

# KUMITE TEAM ROTATION RULES

Male Seniors 18 to 35 years Open

Female Seniors 18 to 35 years Open

The duration of each Kumite Team Rotation match will be 6 minutes running time.

2.2 The clock will stop only when the Referee requests "Time".

## ART. 3: THE ROTATION TEAM MEMBERS

3.1 The team spirit imposes that every contestant must fight at least once and for at least 15 seconds during

the prescribed time (6 minutes).

3.2 If at the end of the match (after 6 minutes), one of the contestants has not fought, the team involved will be disqualified (Hansoku).

3.3 Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires. However, this substitution may only be made in the next round.

## ART.4: CRITERIA FOR DECIDING THE WINNING TEAM

4.1 There will be no limit to the number of points that may be scored.

4.2 Each team may score as many points as its athletes are capable of, during the 6 minutes.

4.3 The winner will be the team who scored more points (total score) than the opponent team, during the 6

minutes of time.

4.4 However, if one of the teams reaches an advantage of "6 points" (3 Ippon, or 6 waza-ari, or a combination

of Ippon and Waza-ari), it will be declared the winner.

ART. 5: TIE IN ROTATION TEAM

5.1 If, after 6 minutes, there is a tie, the team who has the most Ippon will be declared the winner.

5.2 If the tie persists, there will be 2 minutes extension of time (Encho-Sen) and the team who scores the first

point will be declared the winner. Each coach will choose 1 athlete from their team to initiate the extension.

This athlete may be substituted after the extension has begun