male competitors



Pic. № 13.
Groin protector for female competitors



Pic. № 14.
Chest protector for female competitors



Pic. № 15.



Coach regulation. Addition to competition rules.

Rules, duties and regulations for coaches, judges and referees concerning how to act during the bout.

The position of the coach:

1. Two (2) coaches are allowed during the bout.
2. Chairs shall be provided for the coaches one and a half meter from the tatami. The position of the chairs shall be marked with tape on the floor.
3. The coaches shall remain seated during the whole bout. During no time will he/she be allowed to stand up or in other way leave the chair.
4. A coach is not allowed to approach or enter the tatami. Such an act can only be on the signal of the referee.
5. If the competitor is unsafe due to technical inability, injure or fatigue the coach has the right to stop his/her competitor by crossing the hands.

Conduct and dress of the coach:

6. Coach is allowed to support and to give instruction to the fighter only with good budo manners in mind.
7. Coach shall be dressed in the training overall of his country or overall of the dojo. No other type of outfit will be allowed.
8. Caps or any type of headgears are not allowed.
9. It is strictly forbidden to comment loudly, or with gestures, the judge's decision.
10. Protest can be made only at the end of the bout according to the regulations of the tournament.
11. Coach is not allowed to discuss during the tournament the event with the judges involved in it.
12. Excessive shouting and exaggerated hand movements are not allowed.

The duties of the referee and judges:

13. The referee must bear in mind that the responsibility is not only for the conduct of the bout but also for the immediate proximity of the fighting area.
14. The above includes to a great extent the coaches and possible disturbing activities that may occur.
15. Infringement of the regulations must be pointed out at an early stage by the referee.
16. Corner judges shall also be observant for such activates and call the attention of the referee.
17. Neglecting the instructions of the referee may result in dismissal of the coach from the match area. In severe cases the referee committee can decide on future actions of participation of the coach.