

WORLD PROFI KICKBOXING ASSOCIATION
OFFICIAL AMATEUR RULES AND REGULATIONS FOR
KOSHIKI
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WEIGHT CONTROL

Each fighter can be weight in only once, and will be added in the weight category related to his weight. Fighters can be check their weight prior to their official weighs in, in a different area.

MEDICAL EXAMINATIONS

Prior to the fight the fighters are obligated to be examined by the Tournament Doctor. The athletes must go to the doctor with their WPKA Athletes Passport, and the Doctor is obligated to stamp it to prove that the examination took place. This examination is free of charge. Athletes that go to the Tatami without a WPKA Athletes Passport or no medical examination stamp on it will be excluded from the Tournament.

FIGHTING AREA

Tatami 8x8

FIGHTERS CALL TO THE TATAMI

Fighters must be present, in a specific waiting room, two fights prior to their fight, along with their athletes pass books. An escort will take them from this waiting Room to bring them to the Fighting Area. Fighters that will not be in the Waiting Room, when the escort will call them, will loose their right to participate.

DURATION OF THE FIGHTS

PRELIMINARY FIGHTS:

The duration for Adults and Junior A' Divisions is 1 round x 3 minutes

The duration for Junior B'is 1 round x 2 minutes

FINAL FIGHTS:

In the final fights the duration is 2 rounds, with one minute break after each round.

SWEEP

All kinds of foot-to-foot sweeps are acceptable but from a short distance.

A successful sweep counts as one (1) point. A sweep counts as successful when any part of the body touches the Tatami.

You may continue to attack before your opponent touches the canvas.

POINTS

1	All throws and Takes	1Point
2	Sweeps	1 Point
3	Any hand technique	1 Point
4	Kick to body	2 Points
5	Kick to head	3 Points
6	Knee to body	2 Points
7	Knee to head	3 Points

Maximum score per combination: 5 points.

Majority scores.

SUPERVISOR

Supervisor to call and give scores red score first and blue score second.

LIGHT AND FULL

Light Koshiki

Full contact to body but **light contact** to head.

Full Koshiki

Full contact to body and head. Knock downs and knock outs are permitted in full contact.

KNOCKDOWN

In Light Contact Koshiki there is no knock down except if the fighter is under bad physical condition and denies fighting. If the fighter recovers till the count of eight the fight continues, else the fighter loses by Abandon. The same happens in case the fighter is pretending to be injured.

WARNING

A warning adds three (3) points to the opponents score.

Three warnings during a fight, turns to disqualification.

TEMPORARY PAUSE DUE TO INJURY

When an athlete is injured, the referee gives a time-out exceeding no more than one minute.

NON CONTROL STRIKES

Non Control Strikes in Light Koshiki are not permitted. In case of a non control strike advise the situations below

- a) Powerful strikes to the head: The referee gives attention or warning to the fighter.
- b) Extremely powerful strikes to the head: The referee gives a warning or disqualification to the fighter. Shall the opponent need to recover a time out can be called with duration of maximum 1 minute.
- c) Dangerous powerful strike: The referee has the right to disqualify immediately the fighter without any prior warnings.

RESULT TYPES

In case of a draw during the fight, the fighters go for one (1) minute extra round.

PROTESTS

Only Representatives can make protests. To make it, the Representative must fill out the specified form that can be found on the protest table, pay the fee of 50 Euros. The fee will be returned only in case the complaining party is right.

MEDAL AWARDS

All Medal Awards will take place right after the Final Fight of the Weight Division. All Medalists shall be present wearing their Athletic Form. In case a fighter will not be present - or will not be dressed as mentioned above – then the athlete will lose the medal.

SECONDS

Only up to two seconds can be in each corner, and must remain sited during the fight and provide directions decently and quietly. Bad attitude of the seconds is possible to affect the fighter by warnings or disqualification.

FIGHTERS ATTITUDE DISQUALIFICATION

The fighters that cause of their bad attitude gets disqualified do not receive the medal that they may have won, and the winning place gets covered by the next fighter according to the fighting schedule. In that case the disqualified fighter will be reported to the WPKA Discipline Committee which has the right to suspend the fighter for several months up to years, or even with a lifetime suspension from all WPKA events.

PROHIBITED STRIKES

All Non control strikes, Spinning back fist, head but, punches with the inner part of the glove and strikes to the throat, the groin and the backside.

WEIGHT DIVISIONS

WEIGHT DIVISIONS FOR KOSHIKI

Division	Age	Weight									
Men	17-40	-57	-64	-71	-78	-85	+85				
Women	17-40	-43	-50	-57	-64	+64					
Veterans / M	41-55	-75	+75								
Veterans / F	41-55	-60	+60								
Junior A' Class/M	15-17	-57	-64	-71	-78	-85	+85				
Junior A' Class/F	15-17	-43	-50	-57	-64	+64					
Junior B' Class/M	12-14	-35	-40	-45	-50	-55	+55				
Junior B' Class/F	12-14	-40	-45	-50	-55	+55					

*Men and Women are Fighters born between 1967 and 1990 (by birthday)

Veterans are Fighters born before 1966 (by birthday)

*A' CLASS JUNIOR are fighters BORN in 1991, 1992 (birthday)

FIGHTERS' EQUIPMENT

	Notice on the fighters equipment :
Full face helmet	i. Full face helmet must cover the whole head and face.
Mouth Guard	ii. Groin protectors must be worn inside the trousers
Groin protector	iii. Shin protectors must be worn inside the trousers.
Shin Protector	iv. Safety boots must cover the leg-fingers and the heels.
Safety Boots	v. Breast protectors for females are optional.
Long Trousers	
Body protector	
Bandage	
10 oz Gloves	