



# **KUMITE AND KATA COMPETITION RULES**

*Sports Karate-do*

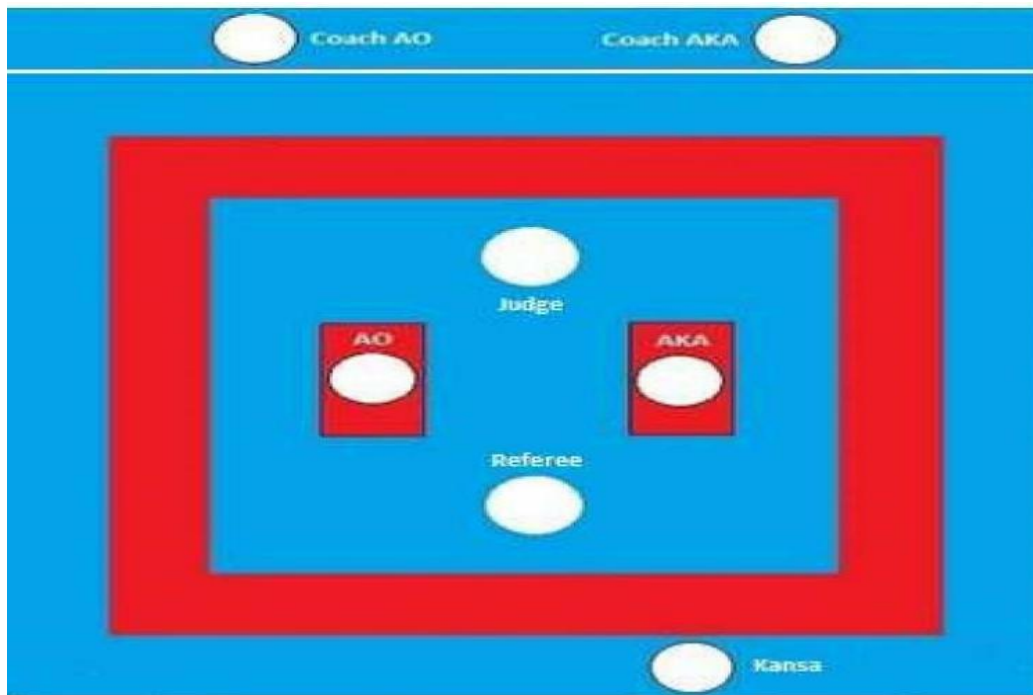


## **ARTICLE 1: KUMITE COMPETITION AREA**

1. The competition area must be flat and devoid of hazard.
2. The competition area will be a matted square, of a WFF approved type, with sides of eight meters (measured from the outside) with an additional one meter on all sides as a safety area. There will be a clear safety area of two meters on each side.
3. Two mats are inverted with the red side turned up in a one-meter distance from the mat center to form a boundary between the contestants.
4. The Refereeing Panel:

### Refereeing system with Referee and Judge

- a. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), one Judge (FUKUSHIN), and one Kansa (KANSA) will be standing in front of them, centered between the two mats facing the Competitors at a distance of one meter from the safety area.
- b. The Kansa will be seated just outside the safety area, behind, and to the left or right of the Central Referee (Sushin). He will be equipped with a whistle, a pen and a score paper, because he is the responsible of the score.
- c. The Refereeing panel for each match shall consist of one Referee (Shushin) and two Judges, (Judge no. 1 and Judge no. 2) seated on opposite site in front Referee. Judges will have two flags ( one red and one blue ) for signalization.



5. Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table. Where the tatami area is elevated, the coaches will be placed outside the elevated area.
6. The one-meter border should be in a different color from the rest of the matted area

**EXPLANATION:**

- i. *There must be no advertisement hoardings, walls, pillars etc. within one meter of the safety area's outer perimeter.*
- ii. *The mats used should be non-slip where they contact the floor proper but have a low co- efficient of friction on the upper surface. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard. They must be of approved WFF design.*



## **ARTICLE 2: OFFICIAL DRESS**

1. Contestants and their coaches must wear the official uniform as herein defined.
2. The Referee Commission may disbar any official or competitor who does not comply with this regulation.

### **REFEREES**

3. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
4. The official uniform will be as follows:
  - a. White polo shirt with the official WFF Sport logo
  - b. Plain black long elegant trousers without flaps.
  - c. No footwear, all referees are barefoot

### **CONTESTANTS**

5. Contestants must wear a white karate gi without stripes, piping or personal embroidery. The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm Only the original manufacturer's labels may be displayed on the gi. In addition, identification issued by the Organizing Committee will be worn on the back.



6. One contestant must wear a red belt and the other a blue belt. The red and blue belts must be around five centimeters wide and of a length enough to allow fifteen centimeters free on each side of the knot but not longer than three-quarters thigh length.
7. The belts are to be of plain red and blue color, without any personal embroideries or advertising or markings other than the customary label from the manufacturer.
8. Contestant must wear a belt. The belt is red for AKA and blue for AO. During the match is not possible wear their colored belts
9. Notwithstanding paragraph 1 above, the Executive Committee may authorize the display of special labels or trademarks of approved sponsors.
10. 4. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. Female competitors may wear a plain white T- shirt beneath the Karate jacket. Jacket ties must be tied. Jackets without ties may not be used.
11. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up.



12. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.
13. Contestants must keep their hair clean and cut to a length that does not obstruct the smooth running of the match if the Referee determines the contestant's hair too long and/or unclean, he may disbar the contestant from the bout.
14. Hachimaki (headband) will not be allowed
15. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet rubber bands on a single pony tail is permitted.
16. 10 Female competitors may use religiously mandated headwear of a type approved by the WFF: A black plain fabric head scarf covering the hair, but not the throat area.
17. 11 Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor. The contestant accepts full responsibility for any injury.



**The following protective equipment is mandatory:**

- a. WFF approved mitts, one contestant wearing red and the other wearing blue.
- b. Gum shield. (it must fit perfectly)
- c. WFF approved body protection (for all athletes) plus chest protector for female athletes.
- d. WFF approved shin pads, one contestant wearing red and the other wearing blue.
- e. WFF approved foot protection, one contestant wearing red and the other wearing blue. Groin Guards are not mandatory but if worn must be of approved WFF type.

**The following equipment is forbidden:**

- II. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.
- III. The wearing of unauthorized apparel, clothing or equipment is forbidden.
- IV. All protective equipment must be WFF homologated.
- V. It is the duty of the Kansa to ensure before each match or bout that the competitors are wearing the approved equipment. (In the case of Continental Union, International, or National Federation Championships it should be noted that WFF approved equipment, must be accepted and cannot be refused).
- VI. Unequipped dressed competitor is not immediately disqualified, but has one minute to do so.
- VII. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Tournament Doctor.

### KUMITE CHILDRENS (NIHON)

Compulsory protections:



1. Helmet;
2. Chest Protector;
3. Mitts; (Red and Blue)
4. Shin protector; (Red and Blue)
5. Foot protection; (Red and Blue)





### KUMITE FOR CHILDREN'S AGE

1. Techniques to all scoring areas (Jodan and Chudan) are all to be controlled short of target.
2. Any contact to the jodan area, however slight, in principle will be penalized.
3. A correctly performed technique to any scoring area in principle will be considered a score at a distance up to 10cm.
4. Even controlled techniques to the body (chudan area) in principle will not be considered a score if they make contact beyond surface touch.
5. No sweeping, or other takedown techniques, are allowed.
6. The bout duration is one minute.
7. The fighting area may be reduced from 8x8 mts. to 6x6 mts. if desired by the organizer of the event.

### COACHES

Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification



### **ARTICLE 3: KUMITE COMPETITIONS ORGANISATION**

1. The Kumite competition can be further divided into Team and individual matches. Individual kumite can then be divided into weight and Open categories. The fights are then played according to the various weight categories. The term combat also describes a Kumite match between athletes belonging to opposing teams.
2. In individual competition no contestant may be replaced by another after the drawing has taken place,
3. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category. In team matches the score for the bout not taking place will then be set to 8-0 in favor of the other team.
4. Male teams comprise five members with three athletes in a match. Female teams comprise four members with three athletes in a round. Exceptionally, teams may be composed of fewer athletes, but never less than three for each team.
5. When announcing a disqualification for Kiken, the Referee points the finger towards the position of the Athlete, or team, in question, and announces the victory (Kachi) of the other.
6. Contestants are all members of the team. There are no fixed reserves.
7. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team of seven, or four members, and their fighting order, can be changed for each round provided the new fighting order is notified first, but once notified; it cannot then be changed until that round is completed.
8. A team will be disqualified if any of its members or its coach changes the team's composition or fighting order without



9. written notification prior to the round.
10. In team matches where an individual loses on account of receiving Hansoku or Shikkaku, any score for the disqualified contestant will be set to nil, and a score of 8-0 will be recorded for that bout in favor of the other team.

EXPLANATION:

- i. A 'round' is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty percent of contestants within it, counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repechage. For a matrix, or 'round robin' competition, a round allows all contestants in a pool to fight once.
- ii. *The use of contestants' names causes problems of pronunciation and identification. Tournament numbers should be allotted and used.*
- iii. *When lining up before a match, a team will present the actual fighters. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.*
- iv. In order to compete male and female teams must present at least two competitors. A team with less than the required number of competitors will forfeit the match (Kiken).
- v. *The fighting order form can be presented by the Coach or a nominated contestant from the team. If the Coach hands in the form, he must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the country or club the belt color allotted to the team for that match and the fighting order of the team members. Both the competitor's names and their tournament numbers must be included and the form signed by the coach, or a nominated person.*



- vi. *Coaches must present their accreditation together with that of their competitor or team to the official table. The coach must sit in the chair provided and must not interfere with the smooth running of the match by word or deed.*
- vii. *If, through an error in charting, the wrong contestants compete, then regardless of the outcome, that bout/match is declared null and void. To reduce such errors, the winner of each bout/match must confirm victory with the control table before leaving competition area.*

#### **ARTICLE 4: REFEREE PANEL**

1. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), one Judge (FUKUSHIN), and one Arbitrator (KANSA), while in the case of 3-man refereeing, it is made up of a Referee (SHUSHIN) and two Judges (FUKUSHIN).
2. Referees and Judges of a Kumite bout must not have the nationality of either of the participants.
3. In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.
4. EXPLANATION:
  - i. At the start of a Kumite match, the Referee, Judge and Kansa or Referee and Judges, in the case of arbitrage at 3, stands on the outside edge of the match area.
  - ii. After the formal exchange of bows by contestants and the referee panel, the Referee takes a step back, the Judges and the Referee turn inwards, and all bow together. All then take up their positions.



## **ARTICLE 5: DURATION OF BOUT**

1. Duration of the Kumite bout varying because category as defined on below table. Fight ends when contestants point difference reaches 8 points or more (6 points or more for children's categories).
2. Duration of the Kumite bout is defined:

DURATION OF BOUT		
Masters Male Senior Male Under 21 Male (both teams and individuals)	Veterans Masters Female Senior Female Under 21 Female Cadets and Juniors	Children's
<b>2 minutes</b>	<b>1,30 minutes</b>	<b>1 minutes</b>
		<ul style="list-style-type: none"> <li>▪ or two ippon</li> <li>▪ or three wazari</li> <li>▪ or six yuko)</li> </ul>

3. The timing of the bout starts when the Referee gives the signal to start and stops each time the Referee calls 'YAME'.
4. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "15 seconds to go" and "time up". The "time up" signal marks the end of the bout.
5. Competitors are entitled to a rest period of time between matches, equal to the standard duration time of the match. The exception is in the case of change of equipment color, where this time is extended to five minutes.



## **ARTICLE 6: SCORING**

1. Scores are as follows:
  - A. IPPON - 3 points
  - B. WAZARI - 2 points
  - C. YUKO - 1 point
  
2. A score is awarded when a technique is performed according to the following criteria:
  - I. Good form
  - II. Sporting attitude
  - III. Vigorous application
  - IV. Awareness (ZANSHIN)
  - V. Good timing
  - VI. Correct distance
  
3. IPPON is awarded for:
  - I. Jodan kicks.
  - II. Any scoring technique delivered on a thrown or fallen opponent.
  
4. WAZARI is awarded for:
  - I. Chudan kicks.
  
5. YUKO is awarded for:
  - I. Chudan or Jodan Tsuki.
  - II. Jodan or Chudan Uchi.



6. Attacks are limited to the following areas:
  - 1) Head
  - 2) Face
  - 3) Neck
  - 4) Abdomen
  - 5) Chest
  - 6) Back
  - 7) Side
7. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.
8. No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.

**EXPLANATION:**

- i. In order to score, a technique must be applied to a scoring area as defined in above. The technique must be appropriately controlled with regard to the area being attacked and must satisfy all six scoring criteria above.*



VOCABULARY	TECHNICAL CRITERIA
Ippon (3 points) is awarded for:	Jodan kicks. Jodan being defined as the face, head and neck. Any scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.
Wazari (2 points) is awarded for:	Chudan kicks. Chudan being defined as the abdomen, chest, back and side.
Yuko (1 point) is awarded for:	1. Any punch (Tsuki) delivered to any of the seven scoring areas. 2. Any strike (Uchi) delivered to any of the seven scoring areas.

- ii. For reasons of safety, throws where the opponent is grabbed below the waist, thrown without being held onto, or thrown dangerously, or where the pivot point is above belt level, are prohibited and will incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as de ashi-barai, ko uchi gari, kani waza etc. After a throw has been executed the contestant immediately attempts a scoring technique.
- iii. When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be IPPON.
- iv. A technique with “Good Form” is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.
- v. Sporting Attitude is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.





- vi. Vigorous Application defines the power and speed of the technique and the palpable will for it to succeed.
- vii. Zanshin is that criteria most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains awareness of the opponent's potentiality to counter-attack. I.e.: He does not turn his face away during delivery of the technique and remains facing the opponent afterwards.
- viii. Good Timing means delivering a technique when it will have the greatest potential effect.
- ix. Correct Distance similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus, if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.
- x. Distancing also relates to the point at which the completed technique comes to rest on or near the target. A punch or kick that comes somewhere between skin touch and 5 centimeters from the face, head, or neck may be said to have the correct distance. However, Jodan techniques, which come within 5 centimeters distance of the target and which the opponent makes no attempt to block or avoid will be scored, provided the technique meets the other criteria.
- xi. A worthless technique is a worthless technique — regardless of where and how it is delivered. A technique, which is badly deficient in good form, or lacking power, will score nothing.
- xii. Techniques, which land below the belt, may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact to the throat



is permitted, although a score may be awarded for a properly controlled technique, which does not touch.

- xiii. A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.
- xiv. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Commission or the Disciplinary and Legal Commission.
- xv. If two contestants hit each other at the exact same time, the scoring criterion of "good timing" has by definition not been met, and the correct judgement is to not award a point. Both contestants may however receive points for their respective scores and the scores both happen before "Yame" – and the time signal.
- xvi. If a contestant scores with more than one consecutive technique before the bout has been stopped, the contestant will be awarded the successful scoring technique of the higher point value, regardless of in which sequence the techniques scored. Example: If a kick followed a successful punch, the points for the kick would be awarded regardless if the punch scored first - as the kick has a higher point value.



## **ARTICLE 7: CRITERIA FOR DECISION**

The result of a bout is determined by a contestant obtaining a clear lead of eight points (six for Children), or at time-up, having the highest number of points, obtaining a decision (HANTEI), or by a HANSOKU, SHIKKAKU, or KIKEN, imposed against a competitor.

1. Individual bouts can normally not be declared a tie. Only in team competition, when a bout ends with equal scores, or no scores, and neither Competitor has obtained SENSHU, will the Referee announce a tie (HIKIWAKE).
2. In any bout, if after full time the scores are equal, but one Competitor has obtained 'first unopposed score advantage' (SENSHU), that Competitor will be declared the winner. In any individual bout, where no score has been obtained by either Competitor, or the score is equal without any Competitor has obtained 'first unopposed score' advantage', the decision will be made by a final vote of the four Judges and the Referee, each casting their vote. A decision in favor of one or the other Competitor
3. is obligatory and is taken on the basis of the following criteria:
  - a. The attitude, fighting spirit, and strength demonstrated by the Competitors.
  - b. The superiority of tactics and techniques displayed
  - c. Which of the Competitors has initiated the majority of the actions.



4. Should a Competitor that has been awarded SENSHU receive a warning for avoiding combat for the following incidents: Jogai, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout – the Competitor will automatically forfeit this advantage.
5. The Referee will then first show the type of infraction the Competitor did to solicit the support of the Judges. Once the Referee is supported by minimum two flags, he/she will show the sign for the applicable Category 2 warning followed by the sign for SENSHU, and finally the sign for annulment (TORIMASEN) At the same time announcing AKA/AO SENSHU.TORIMASEN.
6. . If SENSHU is withdrawn when it is less than 15 seconds left of the bout, no further SENSHU can be awarded to either Competitor.

**EXPLANATION:**

- In cases where SENSHU has been awarded, but also the other opponent scored, and that a score in fact is not unopposed, the same procedure is used for nullification of SENSHU.*
- i. *The winning team is the one with the most bout victories including those won by SENSHU. Should the two teams have the same number of bout victories, then the winning team will be the one with the most points, taking both winning and losing bouts into account. The bout stops the moment the point difference becomes eight or more.*



7. If the two teams have the same number of bout victories and points, then a deciding bout will be held. Each team may nominate any one Competitor of their team for purpose of fighting the extra bout, regardless if that person already has fought in a previous bout between the two teams. If the extra bout does not produce a winner based on superiority on points, nor any of the Competitors receive SENSHU, the extra bout will be decided based on HANTEI according to the same procedure as for individual bouts. The result of the HANTEI for the extra bout will then also determine the result of the team match.
8. In team matches when a team has won sufficient bout victories or scored sufficient points as to be the established winner, then the match is declared over and no further bouts will take place.
9. In instances where both AKA and AO are disqualified in the same bout by Hansoku, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by HANTEI, unless one of the Competitors has SENSHU.

*EXPLANATION:*

- I. When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the Referee will move to the bout area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time indicate his vote by hand signal. The Referee will then give a short blast on his whistle, return to his original position and announce the decision and will then indicate the winner in the normal way.



- II. By 'first unopposed score advantage' (SENSHU) is understood that one Competitor has achieved the first instance of scoring on the opponent without having the opponent also score before the signal. In instances where both Competitors score before the signal, no 'first unopposed score advantage' is awarded and both Competitors retain the possibility of SENSHU later in the bout.

### **9 General**

10. When two or more Judges signal a score for the same Competitor, the Referee will stop the bout and render the decision accordingly. Should the Referee fail to stop the bout the Match Supervisor will blow his/her whistle. When the Referee decides to halt the bout for any reason, he/she will call "YAME" at the same time using the required hand signal.
11. In the event that both Competitors have a score signaled by two Judges, both Competitors will be awarded their respective points.
12. If one Competitor has a score indicated by more than one Judge and the score is different between the Judges, the higher will be applied. The same applies if there are two judges for each Competitor with different scores.
13. If there is majority, but disagreement, among the Judges for one level of score, the majority opinion will always overrule the principle of applying the highest score.
14. When explaining the basis for a decision after the bout or match, the Referee Panel may speak to the Tatami Manager, the Chief Referee, or the Appeals Jury. They will explain themselves to no one else.



#### Criteria for deciding the winner of a bout

- a. The result of a bout is determined by a Competitor obtaining a clear lead of eight points, at time-up, having the highest number of points; at equal score having the first unopposed point advantage (SENSHU); obtaining a decision by HANTEI or; by a HANSOKU, SHIKKAKU, or KIKEN imposed against a Competitor.
- b. By first unopposed score advantage' (SENSHU) is understood that one Competitor has achieved the first instance of scoring on the opponent without having the opponent also score before the signal. In instances where both Competitors score before the signal, and there is indication of score by two judges for each of the two Competitors, no 'first unopposed score advantage' is awarded and both Competitors retain the possibility of SENSHU later in the bout.
- c. Individual bouts cannot be declared a tie, with the exceptions of team competition, when a bout ends with equal scores, or no scores, and neither Competitor has obtained SENSHU, in which case the Referee will announce a tie (HIKIWAKE).
- d. In any bout, if after full time the scores are equal, but one Competitor has obtained 'first unopposed score advantage' (SENSHU), that Competitor will be declared the winner.



- e. In any individual bout, where no score has been obtained by either Competitor, or the score is equal without any Competitor having a 'first unopposed score advantage', the decision will be made based on the following criteria in order of application: a) The higher number of Ippon scored in the bout. b) The higher number of Wazari scored in the bout.
- f. Should also the number of Ippon and Wazari be equal, the decision will be by HANTEI, a final majority vote of the four Judges and the Referee, each casting their vote based on their individual judgement of which competitor displayed superiority of tactics and techniques.
- g. When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the Referee will move to the competition area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will signal their opinions and the Referee will declare the winner. The Referee will then indicate the winner by hand signal and the order (AKA/AO NO KACHI), and by this action also resolve any tie.
- h. Should a Competitor that has been awarded SENSHU receive a warning for avoiding combat for the following incidents: JOGAI, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout – the Competitor will automatically forfeit this advantage. The Referee will then first show the type of infraction and type of warning or penalty the Competitor did, then show the sign for SENSHU followed by the sign for annulment (TORIMASEN) and



- i. at the same time announcing “AKA/AO SENSHU TORIMASEN”.
- j. If SENSHU is withdrawn when it is less than 15 seconds left of the bout, no further SENSHU can be awarded to either Competitor.
- k. In cases where SENSHU has been awarded, but also the other opponent scored, and that a score in fact is not unopposed, the same procedure is used for nullification of SENSHU.

In instances where both AKA and AO are disqualified in the same bout by HANSOKU, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by HANTEI, unless one of the Competitors has SENSHU.

Criteria for deciding the winner of a team match:

- I. The winning team is the one with the most bout victories including those won by SENSHU. Should the two teams have the same number of bout victories, then the winning team will be the one with the most points, taking both winning and losing bouts into account.
- II. If the two teams have the same number of bout victories and points, then a deciding bout will be held. Each team may nominate any one Competitor of their team for purpose of fighting the extra bout, regardless of if that person already has fought in a previous bout between the two teams.



- III. If the extra bout does not produce a winner based on superiority on points, nor any of the Competitors receive SENSHU, the extra bout will be decided based on HANTEI based on the extra bout according to the same procedure as for individual bouts. The result of the HANTEI for the extra bout will then also determine the result of the team match.
- IV. In team matches when a team has won sufficient bout victories or scored sufficient points as to be the established winner, then the match is declared over, and no further bouts will take place
- V. In team matches, should a team member be disqualified (HANSOKU or SHIKKAKU), their score for that bout, if any, will be zeroed and the opponent's score will be set at eight points.



## **ARTICLE 8: SCOREKEEPING**

The Score Supervisor will use the following symbols for registration of points:

3	IPPON	Tree point score
2	WAZA ARI	Two point score
1	YUKO	One point score
	SENSHU	First unopposed point advantage
□	KACHI	Winner
X	MAKE	Loser
▲	HIKIWAKE	Draw
IC	CHUI (first instance)	1st warning
2C	CHUI (second instance)	2nd warning
3C	CHUI (third instance)	3rd warning
HC	HANSOKU CHUI	Warning of disqualification
H	HANSOKU	Disqualification from bout
S	SHIKKAKU	Disqualification from tournament



## **ARTICLE 9: PROHIBITED BEHAVIOUR**

For better understanding, the following behaviors are prohibited:

- 1) Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
- 2) Attacks to the arms or legs, groin, joints, or instep.
- 3) Attacks to the face with open hand techniques.
- 4) Techniques executed after “WAKARETE” before “TSUZUKETE HAJIME” has been called
- 5) Dangerous or forbidden throwing techniques.
- 6) Feigning, or exaggerating injury.
- 7) Exit from the competition area (JOGAI) not caused by the opponent or following a score.
- 8) Self-endangerment by indulging in behavior, which exposes the Competitor to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
- 9) Avoiding combat as a means of preventing the opponent having the opportunity to score.
- 10) Passivity – not attempting to engage in combat (Cannot be given after there is less than 15 seconds left of the bout or to someone having a lead by point or SENSHU).
- 11) Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
- 12) Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
- 13) Grabbing the opponent’s arm or Karate-gi with one hand without immediately attempting a scoring technique or takedown.
- 14) Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.



- 15) Simulated or actual attacks with the head, knees, or elbows.
- 16) Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behavior towards the Refereeing officials, or other violations of etiquette.

In addition, a Referee may, based solely on his/her own Judgement, ban from the competition floor any Coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the bout, and postpone the continuation of a bout until the Coach complies. The same authority of the Referee extends to the compliance of other members of the Competitor's entourage present on the competition floor.

Only the Coach designated for that specific bout is allowed to coach and guide the competitor from the place allocated to the coach close to the competition area. All other registered and accredited Coaches, or other registered member of the delegation, attending the Championships are not allowed to interfere, coach and/or guide the competitor during the same bout at the risk of having their accreditation withdrawn.

Instructions and comments from the Coach must not interfere with the proceedings. The Coach may freely speak to the Competitor when the match is halted but must at all times refrain from commenting on judgements.



### Children's and Juvenile Forbidden Techniques

- i. Excessive contact to the Face or Helmet.
- ii. 'Light' touch by the hand or foot to the helmet are allowed. However, the techniques must not push (move back) the head of the opponent. If this happens then a penalty must be given.
- iii. Excessive contact (impact) to the Chest.
- iv. If there is a body contact and then an obvious marking, the referee has to immediately punish the offender.
- v. The projection and sweeping techniques are forbidden.

### **ARTICLE 10: WARNINGS**

#### OFFICIAL WARNINGS

1. There are two degrees of official warnings; CHUI and HANSOKU CHUI: CHUI Warning is given, up to three times, for smaller infractions that do not diminish the other Competitor's chances of winning. HANSOKU CHUI Warning of disqualification in the event of further infractions is given for more serious infractions that reduces the other Competitor's chances of winning, or to a Competitor for any further infraction if three CHUI has already been given.



2. There are two kinds of penalties which are two different levels of disqualification: HANSOKU Disqualification from the bout. This is the penalty of disqualification following a very serious infraction or when HANSOKU CHUI has already been given. SHIKKAKU Disqualification from the tournament. This is a disqualification from the entire tournament including any subsequent category the offender may have been registered for. SHIKKAKU may be invoked when a Competitor fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honor of Karate.
3. In instances where both AKA and AO are disqualified in the same bout by HANSOKU or SHIKKAKU, the opponents scheduled for the next round will win by bye (and no result is announced).
4. Serious violation of conduct, discipline, or malicious behavior on or outside the competition area by the Competitor or his entourage may cause further disciplinary action from the WFF SPORTS Disciplinary Commission or Executive Committee.
5. When a situation appears to possibly warrant a disqualification the Referee can call one or more of judges for a brief consultation (SHUGO) before announcing any decision.
  - i. CHUKOKU: CHUKOKU is imposed for the first instance of a minor infraction for the applicable category. KEIKOKU: KEIKOKU is imposed for the second instance of a minor infraction for that category, or for infractions not sufficiently serious to merit HANSOKU- CHUI.
  - ii. HANSOKU-CHUI: This is a warning of disqualification usually imposed for infractions for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.



- iii. HANSOKU: This is the penalty of disqualification following a very serious infraction or when a HANSOKU CHUI has already been given. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.
- iv. SHIKKAKU: This is a disqualification from the actual tournament, competition, or match. In order to define the limit of SHIKKAKU, the Referee Commission, must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honor of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zero.

**EXPLANATION:**

- i. *There are three degrees of warning; CHUKOKU, KEIKOKU and HANSOKU CHUI. A warning is a correction given to the contestant making it clear that the contestant is in violation of the competition rules, but without imposing an immediate penalty.*
- ii. *There are two degrees of penalties: HANSOKU and SHIKKAKU, both causing the contestant violating the rules to be disqualified from i) the bout (HANSOKU) - or ii) from the bout or the entire tournament (SHIKKAKU) with a possible suspension from competition for an additional time period.*
- iii. *A warning can be directly imposed for a rules infraction but once given; repeats of that category of infraction must be accompanied by an increase in severity of warning and penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning of the same degree for a second instance of excessive contact.*





### Warning and penalty application

1. Excessive contact: Where contact is considered by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUI) may be given.
2. Contact causing injury: Any technique, which results in injury, can unless caused by the recipient cause a warning or penalty. The Competitors must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.
3. Observation after contact: The Referee must continue to observe the injured Competitor until the bout is resumed and allow adequate time for observation. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop or reveal any efforts by the Competitor to aggravate slight injury for tactical advantage.
4. Overreaction to contact: A slight overreaction will receive a CHUI. An obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, may receive HANSOKU directly.
5. Feigning an injury: Any instance of feigning an injury, whoever slight, will receive a minimum warning of CHUI while an obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, will receive SHIKKAKU directly. Any feigning of an injury from a technique that in fact has been determined by the judges as a point will, as a minimum, result in HANSOKU CHUI.



6. Contact to the throat: Any contact to the throat, unless received by the recipient's own fault, must result in a warning or penalty.
7. Throwing techniques are divided into two types. The established "conventional" karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off-balance or thrown without being grabbed first - and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. Both are allowed.
8. The pivotal point of the throw must not be above the thrower's hip level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws are expressly forbidden, as are so-called "sacrifice" throws.
9. Catching a kick: The only instance where a throw may be performed while holding onto the opponent with both hands is when trapping the opponent's kicking leg. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for the purpose of executing a takedown, and then holding on to the opponent's leg while the other grasping the opponents Karate-gi or body to break the fall.
10. Grabbing the legs: It is forbidden to grab the opponent below the waist and lift and throw him/her or to reach down to pull the legs from under him/her. If a Competitor is injured as a result of a throwing technique, the Referee will decide whether a warning or penalty is called for.
11. One hand grabbing: The Competitor may seize the opponent's arm or Karate-gi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques



12. Holding on to break a fall: Holding on to the opponent's Karate-gi with one hand is permitted to break a fall.
13. Exiting the competition area: JOGAI relates to a situation where a Competitor's foot, or any other part of the body, touches the floor outside of the competition area. An exception is when the Competitor is physically pushed or thrown from the area by the opponent or is exiting after having scored.
14. Self-endangerment: A warning or penalty for MUBOBI is given when a Competitor is hurt or injured through his or her own fault or negligence. This may be caused by turning their back on the opponent, attacking without regard for the opponent's counterattack, stopping fighting before the Referee calls "YAME", dropping the guard or repeated failure or refusal to block the opponent's attacks.
15. 1.9.22 Passivity refers to situations where neither Competitor makes attempts to score, or a single Competitor does not attempt to score despite being behind on points or the opponent has a lead because of SENSHU. • Passivity cannot be given to a Competitor that has a lead on points or SENSHU. • Passivity cannot be given during the first 15 seconds of a bout.
16. Avoiding Combat refers to a situation where a Competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behavior such as constantly retreating without effective counter, holding, clinching, or exiting the competition area rather than allowing the opponent an opportunity to score. Avoiding combat during the last 15 seconds of the bout (ATO SHIBARAKU) will, as a minimum, result in HANSOKU CHUI and loss of SENSHU.
17. Not following instructions: A Competitor that refuses following the instructions of the Referee or display a loss of temper will automatically receive SHIKKAKU. This penalty may be imposed before, during or after the bout.



18. Excessive celebration, political or religious demonstration: competitors are expected to respect the ceremony of salutations before and after the bout or match. Any excessive celebration, such as falling on one's knees etc., political or religious expressions, during or immediately after the bout or match, are prohibited and may be subject to a fine equal to the amount determined by the Executive Committee for the protest fee.

**Disqualification of individual Competitors in team matches**

- i. HANSOKU or SHIKKAKU: In team matches the offended Competitor's score will be set at eight points and the offender's score will be zeroed.
- ii. Karate competition is a sport, and for that reason some of the most dangerous techniques are banned and all techniques must be controlled. Trained adult competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin and joints are particularly susceptible to injury. Therefore, any technique, which results in injury, may be penalized unless caused by the recipient. The contestants must perform all techniques with control and good form. If they not, then regardless of the technique misused, a warning or penalty must be imposed. Particular care must be exercised in Children, Juvenile, Cadets and Junior competitions.



- iii. Non-injurious light control touch (Skin Touch) contact to the face, head, and neck is allowed (but not to the throat). Where contact is deemed by the Referee to be too strong, but does not diminish the competitor's chances of winning, a warning, 'CHUI' first instance, (1st warning) may be given. A second contact under the same circumstances will result in 'CHUI' second instance (2nd Warning). A third contact under the same circumstances the Referee give the competitor "CHUI" third instance (3rd warning). A further offense will result in 'HANSOKU CHUI' warning of disqualification. Any further contact, although not significant enough to influence the opponent's chances of winning, will still result in 'HANSOKU', disqualification from bout, or "SHIKAKU" disqualification from Tournament.
  
- iv. Any discourteous behavior from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament.



## **ARTICLE 11: PENALTIES**

### OFFICIAL PENALTIES

1. CHUI (1ST warning): Imposed for the first instance of a minor infraction for the applicable category.
2. CHUI (2nd warning): Imposed for the second instance of a minor infraction for that category, or for infractions not sufficiently serious to merit 'HANSOKU-CHUI'.
3. CHUI (3rd warning): Imposed for the third instance of a minor infraction for that category, or for infractions not sufficiently serious to merit 'HANSOKU-CHUI'.
4. HANSOKU-CHUI: This is a warning of disqualification usually imposed for infractions for which a 'CHUI' several times and is given for more serious infractions that reduces the other Competitor's chances of winning, or to a Competitor for any further infraction if three CHUI has already been given.
5. HANSOKU: This is the penalty of disqualification following a very serious infraction or when a 'HANSOKU CHUI' has already been given. Sanctioned contestant will be disqualified. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.
6. SHIKKAKU: This is a disqualification from the actual tournament, competition, or match. In order to define the limit of 'SHIKKAKU', the Referee Commission, must be consulted. 'SHIKKAKU' may be invoked when a contestant fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honor of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.



7. There are three degrees of warning; 'CHUI' and 'HANSOKU CHUI' warning of disqualification. A warning is a correction given to the contestant making it clear that the contestant is in violation of the competition rules, but without imposing an immediate penalty.
8. There are two degrees of penalties: 'HANSOKU' and 'SHIKKAKU', both causing the contestant violating the rules to be disqualified from the bout ('HANSOKU') or from the bout or the entire tournament ('SHIKKAKU') with a possible suspension from competition for an additional time period.
9. A warning can be directly imposed for a rule's infraction but once given; repeats of that category of infraction must be accompanied by an increase in severity of warning and penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning of the same degree for a second instance of excessive contact.
10. 'CHUI' is normally imposed for the first instance of an offense that has not reduced a competitor's chances of winning by the opponent's foul, according to the opinion of the 'REFEREE PANEL'.
11. 'HANSOKU CHUI' may be imposed directly or following a third 'CHUI', and is used where the contestant's potential for winning has been seriously reduced, in the opinion of the Judges, by the opponent's foul.
12. 'HANSOKU' is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when the contestant's potential for winning has been reduced virtually to zero (in the opinion of the Judges) by the opponent's foul.



13. *Any competitor who receives 'HANSOKU' for causing injury, and who has in the opinion of the Judges and Tatami Manager, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for WFF competition, will be reported to the Referee Commission. The Referee Commission will decide if that competitor shall be suspended from the rest of that competition and/or subsequent competitions.*
14. SHIKKAKU' can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it. Is sufficient if the Coach or non-combatant members of the contestants' delegation behave in such a way as to harm the prestige and honor of Karate- Do. If the Referee believes that a contestant has acted maliciously, regardless of whether, or not, actual physical injury has been caused, 'SHIKKAKU' and not 'HANSOKU', is the correct penalty. A public announcement of 'SHIKKAKU' must be made.





## **ARTICLE 12: INJURIES AND ACCIDENTS IN COMPETITION**

1. KIKEN or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions. Forfeiture by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.
2. If two contestants injure each other or are suffering from the effects of previously incurred injury and are declared by the Tournament Doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. In Individual Matches if the points score is equal, then a vote (HANTEI) will decide the outcome of the bout. In Team Matches the Referee will announce a tie (HIKIWAKE). Should the situation occur in an extra bout for deciding a Team Match, then a vote (HANTEI) will determine the outcome.
3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
4. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from further Kumite competition in that tournament.
5. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorized to diagnose and treat injury only.



6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight (Article 13, Paragraph 8d), or whether an extension of treatment time shall be given.
7. Any competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will call the doctor, and at the same time start a count to ten indicating his count showing a finger for each second. In all cases where the 10 second count has been started the doctor will be asked to examine the contestant before the bout can resume. For incidents falling under this 10 second rule, the contestant may be examined on the mat.

**EXPLANATION:**

*When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels.*



- i. *A contestant may win through disqualification of the opponent for accumulated minor Category 1 infractions. Perhaps the winner has sustained no significant injury. A second win on the same grounds must lead to withdrawal, even though the contestant may be physically able to continue.*
- ii. *The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his hand and verbally call out “doctor”.*
- iii. *If physically able to do so, the injured contestant should be directed off the mat for examination and treatment by the doctor.*
- iv. *The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.*
- v. *The Judges will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.*
- vi. *In team matches, should a team member receive KIKEN, or be disqualified (HANSOKU or SHIKKAKU), their score for that bout, if any, will be zeroed and the opponent’s score will be set at eight points.*



### **ARTICLE 13: OFFICIAL PROTESTS**

1. No one may protest about a Judgement to the members of the Refereeing Panel.
2. If a Refereeing procedure appears to contravene the rules, the President of the Federation or its official representative is the only one allowed to make a protest.
3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction. The Tatami Manager should be notified immediately the administrative malfunction is detected).
4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for.
5. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the WFF EC. It must be submitted in writing and signed by the official representative of the team or contestant(s).
6. The complainant must deposit a Protest Fee as agreed by the WFF EC, and this, together with the protest must be lodged with a representative of the Appeals Jury.



Composition of the Appeals Panel:

7. The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission (RC). No two members may be appointed from the same National Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict of interest situation where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the Refereeing panel involved in the protested incident.

Appeals Evaluation Process

8. It is the responsibility of those receiving the protest to convene the Jury of Appeal and post the protest and bail. Once convened, the Jury of Appeal will immediately conduct an inquiry as deemed necessary, to uphold the merits of the protest. Each of the 3 Members is obliged to give his verdict in order for the protest to be valid. Abstentions are not allowed.
9. If a protest is unfounded, the Jury of Appeal will designate one of its members to notify the appellant that the protest has been dismissed. Before this happens, the word 'REJECTED' will be placed on the original documents, signed by each member of the Jury of Appeal. The documentation and the fee will be sent to the Secretary General.

10. If the protest is upheld, the Jury of Appeal will contact the Organizing Committee and the Referee Commission to take the necessary measures so that the situation does not happen again, including the following possibilities:
  - i. Review judgments that contravene the rules*
  - ii. Undo the result of the affected combats of the pool from which the conflict originated*
  - iii. Replay bouts that have been affected by the conflict*
  - iv. Request the Referee Commission that the Referees involved be sanctioned*
  
11. It is the responsibility of the Jury of Appeal to exercise limitations and take actions that avoid distorting the program of the competition in a significant way. Repeating the heats is the last option to ensure fair proceedings. The Jury of Appeal will designate one of its members to notify the appellant that the protest has been upheld. Before this happens, the word 'ACCEPT' will be affixed to the original documents, signed by each Member of the Jury of Appeal. The documentation will be sent to the Secretary General and the fee returned to the applicant.

### ***Incident Report***

12. After handling the incident in the above prescribed manner, the Jury Panel will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Secretary General.



13. Decision of the Appeals Jury is final and can only be overruled by a decision of the Executive Committee. The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.
14. The protest must give the names of the contestants, the Judges officiating, and the precise details of what is being protested. No general claims about overall standards will be accepted as a legitimate protest. Someone presenting the protest must bear the costs associated with proof of the validity of the protest.
15. The protest is reviewed by the Jury of Appeal, who will review the evidence presented in support of the protest. The Jury of Appeal may also examine video material and interrogate the Arbitration Group in order to objectively verify the validity of the protest.
16. If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasury.
17. If the protest is held by the Appeals Jury to be invalid, it will be rejected, and the deposit forfeited to WFF. Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Match Supervisor, to ensure that the match has been conducted in accordance with the Rules of Competition.
18. In case of an administrative malfunction during a match in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Referee.



19. Declined Protests: If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word “DECLINED”, and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General.
20. Accepted Protests: If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:
  - i. Reversing previous judgments that contravene the rules
  - ii. Voiding results of the affected matches in the pool from the point previous to the incident
  - iii. Redoing such matches that have been affected by the incident
  - iv. Issuing a recommendation to the RC that involved Referees are evaluated for sanction.
21. The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome.
22. The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word “ACCEPTED”, and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return the deposited amount to the protestor, and in turn forward the protest document to the Secretary General.





- i. *The protest must give the names of the contestants, the Judges officiating, and the precise details of what is being protested. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*
- ii. *The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.*
- iii. *If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasury.*
- iv. *If the protest is held by the Appeals Jury to be invalid, it will be rejected, and the deposit forfeited to WFF.*
- v. *Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Match Supervisor, to ensure that the match has been conducted in accordance with the Rules of Competition.*
- vi. *In case of an administrative malfunction during a match in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Referee.*



## **ARTICLE 14: POWERS & DUTIES**

### REFEREE COMMISSION

1. The Referee Commission's powers and duties shall be as follows:
2. To ensure the correct preparation for each given tournament in consultation with the Organizing Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
3. To appoint and deploy the Tatami Managers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Tatami Managers.
4. To supervise and co-ordinate the overall performance of the Refereeing officials.
5. To nominate substitute officials where such are required.
6. To pass the final Judgement on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.



## TATAMI MANAGERS

The Tatami Managers powers and duties shall be as follows:

1. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Match Supervisor signals a contravention of the Rules of Competition.
4. To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.

Name the Members of the video review panel.



## **REFERES**

The Referee's powers shall be as follows:

1. The Referee ("SHUSHIN") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
2. To award points based on the decision of the majority.
3. To stop the match when an injury, illness or inability of a contestant to continue is noticed.
4. To stop the match when it in the Referee's opinion has been a point scored, a foul committed, or to ensure the safety of the contestants.
5. To stop the match when the judge has indicated a Jogai.
6. To indicate fouls observed (including Jogai), thus requesting the consent of the judge and kansa.
7. To request confirmation of the judge and kansa verdict in instances where there may, in the referee's opinion, be grounds for the judges to re-evaluate their call for warning or penalty.
8. To call the judge and kansa for conference (SHUGO) to recommend Shikkaku.
9. To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a Judgement.
10. To issue warnings and impose penalties based on the decision of the judge and kansa.
11. To announce and start an extra bout when required in team matches.
12. To conduct voting of the Judges, including his own vote, (HANTEI) and announce the result.
13. To resolve ties.
14. To announce the winner.



15. The authority of the Referee is not confined solely to the competition area but also to its entire immediate perimeter including controlling the conduct of coaches, other competitors, or any part of the competitors' entourage, present on the competition floor.
16. The Referee shall give all commands and make all announcements.

## JUDGES

The Judges (FUKUSHIN) powers shall be as follows:

- i. To signal points scored and Jogai on their own initiative.
- ii. To signal their judgement on warnings or penalties indicated by the Referee.
- iii. To exercise their right to vote on any decision to be taken.

The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:

- i. When a score is observed.
- ii. When a contestant has stepped out of the competition area (Jogai)
- iii. Judgement on any other foul.

## MATCH SUPERVISOR (REFEREEING WITH KANSA)

1. The Match Supervisor (KANSA) overseeing the match or bout in progress.

Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Match Supervisor will immediately raise the red flag and blow his whistle. Will instruct the Referee to halt the match or bout and correct the irregularity.

2. Records kept of the match shall become official records subject to the approval of the Match Supervisor.



3. Before the start of each match or bout the Match Supervisor will ensure that the contestants are wearing approved equipment.
4. Will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

*EXPLANATION:*

The role of the Match Supervisor is to ensure that the match or bout is conducted in accordance with the Rules of Competition. If Referee does not hear the time-up bell, the Match Supervisor will blow his whistle. When explaining the basis for a Judgement after the match, the Judges may speak to the Tatami Manager, the Referee Commission, or the Appeals Jury. They will explain themselves to no one else.



## **ARTICLE 15: STARTING, SUSPENDING & ENDING OF MATCHES**

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices 1 and 2.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants whom are positioned at the center of their assigned mats; the Referee will announce “SHOBU HAJIME!” and the bout will start.
3. The Referee will stop the bout by announcing “YAME”. If necessary, the Referee will order the contestants to take up their original positions (MOTO NO ICHI).
4. When the Referee returns to his position, the Judge will indicate its opinion by means of a gesture. In the case of a score to be awarded the Referee identifies the contestant (AKA or AO), the attacked area, (Chudan or Jodan) the attack technique (Tsuki, Uchi or Geri) and then awards the relevant score using the prescribed gesture. Referee then restarts the bout by calling “TSUZUKETE HAJIME”.
5. When a contestant has established a clear lead of eight points (six for Children) during a bout, the Referee shall call “YAME” and order the contestants back to their starting points as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring “AO (AKA) NO KACHI”. The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring “AO (AKA) NO KACHI”. The bout is ended at this point.



7. In the event of a tie, in the case of a team match, a 'HIKIWAKE' is declared, and the match ends. In case of individual competition, after 'HIKIWAKE', we proceed directly with 'ENCHO SEN'. At the end of this, in the event of a further tie, the decision.
8. is made in HANTEI by the entire refereeing panel.
  - i. When faced with the following situations, the Referee will call "YAME!" and halt the bout temporarily.
  - ii. When either or both contestants are out of the match area.
  - iii. When the Referee orders the contestant to adjust the karate-gi or protective equipment.
  - iv. When a contestant has contravened the rules.
- v. When the Referee considers that one or both contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.
- vi. When a contestant seizes the opponent and does not perform an immediate technique, or throw.
- vii. When one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.
- viii. When both competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique.
- ix. When both competitors stand chest to chest without immediately attempting a throw or other technique.
- x. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
- xi. when a point or a JOGAI is awarded by two or more Judges for the same athlete





- xii. When, in the opinion of the Referee, there has been a point scored or foul committed or the situation calls for halting the match for safety reasons.
- xiii. When requested to do by the Tatami Manager.
- xiv. When a bout begins, the Referee calls the Contestants to arrange themselves in the starting point
- xv. If a Contestant enters the area prematurely, he must be cautioned to exit. Competitors must bow to each other and this bow must be done in a workmanlike manner. Bending too fast is judged both impolite and insufficient. The Referee may request that a bow be performed when this is not done voluntarily, by moving as described in Paragraph 3.2 of the Rules.

When restarting the bout, Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. Referee must restart the bout with the minimum of delay. Contestants will bow to each other at the start and end of each bout.



## KATA RULES



## **ARTICLE 16: KATA COMPETITION AREA**

1. The competition area must be flat and devoid of hazard.
2. The competition area must be of sufficient size to permit the uninterrupted performance of Kata.
3. For kata competition the mats turned over to mark the red area starting points for kumite contestants, are to be turned back over to form a uniformed colored surface.

### **EXPLANATION:**

- i. For the proper performance of Kata, a stable smooth surface is required. Usually the matted Kumite areas will be suitable.

## **ARTICLE 17: OFFICIAL DRESS**

1. Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.
2. Any person who does not comply with this regulation may be disbarred.
3. *The karate-gi jacket may not be removed during the performance of Kata.*
4. *Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters*



## **ARTICLE 18: KATA COMPETITION ORGANIZATION**

1. Kata competition takes the form of Team and Individual matches. These competitions are in inter-style mode.
2. Team competitions are those that are held between different teams made up of three athletes each. Each team is composed exclusively by male or female athletes. Individual competitions are held by single contestant, male or female.
3. Slight variations as taught by the contestant's style of Karate will be permitted.
4. The score table will be notified of the choice of Kata prior to each round.
5. Contestants must perform a different Kata in each round. Once performed a Kata may not be repeated. Exceptions are the withdrawal of the opponent which allows the reuse of the kata performed in the round and the final where one of the kata performed in the previous rounds can be resubmitted.
6. White, yellow, orange, green and blue belt athletes can repeat kata performed in previous rounds.

<b>WORLD / EUROPEAN CHILDREN CHAMPIONSHIPS</b>			
<b>CATEGORIES</b>			
<b>CHILDRENS</b>			
<i>Individual Kata</i> Until 7 Years (A) ▪ White to Blue	<i>Individual Kata</i> 8 to 9 Years (B) ▪ White to Blue	<i>Individual Kata</i> 10 to 11 Years (C) ▪ White to Blue	<i>Individual Kata</i> 12 to 13 Years (D) ▪ White to Blue
2 Kata minimum	2 Kata minimum	3 Kata minimum	3 Kata minimum

**EXPLANATION:**

- i. The number of Kata required is dependent on the number of individual competitors or teams entered as shown in the following table. Byes are counted as competitors or teams.*

Number of Competitors	Number of groups	Number of Kata performed to	Competitors in the second round
2	1	1	Zero (No second round)
3	1	1	Zero (No second round)
4	2	2	Medal Bout (only for 1st round)
5 to 10	2	2	Medal Bout
11 to 24	2	3	8 Competitors
25 to 48	4	4	16 Competitors
49 to 96	8	4	32 Competitors
97 to 192	16	5	64 Competitors

**ARTICLE 19: THE JUDGING PANEL**

1. The panel of five Judges for each match will be designated by the Tatami Manager.
2. The Judges of a Kata match must not have the nationality of either of the participants.
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.



*EXPLANATION:*

- i. The Chief Judge will sit in the center position facing the contestants and the other four Judges will be seated at the corners of the competition area.
- ii. Each Judge will have a red and a blue flag or, if electronic scoreboards are being used, an input terminal.

**ARTICLE 20: CRITERIA FOR EVALUATION**

Official kata list

Only kata from the official kata list may be performed:

<b>OFFICIAL KATA</b>		
Low level Kata (from WHITE to BLUE belt)		
Taikyoku Jodan Chudan	Heian Shodan	Pinan Shodan
Taikyoku Gedan	Heian Nidan	Pinan Nidan
Gekisai (Geksai) [dai] Ichi	Heian Sandan	Pinan Sandan
Gekisai (Geksai) [dai] Ni	Heian Yondan	Pinan Yondan
Saifa (Saiha)	Heian Godan	Pinan Godan
Seienchin	All low level Fudokan Katas	

Superior Kata (Brown and Black belt only)		
Anan	Jitte	Paiku
Anan Dai	Jyuroku	Papuren
Annanko	Kanchin	Passai
Aoyagi	Kanku Dai	Rohai
Bassai	Kanku Sho	Sanchin
Bassai Dai	Kanshu	Sansai
Bassai Sho	Kishimono No Kushanku	Sanseiru
Chatanyara Kushanku	Kosokun (Kushanku)	Sanseru
Chibana No Kushanku	Kosokun (Kushanku) Dai	Seichin
Chinte	Kosokun (Kushanku) Sho	Seipai
Chinto	Kosokun Shiho	Seirui
Enpi	Kururunfa	Seisan (Seishan)
Fukygata [dai] Ichi	Kusanku	Shiho Kosokun
Fukygata [dai] Ni	Kyan No Chinto	Shinpa
Gankaku	Kyan No Wanshu	Shinsei
Garyu	Matsukaze	Shisochin
Gojushiho	Matsumura Rohai	Sochin



Gojushiho Dai	Matusumura Bassai	Suparinpei
Gojushiho Sho	Meikyo	Tekki Shodan
Hakucho	Myojo	Tekki Nidan
Hangetsu	Naifanchin (Naihanshin) Shodan	Tekki Sandan
Haufa (Haffa)	Naifanchin (Naihanshin) Nidan	Tensho
Heiku	Naifanchin (Naihanshin) Sandan	Tomari Bassai
Ishimine Bassai	Naihanchi	Unsu (Unshu)
Itosu Rohai Shodan	Nijushiho	Useishi (Gojushiho)
Itosu Rohai Nidan	Nipaipo	Wankan
Itosu Rohai Sandan	Niseishi	Wanshu
Jiin	Ohan	<b>All superior Fudokan Katas</b>
Jion	Pachu	

## Assessment

1. In assessing the performance of a contestant or team the Judges will evaluate the performance based on equal weight of each of the three (3) main criteria (conformance, technical performance and athletic performance). The performance is evaluated from the bow starting the kata. All of the three major criteria are to be given equal importance in the evaluation of the performance.





Kata Performance
Conformance To the form itself and the standards of the applicable style (Ryu-ha).
Technical performance
<ul style="list-style-type: none"> <li>▪ Stances</li> <li>▪ Techniques</li> <li>▪ Transitional movements</li> <li>▪ Timing/Synchronization</li> <li>▪ Correct breathing</li> <li>▪ Focus (kime)</li> <li>▪ Technical difficulty</li> </ul>
Athletic performance
<ul style="list-style-type: none"> <li>▪ Strength</li> <li>▪ Speed</li> <li>▪ Balance</li> <li>▪ Rhythm</li> </ul>

### **Disqualification**

A competitor or a team of competitors may be disqualified for any of the following reasons:

Performing the wrong kata or announcing the wrong kata. Perform a kata other than the one declared at the Jury table or announce a kata other than the one declared at the Jury table. When the athlete pronounces the name of the kata, the referee, in the event of a discrepancy with what the athlete declared at the Jury table, must repeat the name of the kata to be performed. If the announced kata is still different what was declared at the table.



- i. Failing to bow at the beginning/ ending and completion of the kata performance.
- ii. A distinct pause or stop in the performance.
- iii. Interference with the function of the judges (such as the judge having to move for safety reasons or making physical contact with a judge).
- iv. Belt falling off during the performance.
- v. Failure to follow the instructions of the Chief Judge or other misconduct.

## **Fouls**

The following fouls, if apparent, must be considered in the evaluation according to above criteria:

- i. Minor loss of balance.
- ii. Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.
- iii. Asynchronous movement, such as delivering a technique before the body transition is completed, or in the case of team kata; failing to do a movement in unison.
- iv. Use of audible cues (from any other person, including other team members) or theatrics such as stamping the feet, slapping the chest, arms, or karate-gi, or inappropriate exhalation, will automatically be penalized by the judges deducting the total portion of the score for the technical performance of the kata (and thus losing one third of the total score for the performance)



- v. Belt coming loose to the extent that it is coming off the hips during the performance.
- vi. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.
- vii. Distracting Judges by moving around while the opponent is performing

**EXPLANATION:**

- iii. *Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.*
- iv. *Team members must start the Kata facing in the same direction and towards the Chief Judge.*
- v. *The members must demonstrate competence in all aspects of the Kata performance, as well as synchronization.*
- vi. Signals to initiate and stop the execution of the kata, to stomp, to tap the chest, arms or Karategi, as well as to sigh, are examples of external signals and the Judges must take them into account when evaluating.



## **ARTICLE 21: OPERATION OF MATCHES**

1. At the start of each bout and in answer to their names, the two contestants, or teams, one wearing a red belt (AKA), and the other wearing a blue belt (AO), will line up at the match area perimeter facing the Chief Kata Judge. Following a bow to the Judging Panel and then to each other, AO will then step back out of the Match Area.
2. After moving to the starting position AKA will bow and make a clear announcement of the name of the Kata that is to be performed and begin the kata. On completion of the Kata, AKA will after be bowing at the end of the kata leave the area to await the performance of AO who will follow the same procedure for performing his/her kata. After AO's Kata has been completed both will return to the match area perimeter and await the decision from the Panel.
3. If the Chief Judge is of the opinion that a competitor should be disqualified, he may call the other Judges in order to reach a verdict.
4. If a contestant is disqualified the Chief Judge will cross and uncross the flags and then raise the flag indicating the winner
5. After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes. In instances where both AKA and AO are disqualified in the same match, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by Hantei.
6. The decision will be for AKA or AO. No ties are permitted. The competitor, who receives the majority of votes, will be declared the winner.



7. In case a contestant retires after the opponent has already started the performance, the contestant can reuse the kata in each subsequent round as it will be considered as winner for Kiken
8. When announcing disqualification by KIKEN the Chief Judge will be required to signal by pointing, with the flag, towards the starting position of the contestant in question, and then signal Kachi (win) for the opponent.
9. The competitors will bow to each other, then to the Judging Panel, and leave the area.
10. If, in a final bout, both competitors fail to appear (Kiken), two second places are awarded for classification.
11. If, in a final bout, both competitors are injured and do not finish the event, the winner is proclaimed for Hantei.

**EXPLANATION:**







- i. The starting point for Kata performance is within the perimeter of the competition area. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The Judges will raise the flags simultaneously. After giving sufficient time for the votes to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.*

*Should a competitor or team fail to turn up when called or withdraws (Kiken) the decision will be awarded automatically to the opponent without the need to perform the previously notified Kata. In this case the winning competitor or team may use the Kata intended for that round for a subsequent round.*

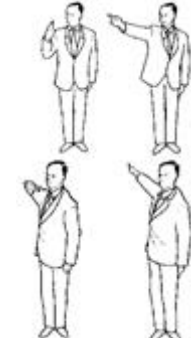
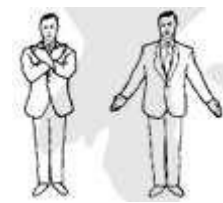


AKA (AO) YUKO	Red (Blue) scores one point	The Referee extends his arm downward at 45 degrees on the side of the scorer.
CHUI	Warning	Referee points with One finger upwards at 45 degrees in the direction of the offender and give the 1st warning
CHUI	Warning	Referee points with two fingers upwards at 45 degrees in the direction of the offender and give the 2nd warning
CHUI	Warning	Referee points with three fingers upwards at 45 degrees in the direction of the offender and give the 3rd warning
HANSOKU-CHUI	Warning of disqualification	The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.
HANSOKU	Disqualification	The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent
JOGAI	Exit from the match area not caused by the opponent	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
SHIKKAKU	<i>Disqualification "Leave the Area"</i>	The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "AKA (AO) SHIKKAKU!" He then announces a win for the opponent.
KIKEN	Renunciation	For Kumite the Referee points downwards at 45 degrees in the direction of the contestant's or team's
SENSHU	warming	Advantage for made first punctuation technique
MUBOBI	Self-Endangerment	The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself.







## APPENDIX 2:





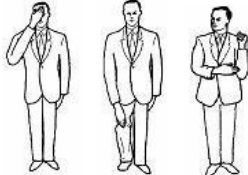


REFeree AND JUDGES GESTURES, SIGNALS AND ANNOUNCEMENTS	
GESTURES AND SIGNALS / ANNOUNCEMENTS AND GESTURES OF THE REFEREE	
<p>SHOMEN-NI-REI</p> <p>The Referee extends his arms palms to the front.</p>	
<p>OTAGAI-NI-REI</p> <p>The Referee motions to the contestants to bow to each other</p>	
<p>SHOBU HAJIME</p> <p>“Start the Match”</p> <p>After the announcement, the Referee takes a step back.</p>	
<p>YAME</p> <p>“Stop”</p> <p>Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.</p>	
<p>TSUZUKETE HAJIME</p> <p>“Resume fighting—Begin”</p> <p>As he says “Tsuzukete”, and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says “Hajime” he turns the palms and brings them rapidly towards one another at the same time stepping back.</p>	

<p>YUKO (One point)</p> <p>The Referee extends his arm downward at 45 degrees on the side of the scorer.</p>	
<p>WAZA-ARI (Two Points)</p> <p>The Referee extends his arm at shoulder level on the side of the scorer.</p>	
<p>IPPON (Three Points)</p> <p>The Referee extends his arm upward at 45 degrees on the side of the scorer.</p>	
<p>CANCEL LAST DECISION</p> <p>When an award or penalty has been given in error the Referee turns towards the contestant, announces “AKA” or “AO”, crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.</p>	
<p>NO KACHI (Win)</p> <p>At the end of the match or bout, announcing “AKA (or AO) No Kachi” the Referee extends his arm upward at 45 degrees on the side of the winner.</p>	
<p>KIKEN</p> <p>“Renunciation”</p> <p>The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.</p>	



<p><b>SHIKKAKU</b></p> <p>“Disqualification, Leave the Area”.</p> <p>The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “AKA (AO) SHIKKAKU!” He then announces a win for the opponent</p>	
<p><b>HIKIWAKE</b></p> <p>“Draw” (Only applicable to team matches).</p> <p>When time is up and scores are equal, or no scores have been awarded.</p> <p>The Referee crosses his arms then extends them with the palms showing to the front.</p>	
<p><b>CHUI</b></p> <p>Referee points with One finger upwards at 45 degrees in the direction of the offender and give the warning</p>	
<p><b>KEIKOKU</b></p> <p>“Warning”.</p> <p>The Referee indicates an offence then points with his index finger downwards at 45 degrees in the direction of the offender.</p>	

<p>HANSOKU CHUI</p> <p>“Warning of disqualification”.</p> <p>The Referee indicates an offence then points with his index finger horizontally in the direction of the offender.</p>	
<p>HANSOKU</p> <p>“Disqualification”</p> <p>The Referee indicates an offence then points with his index finger upwards at 45 degrees in the direction of the offender, and awards a win to the opponent</p>	
<p>PASSIVITY</p> <p>The Referee rotates his fist around each other in front of his chest to indicate a offence.</p>	
<p>EXCESSIVE CONTACT</p> <p>The Referee indicates to the Judges that there has been excessive contact or other offence.</p>	
<p>FEIGNING OR EXAGGERATING INJURY</p> <p>The Referee holds both hands to his face to indicate to the Judges an offence</p>	
<p>JOGAI</p> <p>“Exit from the Match Area”</p> <p>The Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender.</p>	

<p>MUBOBI (Self Endangerment)</p> <p>The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate to the Judges that the contestant has endangered himself.</p>	
<p>AVOIDING COMBAT</p> <p>The Referee makes a circling motion with the down turned index finger to indicate to the Judges offence.</p>	
<p>PUSHING, GRABBING OR STANDING CHEST TO CHEST WITHOUT ATTEMPTING AN IMMEDIATE TECHNIQUE OR TAKEDOWN</p> <p>The Referee holds both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate to the Judges offence.</p>	
<p>DANGEROUS AND UNCONTROLLED ATTACKS</p> <p>The Referee brings his clenched fist past the side of his head to indicate to the Judges offence.</p>	
<p>SIMULATED ATTACKS WITH THE HEAD KNEES OR ELBOWS</p> <p>The Referee touches his forehead, knee, or elbow with the open hand to indicate to the Judges an offence.</p>	
<p>TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR</p> <p>The Referee places his index finger to his lips to indicate to the Judges an offence.</p>	
<p>SHUGO</p> <p>“Judges Called”</p> <p>The Referee calls the Judges at the end of the match or bout or to recommend SHIKKAKU.</p>	

<b>KUMITE WITH 3 REFEREES</b>	
<b>Referee team</b>	
<p>When two judges give the same signal or indicate the same score for a competitor, the referee must stop the match and apply the majority decision. When a judge signals a penalty or indicates a score for a competitor, the referee must take his opinion into consideration, but may refrain from interrupting the match if he believes that he is in error. In any case, when the meeting is stopped the majority decision will prevail. The referee can ask the judges to reconsider their decision, but cannot make a decision opposite to that of the two judges. The referee may ask the judges to review their decision if he believes that they were wrong or when compliance would represent a violation of the rules, for example when a technique was performed with excessive contact, when a score is awarded to a competitor who was outside the competition area (jogai). When the two judges have different opinions the referee can make a decision which is supported by one of the judges.</p>	
<p>Judges must only report what they actually see. If they are not sure whether a technique has reached the scoring area, they do not have to signal. In the event that the referee does not hear the time-out bell the scoring supervisor will blow his whistle. In Hantei the referee and judges have one vote each.</p>	



### **APPENDIX 3: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES**

This Appendix is intended to give assistance to Referees and Judges where there may be no obvious guidance in the Rules or Explanations.

#### **EXCESSIVE CONTACT**

1. When a contestant makes a scoring technique immediately followed by another which makes excessive contact the Judges do not award the score and instead issues a warning or penalty (unless it is the recipient's own fault).

#### **EXCESSIVE CONTACT AND EXAGGERATION**

1. Karate is a Martial Art and a high standard of behavior is expected from competitors. It is unacceptable that competitors, who receive a light contact, rub their faces, walk or stagger around, bend over, pull or spit out their gum-shields, and otherwise pretend that the contact is severe in order to convince the Referee to give a higher penalty to the opponent. This kind of behavior is cheating and demeans our sport; it should be quickly penalized.
2. When a competitor makes pretense of having received an excessive contact and the Judges decide instead that the technique in question was controlled, satisfying all six scoring criteria, then a score will be awarded and a penalty for feigning will be issued. The correct penalty for feigning an injury when the Judges have determined that the technique in fact was a score is Shikkaku.



3. More difficult situations occur when a competitor receives a stronger contact and falls to the floor, sometimes standing up (in order to stop the 10 second clock) and then falling down again. The Referees and Judges must remember that a Jodan kick is worth 3 points and as the number of teams and individual competitors receiving financial reward for winning medals increases the temptation to stoop to unethical behavior becomes stronger. It is important to recognize this and apply the appropriate warnings or penalties. MUBOBI
4. A warning or penalty for Mubobi is given when a competitor is hit or injured through his or her own fault or negligence. This may be caused by turning their back on the opponent, attacking with a long, low Gyaku Tsuki chudan without regard for the opponent's Jodan counter attack, stopping fighting before the Referee calls "Yame", dropping their guard or concentration and repeated failure or refusal to block the opponent's attacks.
5. *Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a warning or penalty and decline to give a warning or penalty to the opponent.*
6. A contestant who is hit through their own fault and exaggerates the effect in order to mislead the Judges may receive a warning or penalty for Mubobi as well as an additional penalty for exaggeration, since two offences have been committed.
7. It should be noted that there are no circumstances in which a technique that has made excessive contact can be given a score.



## ZANSHIN

8. Zanshin is described as a state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counter- attack. Some contestants after delivering a technique will turn their body partially away from the opponent but are still watching and ready to continue the action. The Judges must be able to distinguish between this continued state of readiness and one where the contestant has turned away, dropped their guard and concentration, and in effect has ceased fighting.

## CATCHING A CHUDAN KICK

9. Should the Judges award a score when a contestant delivers a chudan kick and the opponent then catches the leg before it can be withdrawn?
10. Provided that the kicking contestant maintains ZANSHIN there is no reason why this technique cannot score provided that it contains all six of the scoring criteria. Theoretically, in a real fight scenario, a full power kick would be deemed to have disabled the opponent and therefore the leg would not be grabbed. Appropriate control, the target area, and satisfaction of all six criteria, are the deciding factors as to whether any technique can be awarded a score or not.

## THROWING AND INJURIES

11. Since grabbing hold of the opponent and throwing is allowed under certain conditions it is incumbent upon all coaches to ensure that their competitors are trained in and are able to use break-fall/safe landing techniques.



A competitor who attempts a throwing technique must comply with the conditions imposed in the Explanations in Article 6 and Article 8. If a competitor throws their opponent in full compliance with the stated requirements and an injury results due to the opponent failing to make a proper break-fall, then the injured party is responsible and the thrower should not be penalized. Self-caused injury can result when a contestant is being thrown, instead of making a break-fall land on an extended arm or elbow, or holds onto the thrower and pulls them down on top of themselves.

12. A potentially dangerous situation occurs when a contestant grabs both legs to throw the opponent onto their back or when a contestant ducks down and bodily lifts the opponent up before throwing him. The Article 8, *Explanations XI states that "...and the opponent must be held onto throughout, so that a safe landing can be made."* Since it is difficult to ensure a safe landing, throws such as this fall into the prohibited category.

#### SCORING ON A FALLEN OPPONENT

13. When a contestant is thrown or swept off their feet and is scored upon when their torso (upper body or trunk) is on the tatami then the score will be IPPON.
14. Should the contestant be hit by a technique whilst still actually falling the Judges will take into account the direction of falling since if the contestant is falling away from the technique it will be considered ineffective and will not be scored.





15. Should the contestant's upper body not be on the tatami when an effective, scoring technique is made, then the points awarded will be as stated. Therefore, the point(s) awarded when a contestant is scored upon in the act of falling, sitting, kneeling, standing, or jumping in the air, and all situations where their torso is not on the tatami will be as follows:

- i. Jodan Kicks, three points (IPPON)
- ii. Chudan Kicks, two points (WAZA-ARI)
- iii. Tsuki and Uchi, one point (YUKO)

When the referee stops the match, he calls YAME. As he returns to position, the Judges report their views regarding points and penalties. If requested by the Referee, they will report their opinion regarding other prohibited behaviors. The Referee assigns the decision accordingly. Since the Referee is the only one who moves 360°, approaches the competitors directly and talks to the doctor, the Judges must take seriously what the Referee communicates before the final decision as reconsideration is not allowed. In situations where there are multiple reasons for stopping the match, the Referee will address the situations in order. For example, when one athlete has made a point and the other makes contact, or where there has been a MUBOBI and an exaggeration by the same athlete.

JOGAI

16. When referee stops match and resumes the position, Judges must indicate a category 2 violation.



## GUIDELINES FOR ARBITRATION WITH 2 JUDGE

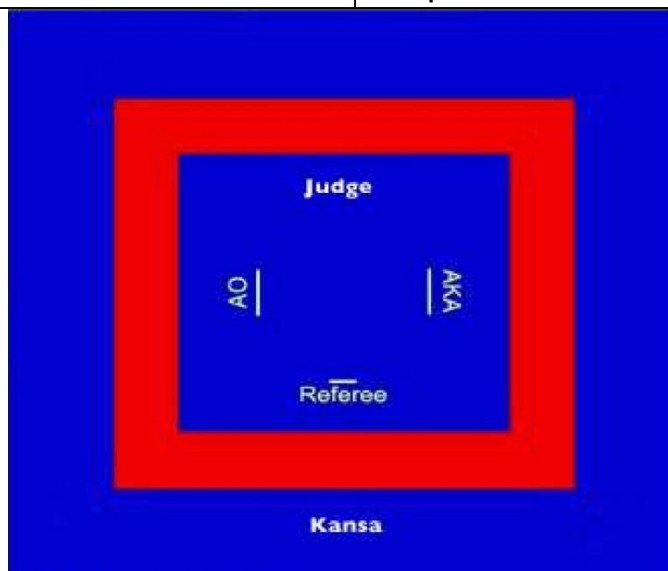
17. During a kumite match, some situations have to be handled by the referee team. Always remembering that it is the Referee who stops the athletes, the Judges must report, during the match, only any point actions or penalties.
18. Referee stops the bout and the judges do not signal.
19. Referee detects a valid technique or a penalty, at the time of the declaration of the provision the Judges must signal their decision (e.g. 'MIENAI').
20. Judges make the same signal (point or penalty) and the referee takes no action. Referee must stop the match and assign the provision signaled by the Judges.
21. Referee stops the bout and the judges make conflicting signals.
22. There is always majority rule. If he agrees with one of the judges, he assigns that provision, otherwise 'TORIMASEN'.
23. Judges make conflicting reports and the Referee disagrees with them.
24. Referee does not stop the bout by signaling 'TORIMASEN'.
25. Referee can have the decision taken by the Judges reconsidered.

This happens, for example, in the case of an action decided by a valid technique that is signaled by the Judges. If a check on the athlete shows that the contact was too heavy, the referee can signal to the judges that it is a category type 1 penalty and request, by giving the penalty signal, to carry out a review of the judgement.



## APPENDIX 4: SCOREKEEPERS

3	IPON	3 points
2	WAZA ARI	2 points
1	YUKO	1 point
	SENSHU	First unopposed <b>point</b> advantage
□	KACHI	<b>Winner</b>
X	MAKE	<b>Loser</b>
▲	HIKIWAKE	<b>Draw</b>
IC	CHUI (first <b>instance</b> )	<b>1st warning</b>
2C	CHUI ( <b>second instance</b> )	<b>2nd warning</b>
3C	CHUI ( <b>third instance</b> )	<b>3rd warning</b>
HC	HANSOKU CHUI	<b>Warning of disqualification</b>
H	HANSOKU	<b>Disqualification from bout</b>
S	SHIKKAKU	<b>Disqualification from tournament</b>



## APPENDIX 5: LAYOUT OF THE KUMITE COMPETITION AREA



**APPENDIX 8: WORLD / EUROPEAN CHAMPIONSHIPS: CATEGORIES**

WORLD / EUROPEAN CHILDREN CHAMPIONSHIPS CATEGORIES						<b>CHILDRENS &amp; CADETS</b>	
<i>Individual Kata</i>							
<b>1</b>	CHILDRENS Until 7 Years	<b>2</b>	CHILDRENS 8 to 10 Years	<b>3</b>	JUVENIL 11 to 13 Years	<b>4</b>	CADETS 14 to 15 Years
	White to Orange ▪ Green to Blue		▪ White to Orange ▪ Green to Blue ▪ Brown to Black		White to Orange ▪ Green to Blue ▪ Brown to Black		White to Orange ▪ Green to Blue ▪ Brown to Black TEAMS
	Male Female		Male Female		Male Female		Male Female
<i>Individual Kumite</i>							
			<i>Male</i> <i>Kumite Shobu Nihon</i> 8 to 9 Years (B) CHILDRENS All Styles / All Belts  -35 Kg + 35 Kg		<i>Male</i> <i>Kumite Shobu Nihon</i> 11 to 13 Years (C) JUVENIL All Styles / All Belts  -45 Kg +45 Kg		<i>Male</i> <i>Kumite Shobu</i> 14 to 15 Years (D) CADETS All Styles / All Belts  -60 Kg -65 Kg +65 Kg TEAMS



<p><i>Female</i>  <i>Kumite Shobu Nihon</i>            8 to 9 Years (B)            All Styles / All Belts</p>	<p><i>Female</i>  <i>Kumite Shobu Nihon</i>            11 to 13 Years (C)            All Styles / All Belts</p>	<p><i>Female</i>  <i>Kumite Shobu</i>            14 to 15 Years (D)            All Styles / All Belts</p>
<p>-35 Kg            + 35 Kg</p>	<p>-40 Kg            +40 Kg</p>	<p>-50 Kg            -60 Kg            +60 Kg            TEAMS</p>



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**APPENDIX 8: WORLD / EUROPEAN CHAMPIONSHIPS: CATEGORIES**

5	JUNIOR	6	UNDER 21	7	SENIORS	8	MASTERS	9	VETERANS
	(16 -17 years)		(18 - 20 years)		(21 - 35 years)		(36 - 50 years)		(+ 51 years)
	Male / Female		Male / Female		Male / Female		Male / Female		Male / Female
<i>Individual Kata and Team All Style's</i>									
<i>Individual Kumite Shobu and Team</i>									
	<i>Male Kumite (age 16/17)</i>		<i>Male Kumite (age 18 - 20)</i>		<i>Male Kumite (age 21 - 35)</i>		<i>Male Kumite (age 36 - 50)</i>		<i>Male Kumite (age + 51)</i>
	-65 Kg. -75 Kg. +75 Kg.		-65 Kg. -75 Kg. +80 Kg.		-70 Kg. -80 Kg. +80 Kg.		-75 Kg. +75 Kg.		-OPEN.
	<i>Female Kumite (age 16/17)</i>		<i>Female Kumite (age 18 - 20)</i>		<i>Female Kumite (age 21 - 35)</i>		<i>Female Kumite (age 36 - 50)</i>		<i>Female Kumite (age + 51)</i>
	-55 Kg. -65 Kg. +65 Kg.		-60 Kg. -65 Kg. +65 Kg.		-60 Kg. -65 Kg. +65 Kg.		-65 Kg. +65 Kg.		-OPEN



## **APPENDIX 9: REFEREES AND JUDGES TROUSERS COLOUR GUIDE**

- DARK BLACK