

## List of KWU rules amendments

№	The existing problem	Existing evaluation in the rules	Suggestions for change	Commentary
1	Inactivity of competitors in a clinch	Oral warning for pushes	<p>If a competitor closes the distance on another fighter and into a clinch, his opponent may use a single push with one or two hands (with clenched fists or open hand) followed by an attack, or without it. For the second push a row without an attack the Keikoku oral warning should be given. Further repetitive pushes without attacks should be punished by official warnings in accordance with the principle of consistent elevation of the punishment. This technique can only be used in a clinch situation and not to push the opponent out of the tatami.</p> <p>If a competitor repeatedly clinches without attack he may be issued with keikoku oral warning</p> <hr/> <p>To allow beating off or pushing off a shoulder or the trunk of the opponent by a fist or by a forearm.</p>	<p>These proposals will not allow the competitors to "stick" to each other at the close range. Training bouts have shown that if a competitor increases the distance by a push, by means of putting his hand over opponent's hand to deflect it, or by beating off opponent's hand, he can gain a distance for an effective attack.</p>
2	A punch to the head	Official warning - Chui	<p>A purposeful punch to the head is to be punished straight with Genten Ichi. In case of a casual hit in the head when a fist slips off a shoulder or a blocking hand, the official warning Chui should be given, but at the same time, the doctor's opinion about the possibility of continuing the bout is to be requested and taken into account. Subsequent punches to the head should be punished by official warnings in accordance with the principle of consistent punishment toughening. If the fighter was knocked out or knocked down by the punch to the head, then the Doctor must assess and decide if the fighter has lost his consciousness.</p> <p>If the Doctor states the fighter cannot continue the fighter causing the penalty will be Shikkaku. The fighter who is knocked out will also be excluded from the tournament.</p>	<p>A punch to the head can decide the outcome of the bout. A competitor can continue fighting in a state of knockdown for a while, but he cannot control the course of the bout and properly focus on the attacks. So the doctor must decide whether competitor can continue fighting or the bout is to be postponed или прекращён.</p>

3	Clear Jodan kick to the head that is unblocked but does not cause significant damage and do not lead to knock-out and knock-down	Wasn't evaluated	Count as a technical advantage.	When a fighter can score a direct unblocked kick to the head using a higher degree of skill, it will be counted as a technical advantage, since it did not bring any significant damage to his opponent
4	Leg sweep with or without the finishing downward punch	Wasn't evaluated	Count as a technical advantage.	The competitor, who has fallen to the floor, and is on his back, is already in a losing situation, as he has lost his position and can be finished by his opponent if necessary.
5	A fall to the floor following a strike of the opponent	Wasn't evaluated	Count as a technical advantage.	
6	Video replays (in the prominent tournaments, and where video equipment makes it possible)	Controversial moments	The members of the Supreme Judging Committee, as well as the referee on the tatami, have the right to view the video. Each contest area is to be equipped with 2-4 video cameras. The video should be available very quickly.	Watching a video of a bout (if it is necessary) will remove questions in controversial situations.
7	Going out of the contest area	Jogai	In the first case of going out of the contest area the competitor is to be warned by the order "Jogai!", in the second case should be punished with Keikoku, in the third case with Chui. If a fighter goes out without fighting back for a fourth time it is a waza ari to their opponent	When a competitor goes out of the contest area, it means that he cannot hold back the onslaught of his opponent and gives up a part of his territory, or tries to drag out time.