



## KUMITE AND KATA COMPETITION RULES

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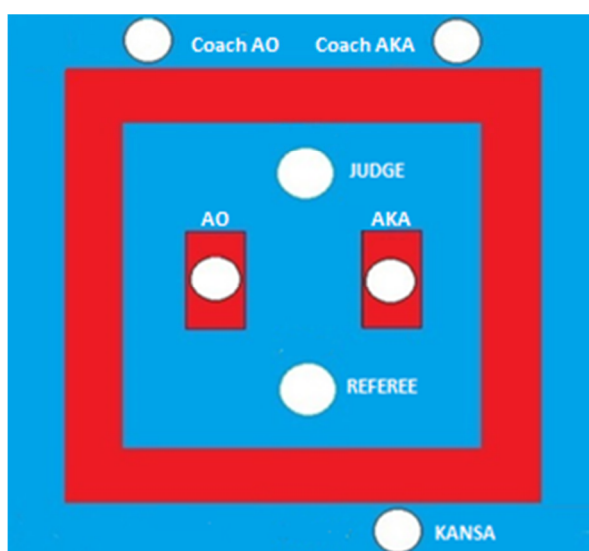
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# 1 KUMITE RULES

## 1.1 KUMITE COMPETITION AREA

- 1.1.1 The competition area must be flat and devoid of hazard.
- 1.1.2 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.
- 1.1.3 Two mats are inverted with the red side turned up in a one-meter distance from the center mat forming a boundary between the contestants.
- 1.1.4 The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), one Judge (FUKUSHIN), and one Arbitrator (KANSA). Referee and judge 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.



- 1.1.5 Kansa will be seated just outside the safety area, behind, and to the left or right of the Central Referee (Shushin). He will be equipped with a whistle, a pen and a score paper, because he is the responsible for the score.
- 1.1.6 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.
- 1.1.7 The one-meter border should be in a different color from the rest of the matted area.

There must be no advertisement hoardings, walls, pillars etc. within one meter of the safety area's outer perimeter. 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. Referee must check that the mats do not move during the competition because the cracks can cause injury and are a source of danger. They must be of approved WFF design.

## 1.2 OFFICIAL DRESS

Contestants and their coaches must wear the official uniform as herein defined.

The Referee Commission may disbar any official or competitor who does not comply with this regulation.

### 1.2.1 REFEREES

1.2.1.1 Referees and Judges must wear the official uniform designated by the Referee Commission.

1.2.1.2 This uniform must be worn at all tournaments and courses.

1.2.1.3 The official uniform will be as follows:

1.2.1.4 A single-breasted navy-blue blazer.

1.2.1.5 A white shirt with short sleeves.

1.2.1.6 An official tie, worn without tie pin.

1.2.1.7 Plain light gray trousers without turn-ups.

1.2.1.8 Plain dark blue or black socks and black slip-on shoes for use on the match area.

Female Referees and Judges may wear a hair clip and religiously mandated headwear of a type approved by the WFF.

### 1.2.2 CONTESTANTS

1.2.2.1 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 12 cm by 8 cm. 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. 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. 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.

1.2.2.2 Contestant must wear a belt. The belt is red for AKA and blue for AO. During the match is not possible wear their grade colored belts.

1.2.2.3 Notwithstanding paragraph 1 above, the Executive Committee may authorize the display of special labels or trademarks of approved sponsors.

1.2.2.4 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 leced. Jackets without ties may not be used.

1.2.2.5 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.

- 1.2.2.6 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.
- 1.2.2.7 Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. If the referee determines the contestant's hair too long and/or unclean, he may disbar the contestant from the bout.
- 1.2.2.8 Hachimaki (headband) will not be allowed.
- 1.2.2.9 Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet black rubber bands on a single pony tail is permitted.
- 1.2.2.10 Female competitors may use religiously mandated head-wear of a type approved by the WFF: A black plain fabric headscarf covering the hair, but not the throat area.
- 1.2.2.11 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.
- 1.2.2.12 The following protective equipment is compulsory:
  - a) WFF approved mitts, one contestant wearing red and the other wearing blue.
  - b) Gum shield (it must adhere 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.
- 1.2.2.13 Groin Guards are not mandatory but if worn must be of approved WFF type.
- 1.2.2.14 Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.
- 1.2.2.15 The wearing of unauthorized apparel, clothing or equipment is forbidden.
- 1.2.2.16 All protective equipment must be WFF homologated.
- 1.2.2.17 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).

Unequipped dressed competitor is not immediately disqualified, but has one minute to do so.

- 1.2.2.18 The use of bandages, padding, or supports because of injury must be approved by the use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Tournament Doctor.

## 1.2.3 Kumite Children

- 1.2.3.1 Compulsory protections:
  - a) Helmet.
  - b) Chest Protector.

- c) Mitts (Red and Blue).
- d) Shin protector (Red and Blue).
- e) Foot protection (Red and Blue).



#### 1.2.4 COACHES

- 1.2.4.1 Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification with the exception for the finals of official WFF events, where male coaches are required to wear a dark suit, shirt and tie - while female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colors. Female coaches may wear religiously mandated headwear of a type approved by the WFF for referees and judges.

### 1.3 KUMITE COMPETITIONS ORGANIZATION

- 1.3.1 Male teams comprise seven members with five 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.
- 1.3.2 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.
- 1.3.3 In individual competition no contestant may be replaced by another after the drawing has taken place.
- 1.3.4 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.
- 1.3.5 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.
- 1.3.6 Contestants are all members of the team. There are no fixed reserves
- 1.3.7 Before each bout, a team representative must hand into the official table, an official form defining the names and fighting order of the team members. Contestants and 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.

- 1.3.8 A team will be disqualified if any of its members or its coach changes the team's composition or fighting order without written notification prior to the round.
- 1.3.9 In team matches where an individual loses on account of receiving Hansoku or Shikkaku, any score for the disqualified contestant will be set to null, and a score of 8-0 will be recorded for that bout in favor of the other team.

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.

The use of contestants' names can cause problems of pronunciation and identification. Tournament numbers should be allotted and used.

When lining up before a match, a team will present the effective fighters. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.

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).

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.

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.

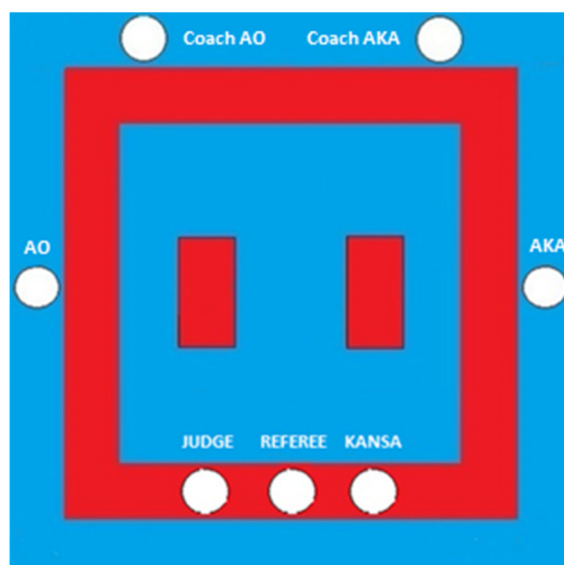
If, through an error in charting, the wrong contestants compete, then regardless of the outcome, that bout/match is declared null and void. To reduce such errors the winner of each bout/match must confirm victory with the control table before leaving competition area.

## 1.4 REFEREE PANEL

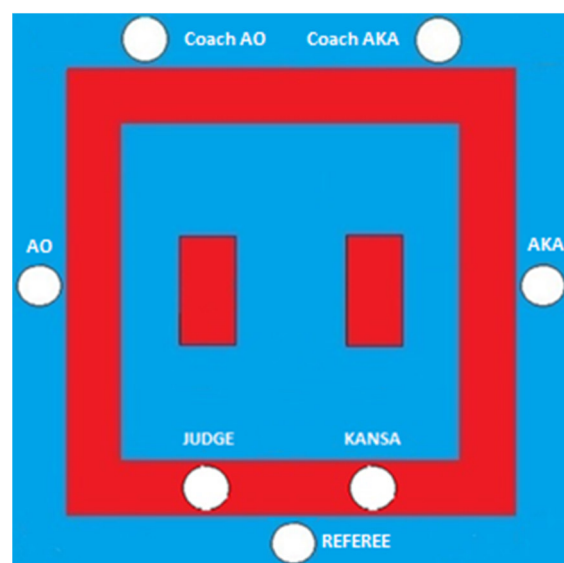
- 1.4.1 The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), one Judge (FUKUSHIN), and one Arbitrator (KANSA).
- 1.4.2 Referee and Judges of a Kumite bout must not have the nationality of either of the participants.
- 1.4.3 In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.



At the start of a Kumite match, the Referee, Judge and Kansa stands on the outside edge of the match area.



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.



## 1.5 DURATION OF BOUT

- 1.5.1 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 categories).

| Bout duration                |                 |               |
|------------------------------|-----------------|---------------|
| 1 minute 30 seconds          | 2 minutes       | 3 minutes     |
| Children (A, B, C, D) Female | Seniores Female | Seniores Male |
| Children (A, B, C, D) Male   | Under 21 Female | Under 21 Male |
|                              | Juniores Female |               |
|                              | Juniores Male   |               |
|                              | Cadets Female   |               |



|  |                 |  |
|--|-----------------|--|
|  | Cadets Male     |  |
|  | Veterans Female |  |
|  | Veterans Male   |  |

- 1.5.2 The timing of the bout starts when the Referee gives the signal to start and stops each time the Referee calls 'YAME'.
- 1.5.3 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.
- 1.5.4 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.

## 1.6 SCORING

- 1.6.1 Scores are as follows:

- a) IPPON Three points
- b) WAZA-ARI Two points
- c) YUKO One point

- 1.6.2 A score is awarded when a technique is performed according to the following criteria:

- a) Good form
- b) Sporting attitude
- c) Vigorous application
- d) Awareness (ZANSHIN)
- e) Good timing
- f) Correct distance

- 1.6.3 **IPPON** is awarded for:

- a) Jodan kicks.
- b) Any scoring technique delivered on a thrown or fallen opponent.

- 1.6.4 **WAZA-ARI** is awarded for:

- a) Chudan kicks.

- 1.6.5 **YUKO** is awarded for:

- a) Chudan or Jodan Tsuki.
- b) Jodan or Chudan Uchi.

- 1.6.6 Attacks are limited to the following areas:

- a) Head.
- b) Face.
- c) Neck.
- d) Abdomen.

- e) Chest.
- f) Back.
- g) Side.

- 1.6.7 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.
- 1.6.8 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.

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

| Vocabulary             |             | Technical Criteria  |
|------------------------|-------------|---|
| IPPON<br>(3 points)    | Awarded for | <ul style="list-style-type: none"> <li>Jodan kicks (Jodan being defined as the face, head and neck).</li> <li>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.</li> </ul> |
| WAZA-ARI<br>(2 points) | Awarded for | <ul style="list-style-type: none"> <li>Chudan kicks, (Chudan being defined as the abdomen, chest, back and side)</li> </ul>   |
| YUKO<br>(1 point)      | Awarded for | <ul style="list-style-type: none"> <li>Any punch (Tsuki) delivered to any of the seven scoring areas.</li> <li>Any strike (Uchi) delivered to any of the seven scoring areas.</li> </ul>  |

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.

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.

A technique with 'Good Form' is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.

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.

Vigorous Application defines the power and speed of the technique and the palpable will for it to succeed.

Zanshin is that criterion 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. He does not turn his face away during delivery of the technique and remains facing the opponent afterwards.

Good Timing means delivering a technique when it will have the greatest potential effect.

Correct Distance 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.

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.

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.

Techniques, which land below the belt, may score, as long as they are above the pubic bone.

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.

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.

Time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. 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.

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.

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.

## 1.7 CRITERIA FOR DECISION

- 1.7.1 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 contestant.
- 1.7.2 No individual bout can be declared a tie. Only in team competition, when a bout ends with equal scores, or no scores, will the Referee announce a tie (HIKIWAKE).
- 1.7.3 In individual bout, if the fight ends without points or in a tie, the decision is made with the final vote (Hantei) by the Referee, Judge and Kansa, each with a decisive vote. The decision could be 'NO KACHI' for Aka or Ao (based on the criteria used in Hantei), or it could be 'HIKIWAKE'. In individual Kumite, if Hikiwake is given, an 'Encho-Sen' will follow. An exception is the category children b for whom the 'Encho-Sen' is not foreseen and goes directly to the final Hantei.

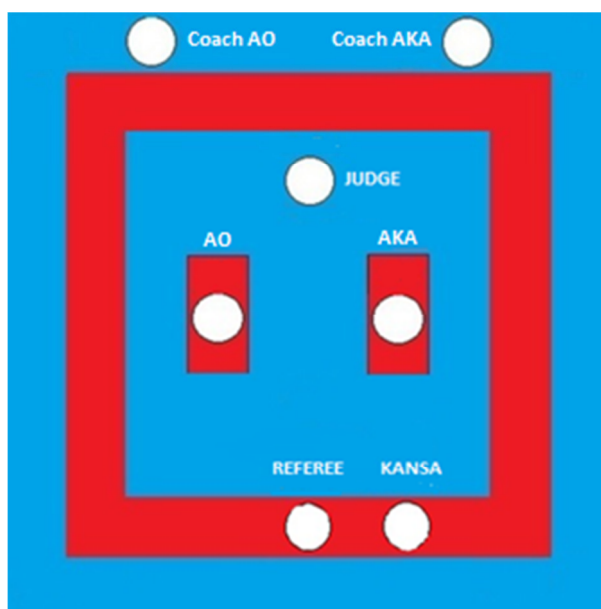
### EXTENSION (Encho-Sen)

- 1.7.4 The Referee command for starting the extension will be 'Encho-Sen - Shobu Hajime'. The time of 'Encho-Sen' will be 1 minute. This extension will be decided by the first to score. All awards or penalties are carried into the extension. If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension. After 'Encho-Sen', in 'Hantei', the sign of 'HIKIWAKE' cannot be given. All the Judges (Judge and Kansa) and the Referee must vote AKA or AO. A decision in favor of one or the other competitor is obligatory and is taken on the basis of the following criteria:

- a) The attitude, fighting spirit, and strength demonstrated by the contestants.

- b) The superiority of tactics and techniques displayed.
  - c) Which of the contestants has initiated the majority of the actions.
- 1.7.5 The winning team is the one with the most bout victories. 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 maximum point's difference or lead recorded in any bout will be eight.
- 1.7.6 If the two teams have the same number of bout victories and points, then a deciding bout will be held. Each team may nominate one contestant of their team for purpose of fighting the extra bout. If the extra bout does not produce a winner, 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.
- 1.7.7 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.
- 1.7.8 In instances where both AKA and AO are disqualified in the same match 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'.

When deciding the outcome of a bout by vote (HANTEI), Referee will move to the match area perimeter and call 'HANTEI', followed by a two-tone blast of the whistle. Referee and Judges will indicate their opinions by hand signal (AKA or AO). The Referee will then give a short blast on his whistle, return to his original position and announce the decision.



## 1.8 PROHIBITED BEHAVIOR

- 1.8.1 There are two types of prohibited behavior, Category 1 and Category 2.

### Category 1

- a) Techniques which make excessive contact and techniques which make contact with the throat.
- b) Attacks to the forbidden zone.
- c) Attacks to the face with open hand techniques.
- d) Dangerous or forbidden throwing techniques.
- e) Elbow or knee techniques regardless of the target.

### Category 2

- a) Feigning, or exaggerating injury.
- b) Exit from the competition area (JOGAI) not caused by the opponent.
- c) Self-endangerment by indulging in behavior, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI), only in the event that the athlete does real damage and therefore injures himself.
- d) Avoiding fight as a means of preventing the opponent having the opportunity to score.
- e) Passivity – not attempting to engage in fight, cannot be given after less than the last 15 seconds of the match, or if a competitor is ahead.
- f) Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or take down.
- g) Grabbing the opponent with both hands for any other reasons than executing a take down upon catching the opponents kicking leg.
- h) Grabbing the opponents arm or 'karate-GI' without immediately attempting a scoring technique or take down.
- i) Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
- j) Simulated attacks with the head, knees, or elbows.
- k) Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behavior towards the Refereeing officials, or other breaches of etiquette.

### Children categories, Contact and Forbidden Techniques:

- a) Excessive contact to the Face or Helmet.
- b) '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.
- c) Excessive contact (impact) to the Chest.
- d) If there is a body contact and then an obvious marking, the referee has to immediately punish the offender.
- e) The projection and sweeping techniques are forbidden.

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 cannot, then regardless of the technique misused, a warning or penalty must be imposed. Particular care must be exercised in Cadet, Junior and Children competitions.

Non-injurious light controlled 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, 'CHUKOKU', may be given. A second contact under the same circumstances will

result in 'KEIKOKU'. A further offense will result in 'HANSOKU CHUI'. Any further contact, although not significant enough to influence the opponent's chances of winning, will still result in 'HANSOKU'.

Any more than a skin touch will require a warning or penalty unless caused by the opponent ('MUBOBI').

Referee must constantly observe the injured contestant. A short delay in giving a Judgement allows injury symptoms such as a nosebleed to develop. Observation will also reveal any effort by the contestant to aggravate slight injury for tactical advantage. Examples of this are blowing violently through an injured nose, or rubbing the face roughly.

Pre-existing injuries can produce symptoms out of all proportion to the degree of contact used and Referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact could result in a competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout. Before the start of a match or bout, Tatami Manager must examine the medical cards and ensure that the contestants are fit to fight. Referee must be informed if a contestant has been treated for injury.

Contestants who over-react to light contact, in an effort to have the Referee penalize their opponent, such as holding the face and staggering about, or falling unnecessarily, will be immediately penalized themselves.

Feigning an injury, which does not exist, is a serious infraction of the rules. 'SHIKKAKU' will be imposed on the contestant feigning injury, when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor.

Exaggerating the effect of an actual injury is less serious but still regarded as unacceptable behavior and therefore the first instance of exaggeration will receive a minimum warning of 'HANSOKU CHUI'. More serious exaggeration such as staggering around, falling on the floor, standing up and falling down again and so on may receive 'HANSOKU'.

Competitors who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the WFF Medical Commission, who will carry out an immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Referee Commission. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offenses.

Throat is a particularly vulnerable area and even the slightest contact will be warned or penalized, unless it is the recipient's own fault.

There are two types of throwing techniques. 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. The only instance where a throw may be performed holding onto the opponent with both hands is as throw following trapping the opponent's kicking leg. The pivotal point of the throw must not be above the thrower's belt level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as 'seio nage', 'kata guruma' etc., are expressly forbidden, as are so-called 'sacrifice' throws such as 'tomoe nage', 'sumi gaeshi' etc. It is also forbidden to grab the opponent below the waist and lift and throw them or to reach down to pull the legs from under them. If a contestant is injured as a result of a throwing technique, the Judges will decide whether a penalty is called for.

Competitor may seize the opponents arm or karategi with one hand for purpose of executing a throw or a direct scoring technique, but may not keep holding on for continuous techniques. Holding on with one hand when immediately executing a scoring technique or take down or to break a fall. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for purpose of executing a take down.

Open hand techniques to the face are forbidden due to the danger to the contestant's sight.

'JOGAI' relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent. Note that a warning must be extended for the first instance of 'JOGAI'. The definition for 'JOGAI' is no longer 'repeated exits', but merely 'exit not caused by the opponent'.



A contestant who delivers a scoring technique and then exits the area before the Referee calls 'YAME' will be given the value of the score and 'JOGAI' will not be imposed. If the contestant's attempt to score is unsuccessful the exit will be recorded as a 'JOGAI'.

If AO exits just after AKA scores with a successful attack, then 'YAME' will occur immediately on the score and AO's exit will not be recorded. If AO exits, or has exited as AKA's score is made, with AKA remaining within the area, then both AKA's score will be awarded and AO's 'JOGAI' penalty will be imposed.

It is important to understand that 'Avoiding Fight' refers to a situation where a competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behavior. The contestant who constantly retreats without effective counter, who holds, clinches, or exits the area rather than allow the opponent an opportunity to score must be warned or penalized. This often occurs during the closing seconds of a bout. If the offense occurs with fifteen seconds or more of the bout time remaining, and the contestant has no previous C2 warning, the Referee will warn the offender by imposing CHUKOKU. If there has been a previous Category 2 offense or offenses, this will result in KEIKOKU being imposed. However, there is less than fifteen seconds to go, the Referee will directly impose HANSOKU CHUI on the offender (whether there has been a previous Category 2 'KEIKOKU' or not). If there has been a previous Category 2 HANSOKU CHUI the Referee will penalize the offender with HANSOKU and award the bout to the opponent. Referee must ensure that the contestant's behavior is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalized.

Passivity refers to situations where both of the contestants do not attempt to exchange techniques over an extended period of time.

If one of the athletes has the advantage, 'PASSIVITY' must not be sanctioned, because the athlete in advantage has the right to act in defense pending that the one at a disadvantage takes the initiative to recover. Obviously, acting in defense does not mean 'avoid fighting', in which case the referee will award a C2 penalty.

An example of MUBOBI is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch, and are unable to block a counter. Such open attacks constitute an act of Mubobi and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the Referee's attention to their technique. This is also a clear act of Mubobi. Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and decline to give a penalty to the opponent.

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.

## 1.9 WARNINGS & PENALTIES

- 1.9.1 CHUKOKU: Imposed for the first instance of a minor infraction for the applicable category.
- 1.9.2 KEIKOKU: Imposed for the second instance of a minor infraction for that category, or for infractions not sufficiently serious to merit 'HANSOKU-CHUI'.
- 1.9.3 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'.
- 1.9.4 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.

- 1.9.5 **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.

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.

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.

Category 1 and Category 2 warnings do not cross-accumulate.

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.

'CHUKOKU' 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'.

'KEIKOKU' is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Judges) by the opponent's foul, according to the opinion of the 'REFEREE PANEL', from the foul committed by the opponent.

'HANSOKU CHUI' may be imposed directly or following a 'KEIKOKU', 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.

'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.

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.

'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.

## 1.10 INJURIES AND ACCIDENTS IN COMPETITION

- 1.10.1 'KIKEN' or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, or are unable to continue, or 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.

- 1.10.2 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.
- 1.10.3 An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
- 1.10.4 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.
- 1.10.5 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.
- 1.10.6 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, or whether an extension of treatment time shall be given.
- 1.10.7 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 seconds count has been started the doctor will be asked to examine the contestant before the bout can resume. For incidents falling under this 10 seconds rule, the contestant may be examined on the mat.

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.

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.

The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his hand and verbally call out 'doctor'.

If physically able to do so, the injured contestant should be directed off the mat for examination and treatment by the doctor.

The injured athlete, if physically able to move, must be examined or treated on the edge of the mat.

The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.

In applying the '10 seconds rule' the time is kept by a specially appointed Timekeeper. At seven seconds a warning signal is given, while at ten seconds the final bell signal is given. The Timekeeper starts the stopwatch on the signal from the Referee and stops the stopwatch when the Athlete is standing and the Referee raises his arm.

The Judges will decide the winner on the basis of 'HANSOKU', 'KIKEN', or 'SHIKKAKU' as the case may be.

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.

## 1.11 OFFICIAL PROTESTS

- 1.11.1 No one may protest about a Judgement to the members of the Refereeing Panel.
- 1.11.2 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.
- 1.11.3 The protest will take the form of a written report, immediately submitted after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction).
- 1.11.4 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.
- 1.11.5 Any protest concerning application of the rules must be made in accordance with the compliant procedure defined by the WFF EC. It must be submitted in writing and signed by the official representative of the team or contestant(s).
- 1.11.6 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.
- 1.11.7 Composition of the Appeals Panel: The Appeals Jury is composed 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 three 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.
- 1.11.8 Appeals Evaluation Process: It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.
- 1.11.9 Once convened, the Jury of Appeal will immediately carry out an investigation, as deemed necessary, to support the merit of the protest. Each of the 3 members is obliged to give their verdict to validate the protest. Abstention is not allowed.
- 1.11.10 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.
- 1.11.11 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:

- a) Reversing previous judgments that contravene the rules
- b) Voiding results of the affected matches in the pool from the point previous to the incident
- c) Redoing such matches that have been affected by the incident
- d) Issuing a recommendation to the RC that involved Referees are evaluated for sanction

1.11.12 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. 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 protester, and in turn forward the protest document to the Secretary General.

1.11.13 Incident Report: 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.

1.11.14 Power and Constraints: The 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.

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.

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.

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.

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.

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.

## 1.12 POWER & DUTIES

### Referee Commission

1.12.1 The Referee Commission's powers and duties shall be as follows:

- a) 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.

- b) 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.
- c) To supervise and co-ordinate the overall performance of the Refereeing officials.
- d) To nominate substitute officials where such are required.
- e) 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

#### 1.12.2 Tatami Managers powers and duties shall be as follows:

- a) To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.
- b) 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.
- c) To order the Referee to halt the match when the Match Supervisor signals a contravention of the Rules of Competition.
- d) 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.
- e) Name the Members of the video review panel.

### Referees

#### 1.12.3 Referee's powers shall be as follows:

- a) Referee ('SHUSHIN') shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
- b) To award points based on the decision of the majority.

For the allocation of a point, the majority of the referees must agree. If there is no majority, the referee can assign the point only if the judge and kansa report 'Mienai' (they have not seen); in other cases, the assigned judgment will be 'Torimasen' (nothing done).

- c) To stop the match when an injury, illness or inability of a contestant to continue is noticed.
- d) 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.
- e) To stop the match when the judge have indicated a Jogai.
- f) To indicate fouls observed (including Jogai), thus requesting the consent of the judge and kansa.
- g) 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.
- h) To call the judge and kansa for conference (SHUGO) to recommend Shikkaku.
- i) To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a Judgement.
- j) To issue warnings and impose penalties based on the decision of the judge and kansa.
- k) To announce and start an extra bout when required in team matches.
- l) To conduct voting of the Judges, including his own vote, (HANTEI) and announce the result.
- m) To resolve ties.
- n) To announce the winner.

- o) The authority of the Referee is not confined solely to the competition area but also to its entire immediate perimeter.
- p) The Referee shall give all commands and make all announcements.

Referee may, based solely on his own judgment, expel any coach from the competition area who does not comply with the correct behavior or who in the judgment of the referee interferes with the ordered behavior of the match and can postpone the continuation of the match until that the coach has not left. The same authority as the referee extends to other members of the competitor's entourage present at the competition level.

### Judges

1.12.4 The Judges (FUKUSHIN) powers shall be as follows:

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

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

- a) When assigning a point.
- b) When a contestant has stepped out of the competition area (Jogai).
- c) Judgement on any other foul.

### Match Supervisor

1.12.6 The Match Supervisor (KANSA) supports Tatami Manager overseeing the match or bout in progress.

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

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

1.12.9 Before the start of each match or bout the Match Supervisor will ensure that the contestants are wearing approved equipment.

1.12.10 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

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.



### 1.13 STARTING, SUSPENDING AND ENDING OF MATCHES

- 1.13.1 The terms and gestures to be used by the Referee and Judges in match operation will be as specified in Appendices 1 and 2.
- 1.13.2 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; Referee will announce 'SHOBU HAJIME' and the bout will start.
- 1.13.3 The Referee will stop the bout by announcing 'YAME'. If necessary, Referee will order the contestants to take up their original positions ('MOTO NO ICHI').
- 1.13.4 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, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling 'TSUZUKETE HAJIME'.
- 1.13.5 When a contestant has established a clear lead of eight points (six for Children) during a bout, the Referee will 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.
- 1.13.6 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.
- 1.13.7 In the event of a tied vote at the end of an inconclusive bout the Referee Panel (the Referee, the Judge and Kansa) will decide the match by HANTEI.
- 1.13.8 When faced with the following situations, the Referee will call 'YAME' and halt the bout temporarily:
  - a) When either or both contestants are out of the match area.
  - b) When the Referee orders the contestant to adjust the karate-gi or protective equipment.
  - c) When a contestant has contravened the rules.
  - d) 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, Referee will decide whether the bout should be continued.
  - e) When a contestant seizes the opponent and does not perform an immediate technique, or throw.
  - f) When one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.
  - g) When both competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique.
  - h) When both competitors stand chest to chest without immediately attempting a throw or other technique.
  - i) When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
  - j) 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.
  - k) When requested to do so by the Tatami Manager.



When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient. Referee can call for a bow where none is volunteered by motioning.

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.

## 2 KATA RULES

### 2.1 KATA COMPETITION AREA

- 2.1.1 The competition area must be flat and devoid of hazard.
- 2.1.2 The competition area must be of sufficient size to permit the uninterrupted performance of Kata.
- 2.1.3 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.

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

### 2.2 OFFICIAL DRESS

- 2.2.1 Contestants and Judges must wear the official uniform as defined in Kumite Rules.
- 2.2.2 Any person who does not comply with this regulation may be disbarred.

The karate-gi jacket may not be removed during the performance of Kata  
Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.

### 2.3 KATA COMPETITION ORGANIZATION

- 2.3.1 Kata competitions may be Individual or Team matches. These competitions are in inter-style mode.
- 2.3.2 Team competitions are those that are held between different teams made up of three athletes each. Each team is composed exclusively of male and female athletes.
  - a) The elimination system with repechage will be applied.
  - b) Slight variations as taught by the contestant's style (Ryu-ha) of Karate will be permitted.
  - c) The score table will be notified of the choice of Kata prior to each round.
  - d) Contestants must perform a different Kata in each round. Once performed a Kata may not be repeated, except in final. White, yellow and orange belt athletes can repeat kata performed in previous rounds.

Katas required depends on number of participants (athletes or teams)

| Athletes or Teams | Necessary Katas |
|-------------------|-----------------|
| 65-128            | 7               |
| 33-64             | 6               |
| 17-32             | 5               |
| 9-16              | 4               |
| 5-8               | 3               |

## 2.4 JUDGING PANEL

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

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. Each Judge will have a red and a blue flag or, if electronic scoreboards are being used, an input terminal.

## 2.5 CRITERIA FOR EVALUATION

- 2.5.1 Only kata from the official kata list may be performed:

| OFFICIAL KATA LIST           |                                |                     |
|------------------------------|--------------------------------|---------------------|
| Anan                         | Itosu Rohai Sandan             | Pinan Shodan        |
| Anan Dai                     | Jiin                           | Pinan Nidan         |
| Annanko                      | Jion                           | Pinan Sandan        |
| Aoyagi                       | Jitte                          | Pinan Yondan        |
| Bassai Dai                   | Jyuroku                        | Pinan Godan         |
| Bassai Sho                   | Kanchin                        | Rohai               |
| Chatanyara Kushanku          | Kanku Dai                      | Saifa (Saiha)       |
| Chinte                       | Kanku Sho                      | Sanchin             |
| Chinto                       | Kanshu                         | Sanseiru            |
| Enpi                         | Kosokun (Kushanku)             | Sanseru             |
| Fukyugata [dai] Ichi         | Kosokun (Kushanku) Dai         | Seichin             |
| Fukyugata [dai] Ni           | Kosokun (Kushanku) Sho         | Seienchin           |
| Gankaku                      | Kosokun Shiho                  | Seipai              |
| Garyu                        | Kururunfa                      | Seirui              |
| Gekisai (Gekisai) [dai] Ichi | Kusanku                        | Seisan (Seishan)    |
| Gekisai (Gekisai) [dai] Ni   | Matsukaze                      | Shiho kosokun       |
| Gojushiho                    | Matsumura Rohai                | Shinpa              |
| Gojushiho Dai                | Matusumura Bassai              | Shinsei             |
| Gojushiho Sho                | Meikyo                         | Shisochin           |
| Hakucho                      | Myojo                          | Sochin              |
| Hangetsu                     | Naifanchin (Naihanshin) Shodan | Suparinpei          |
| Haufa                        | Naifanchin (Naihanshin) Nidan  | Tekki Shodan        |
| Heian Shodan                 | Naifanchin (Naihanshin) Sandan | Tekki Nidan         |
| Heian Nidan                  | Nijushiho                      | Tekki Sandan        |
| Heian Sandan                 | Nipaipo                        | Tensho              |
| Heian Yondan                 | Niseishi                       | Tomari Bassai       |
| Heian Godan                  | Ohan                           | Unsu (Unshu)        |
| Heiku                        | Pachu                          | Useishi (Gojushiho) |
| Ishimine Bassai              | Paiku                          | Wankan              |
| Itosu Rohai Shodan           | Papuren                        | Wanshu              |

|                   |        |                   |
|-------------------|--------|-------------------|
| Itosu Rohai Nidan | Passai | ALL FUDOKAN KATAS |
|-------------------|--------|-------------------|

**Note:** Names of some kata are duplicated due to the variations customary in spelling in Romanization. In several instances a kata may be known under a different name from style (Ryu-ha) to style, and in exceptional instances an identical name may in fact be a different kata from style to style.

### Assessment

- 2.5.2 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 to bow ending the kata. All the three major criteria are to be given equal importance in the evaluation of the performance.

|                                 |   |
|---------------------------------|---|
| 1) <b>Conformance</b>           | a) To the form itself and the standards of the applicable style   |
| 2) <b>Technical performance</b> | a) Stances<br>b) Techniques<br>c) Transitional movements<br>d) Timing/Synchronization<br>e) Correct breathing<br>f) Focus (kime)<br>g) Technical difficulty |
| 3) <b>Athletic performance</b>  | a) Strength<br>b) Speed<br>c) Balance<br>d) Rhythm  |

### Disqualification

- 2.5.3 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.
  - Failing to bow at the beginning/ending and completion of the kata performance.
  - A distinct pause or stop in the performance.
  - Interference with the function of the judges (such as the judge having to move for safety reasons or making physical contact with a judge).
  - Belt falling off during the performance.
  - Failure to follow the instructions of the Chief Judge or other misconduct.

### Fouls

- 2.5.4 The following fouls, if apparent, must be considered in the evaluation according to above criteria.
- Minor loss of balance.
  - Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.

- c) 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.
- d) 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)
- e) Belt coming loose to the extent that it is coming off the hips during the performance.
- f) Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.
- g) Distracting Judges by moving around while the opponent is performing.

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.

In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge.

Team members must demonstrate competence in all aspects of the Kata performance, as well as synchronization.

Signals to initiate and stop the execution of the kata, to stomp, to tap the chest, arms or Karate-gi, as well as to sigh, are examples of external signals and the Judges must take them into account when evaluating.

## 2.6 OPERATION OF MATCHES

- 2.6.1 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.
- 2.6.2 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 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.
- 2.6.3 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.
- 2.6.4 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'.
- 2.6.5 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.
- 2.6.6 Individual contestants or teams that do not present themselves when called will be disqualified

(KIKEN) from that category. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.

2.6.7 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.

2.6.8 The competitors will bow to each other, then to the Judging Panel, and leave the area.

The starting point for Kata performance is within the perimeter of the competition area. 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, 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.

## 3 APPENDIX



### 3.1 TERMINOLOGY

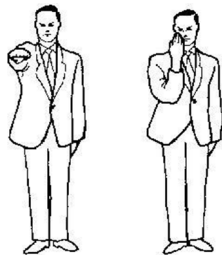


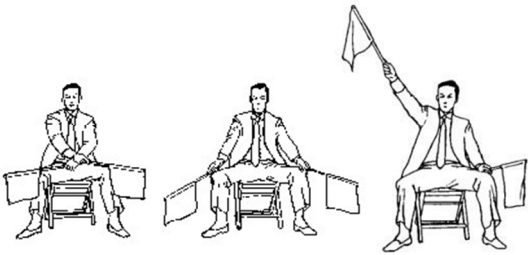
| COMMAND                  | MEANING                                | SIGNAL   |
|--------------------------|--|--|
| <b>SHOBU HAJIME</b>      | Start the Match or Bout                | After the announcement, the Referee takes a step back  |
| <b>ATOSHI BARAKU</b>     | A little more time left                | An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce 'Atoshi Baraku'   |
| <b>YAME</b>              | Stop, interruption, or end of the bout | As he makes the announcement, the Referee makes a downward chopping motion with his hand   |
| <b>MOTO NO ICHI</b>      | Original position                      | Contestants and Referee return to their starting positions   |
| <b>TSUZUKETE</b>         | Fight on                               | Resumption of fighting ordered when an unauthorized interruption occurs  |
| <b>TSUZUKETE HAJIME</b>  | Resume fighting – Begin                | Referee stands in a forward stance. As he says 'Tsuzukete' he extends his arms, palms outwards towards the contestants. As he says 'Hajime' he turns the palms and brings them rapidly towards one another, at the same time stepping back |
| <b>SHUGO</b>             | Judges called                          | Referee calls the Judges at the end of the match or bout, or to recommend 'SHIKKAKU'   |
| <b>HANTEI</b>            | Decision                               | Referee calls for a decision at the end of an inconclusive match. After a short blast of the whistle, the Judges render their vote and the Referee indicates his own vote by raising his arm   |
| <b>HIKIWAKE</b>          | Draw                                   | In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front  |
| <b>AKA (AO) NO KACHI</b> | Red (Blue) wins                        | Referee obliquely raises his arm on the side of the winner   |
| <b>AKA (AO) IPPON</b>    | Red (Blue) scores three points         | Referee raises his arm up at 45 degrees on the side points of the scorer   |
| <b>AKA (AO) WAZA-ARI</b> | Red (Blue) scores two points           | Referee extends his arm at shoulder level on the side points of the scorer   |
| <b>AKA (AO) YUKO</b>     | Red (Blue) scores one point            | Referee extends his arm downward at 45 degrees on point the side of the scorer.  |
| <b>CHUKOKU</b>           | Warning                                | Referee indicates a Category 1 or 2 offense  |
| <b>KEIKOKU</b>           | Warning                                | Referee indicates a Category 1 or 2 offense then points with his index finger downwards at 45 degrees in the direction of the offender   |
| <b>HANSOKU-CHUI</b>      | Warning of disqualification            | Referee indicates a Category 1 or 2 offense then points with his index finger horizontally in the direction of the offender  |
| <b>HANSOKU</b>           | Disqualification                       | Referee indicates a Category 1 or 2 offense then   |



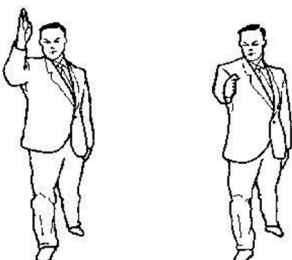

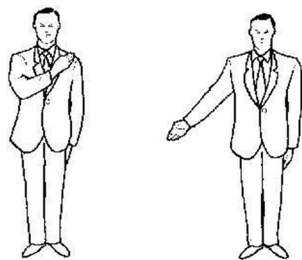


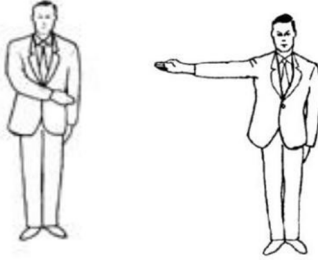
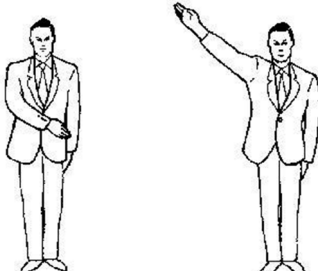
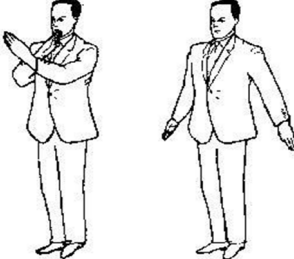
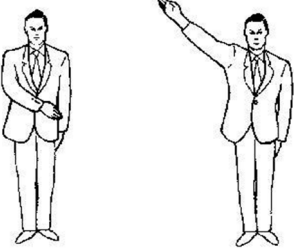

|                 |  |  |
|-----------------|--|--|
|                 |  | points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent  |
| <b>JOGAI</b>    | Exit from the match area                       | Referee points his index finger on the side of the not caused by the offender to indicate to the Judges that the contestant has opponent moved out of the area                             |
| <b>SHIKKAKU</b> | Disqualification –<br>'Leave competition area' | 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 |
| <b>KIKEN</b>    | Renunciation                                   | For Kumite Referee points downwards at 45 degrees in the direction of the contestant's or team's   |
| <b>MUBOBI</b>   | Self Endangerment                              | 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                                      |

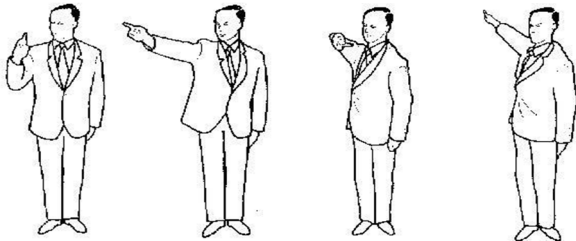
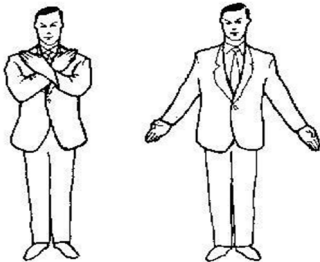

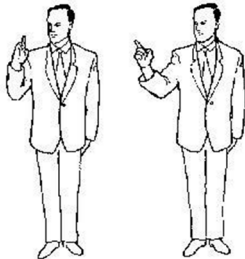
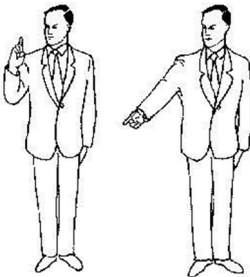
### 3.2 REFEREE AND JUDGES GESTURES, SIGNALS AND ANNOUNCEMENTS

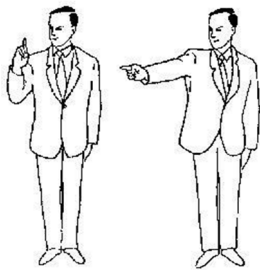
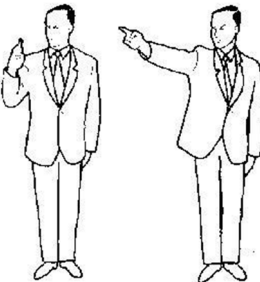
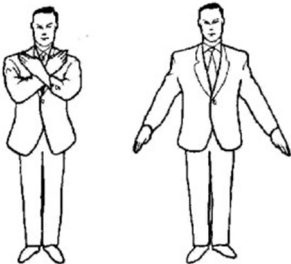


| <b>SHUSHIN GESTURES - GENERAL</b>   |   |
|---|---|
| <b>SHOMEN-NI-REI</b><br>Referee extends his arms palms to the front             |  |
| <b>OTAGAI-NI-REI</b><br>Referee motions to the contestants to bow to each other |  |

|   |   |
|---|---|
| <p><b>SHUGO</b><br/>         'Judges Called'<br/>         Referee calls the Judges at the end of the match or bout or to recommend</p>  |    |
| <p><b>HANTEI</b><br/>         'Judgement'<br/>         The Referee, through the whistle, requests judgement and judges express their decision by signaling it with their hand or flag</p>                               |    |
| <p><b>KATA</b></p>  |   |
| <p><b>NO KACHI</b><br/>         'Win'<br/>         At the end of the match, Referee extends his flag upwards to 45° from the winner's side (AKA / AO)</p>   |  |
| <p><b>HANSOKU</b><br/>         'Disqualification' Referee crosses the flags in front of him and then pushes them away from the side of the person who committed the infringement and grants victory to the opponent</p> |   |
| <p><b>SHUSHIN GESTURES – KUMITE</b></p>   |   |

|   |   |
|---|---|
| <p><b>SHOBU HAJIME</b><br/> ‘Start the Match’,<br/> After the announcement, Referee takes a step back</p>   |    |
| <p><b>ENCHO-SEN</b><br/> ‘Extension’<br/> Referee starts the match at the command ‘Shobu Hajime’</p>  |    |
| <p><b>YAME</b><br/> ‘Stop’<br/> Interruption or end of a match or bout. As he makes the announcement, Referee makes a downward chopping motion with his hand</p>  |   |
| <p><b>TSUZUKETE HAJIME</b><br/> ‘Resume fighting—Begin’<br/> As he says ‘Tszukete’, 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><b>YUKO</b><br/> ‘1 Point’<br/> The Referee extends his arm downward at 45 degrees on the side of the scorer</p>   |  |

|   |   |
|---|---|
| <p><b>WAZA-ARI</b><br/> ‘2 Points’<br/> The Referee extends his arm at shoulder level on the side of the scorer</p>   |     |
| <p><b>IPPON</b><br/> ‘3 Points’<br/> Referee extends his arm upward at 45 degrees on the side of the scorer</p>   |     |
| <p><b>TORIMASEN</b><br/> ‘Last decision is null’<br/> 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><b>NO KACHI</b><br/> ‘Win’<br/> At the end of the match or bout, announcing ‘AKA (or AO) No Kachi’ Referee extends his arm upward at 45 degrees on the side of the winner</p>  |  |
| <p><b>KIKEN</b><br/> ‘Renunciation’ Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent</p>  |  |

|  |   |
|--|---|
| <p><b>SHIKKAKU</b><br/> 'Disqualification, Leave the Area'<br/> 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><br/> 'Draw' (Only applicable to team matches)<br/> Referee crosses his arms then extends them with the palms showing to the front</p>   |    |
| <p><b>CATEGORY 1 OFFENSE</b><br/> (used without further signal for CHUKOKU)<br/> Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level</p>   |   |
| <p><b>CATEGORY 2 OFFENSE</b><br/> (used without further signal for CHUKOKU)<br/> Referee points with a bent arm at the face of the offender</p>  |  |
| <p><b>KEIKOKU</b><br/> 'Warning'<br/> Referee indicates a Category 1 or 2 offense then points with his index finger downwards at 45 degrees in the direction of the offender</p>   |  |

|   |   |
|---|---|
| <p><b>HANSOKU CHUI</b><br/> ‘Warning of disqualification’<br/> Referee indicates a Category 1 or 2 offense then points with his index finger horizontally in the direction of the offender</p>                            |    |
| <p><b>HANSOKU</b><br/> ‘Disqualification’<br/> Referee indicates a Category 1 or 2 offense 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><b>SHUSHIN, FUKUSHIN and KANSA GESTURES – KUMITE</b></p>   |   |
| <p><b>TORIMASEN</b><br/> No valid technique</p>   |  |
| <p><b>PASSIVITY</b><br/> Referee rotates his fist around each other in front of his chest to indicate a Category 2 offense</p>  |  |
| <p><b>EXCESSIVE CONTACT</b><br/> Referee indicates to the Judges that there has been excessive contact or other Category 1 offense</p>  |  |

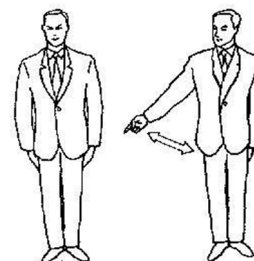
**FEIGNING OR EXAGGERATING INJURY**

Referee holds both hands to his face to indicate to the Judges a Category 2 offense


**JOGAI**

'Exit from the Match Area'

Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender


**MUBOBI**

'Self Endangerment'

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


**AVOIDING COMBAT**


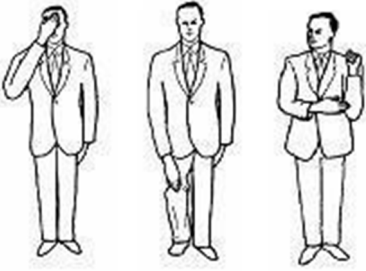



Referee makes a circling motion with the down turned index finger to indicate to the Judges a Category 2 offense






**PUSHING, GRABBING OR STANDING CHEST TO CHEST WITHOUT ATTEMPTING AN IMMEDIATE TECHNIQUE OR TAKE DOWN**

Referee holds both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate to the Judges a Category 2 offense





|   |   |
|---|---|
| <p><b>DANGEROUS AND UNCONTROLLED ATTACKS</b></p> <p>Referee brings his clenched fist past the side of his head to indicate to the Judges a Category 2 offense</p>                   |    |
| <p><b>SIMULATED ATTACKS WITH THE HEAD KNEES OR ELBOWS</b></p> <p>Referee touches his forehead, knee, or elbow with the open hand to indicate to the Judges a Category 2 offense</p> |     |
| <p><b>TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOR</b></p> <p>Referee places his index finger to his lips to indicate to the Judges a Category 2 offense</p>        |   |
| <p><b>UKE IMASU</b></p> <p>‘blocked technique’</p> <p>An open hand touches the elbow of the opposite arm</p>  |  |
| <p><b>NUKETE IMASU</b></p> <p>‘missing technique’</p> <p>A punch passes in front of the body</p>  |  |

|  |   |
|--|---|
| <p><b>YOWAI</b><br/> ‘too weak technique’<br/> An open hand drops to the ground</p>                                  |    |
| <p><b>HAYAI</b><br/> ‘fastest / first to target’<br/> One hand touches the palm of the other with the fingertips</p> |    |
| <p><b>MAAI</b><br/> ‘bad distance’<br/> Both hands are open, parallel to the ground, facing each other.</p>          |   |
| <p><b>MIENAI</b><br/> ‘unseen’<br/> Both hands are open in front of the face</p>                                     |  |

### 3.3 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

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 Category 1 warning or penalty (unless it is the recipient’s own fault).

## EXCESSIVE CONTACT AND EXAGGERATION

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. 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 Category 2 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'. 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 seconds clock) and then falling down again. 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

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. Explanation XVIII of Article 8 states: Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and decline to give a warning or penalty to the opponent. 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 offenses have been committed. It should be noted that there are no circumstances in which a technique that has made excessive contact can be given a score.

## ZANSHIN

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

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? 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 whether any technique can be awarded a score or not.

## THROWING AND INJURIES

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 by the sport karate rules. 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. Rules says ‘... the opponent must be restrained during the whole action, so that he can fall safely.’ Since it is difficult to ensure a safe fall, a projection like this falls into the prohibited category.

### SCORING ON A FALLEN OPPONENT

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. 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. Should the contestant’s upper body not be on the tatami when an effective, scoring technique is made, then the points awarded normally. 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:

- a. Jodan Kicks, three points (IPPON)
- b. Chudan Kicks, two points (WAZA-ARI)
- c. Tsuki and Uchi, one point (YUKO)

### VOTING PROCEDURES

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

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

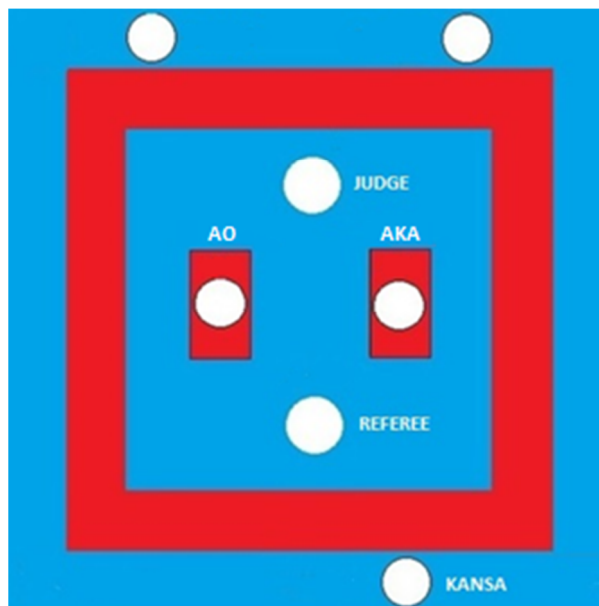
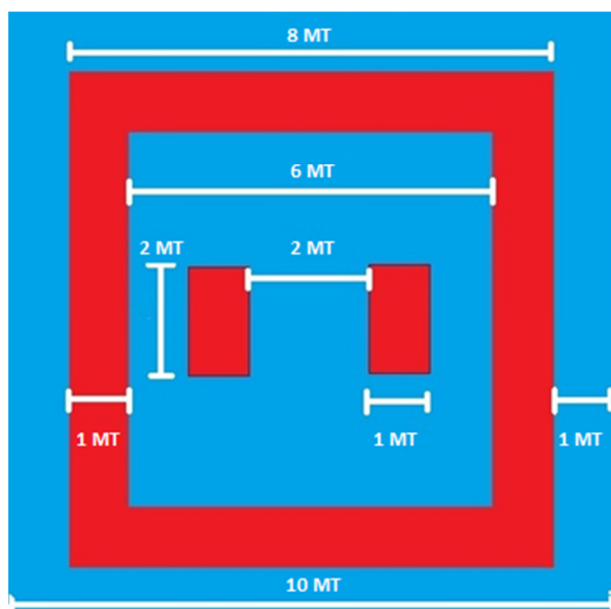
## 3.4 SCORING TABLE

### 3.4.1 Graphic signs on the kumite score report:

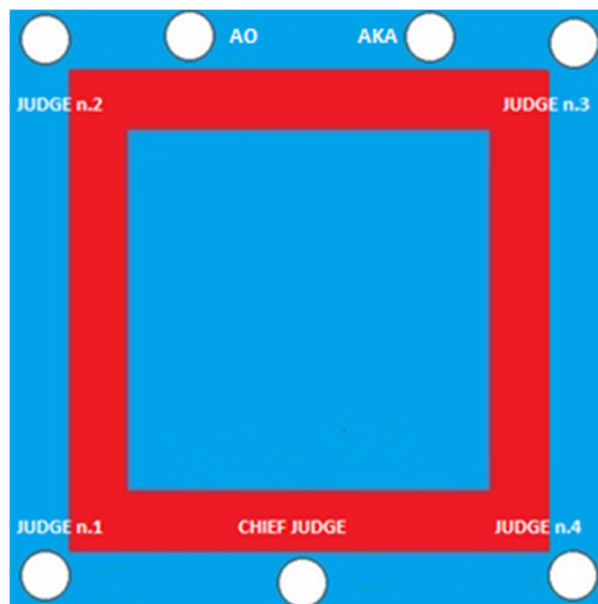
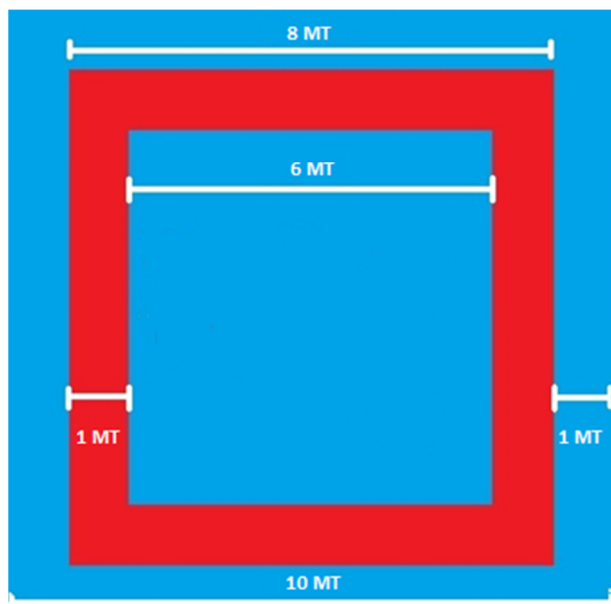
|      |                                |                         |
|------|--------------------------------|-------------------------|
| ● ○  | IPPON                          | Three Points            |
| ●    | WAZA-ARI                       | Two Points              |
| ○    | YUKO                           | One point               |
| □    | Kachi                          | Winner                  |
| X    | Make                           | Looser                  |
| Δ    | Hikiwake                       | Tie                     |
| C1W  | Category 1 Foul — Chucoku      | Warning                 |
| C1K  | Category 1 Foul — Keikoku      | Warning                 |
| C1HC | Category 1 Foul — Hansoku Chui | Warning of Disqualified |
| C1H  | Category 1 Foul — Hansoku      | Disqualified            |
| C2W  | Category 2 Foul — Chucoku      | Warning                 |
| C2K  | Category 2 Foul — Keikoku      | Warning                 |
| C2HC | Category 2 Foul — Hansoku Chui | Warning of Disqualified |

|     |                           |                          |
|-----|---------------------------|--------------------------|
| C2H | Category 2 Foul — Hansoku | Disqualification         |
| KK  | Kiken                     | Renunciation             |
| S   | Shikkaku                  | Serious disqualification |

### 3.5 MEASURES OF THE KUMITE COMPETITION AREA



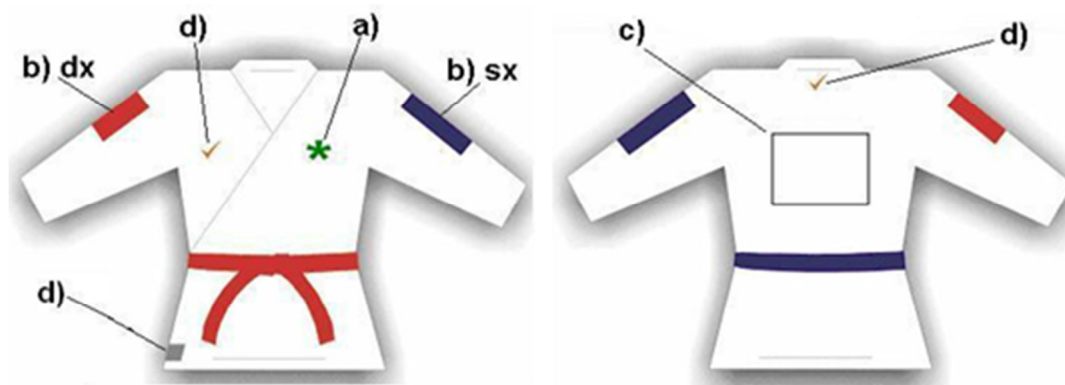
### 3.6 MEASURES OF THE KATA COMPETITION AREA



### 3.7 KARATE-GI

Image of Karate Gi approved With Advertisement.

- |  |               |
|--|---------------|
| a) Emblem of The National Federation                       | of 12 x 8 cm  |
| b) <b>Sx</b> Advertising Space For World Federation Karate | of 20x 10 Cm  |
| <b>Dx</b> Advertising Space For National Federation Karate | of 15 X 10 Cm |
| c) Rear Space For Organizing Federation                    | of 30 X 30 Cm |
| d) Spaces For Manufacturers Trademarks                     | of 5 X 4 Cm   |



### 3.8 INTERNATIONAL CATEGORIES

#### 3.8.1 KATA

| 'Children A' up to 7 age | 'Children B' 8/ 9 age  | 'Children C' 10/11 age | 'Children D' 12/13 age |
|--------------------------|------------------------|------------------------|------------------------|
| Individual Male/Female   | Individual Male/Female | Individual Male/Female | Individual Male/Female |
| White                    | White                  |                        |                        |
| Yellow to Orange         | Yellow to Orange       | White to Orange        | White to Orange        |
| Green to Blue            | Green to Blue          | Green to Blue          | Green to Blue          |
| Brown to Black           | Brown to Black         | Brown to Black         | Brown to Black         |

| 'Cadets' 14/15 age     | 'Juniors' 16/17 age    | 'Under 21' 18/20 age   | 'Seniors' 18/35 age    | 'Veterans' +35 age     |
|------------------------|------------------------|------------------------|------------------------|------------------------|
| Individual Male/Female | Individual Male/Female | Individual Male/Female | Individual Male/Female | Individual Male/Female |
| White to Orange        | White to Orange        | White to Orange        | White to Orange        | White to Orange        |
| Green to Blue          | Green to Blue          | Green to Blue          | Green to Blue          | Green to Blue          |
| Brown to Black         | Brown to Black         | Brown to Black         | Brown to Black         | Brown to Black         |
| Team Kata              | Team Kata              | Team Kata              | Team Kata              | Team Kata              |
| (age 14/17)            | (age 14/17)            | (age 18/20)            | (age 16/35)            | (age over 35)          |

#### 3.8.2 KUMITE

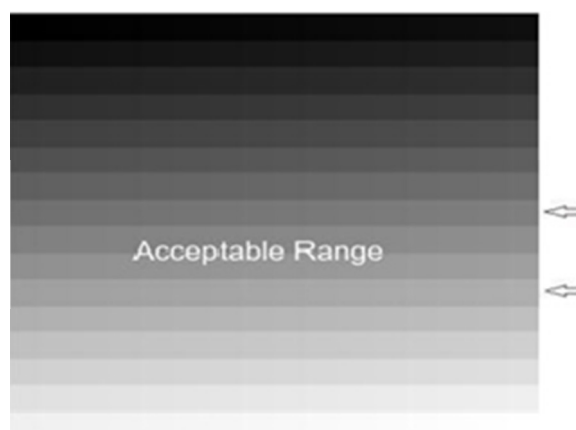
| 'Children B' 8/ 9 age | 'Children C' 10/11 age | 'Children D' 12/13 age |
|-----------------------|------------------------|------------------------|
| Individual Male       | Individual Male        | Individual Male        |
| White to Green        | White to Green         | White to Green         |
| Blue to Black         | Blue to Black          | Blue to Black          |
| -35 Kg                | -40 Kg                 | -50 Kg                 |
| -45 Kg                | -45 Kg                 | -55 Kg                 |
| +45 Kg                | +45 Kg                 | +55 Kg                 |

| Individual Female | Individual Female | Individual Female |
|-------------------|-------------------|-------------------|
| White to Green    | White to Green    | White to Green    |
| Blue to Black     | Blue to Black     | Blue to Black     |
| -35 Kg            | -40 Kg            | -45 Kg            |
| -40 Kg            | -45 Kg            | -50 Kg            |
| +40 Kg            | +45 Kg            | +50Kg             |

| 'Cadets' 14/15 age | 'Juniore's'16/17 age | 'Under 21' 18/20 age | 'Seniores' 18/35 age | 'Veterans' +35 age |
|--------------------|----------------------|----------------------|----------------------|--------------------|
| Individual Male    | Individual Male      | Individual Male      | Individual Male      | Individual Male    |
| White to Green     | White to Green       | White to Green       | White to Green       | White to Green     |
| Blue to Black      | Blue to Black        | Blue to Black        | Blue to Black        | Blue to Black      |
| -55 Kg.            | -60 Kg.              | -60 Kg.              | -60 Kg.              | OPEN               |
| -60 Kg.            | -65 Kg.              | -70 Kg.              | -70 Kg.              |                    |
| -65 Kg.            | -75 Kg.              | -80 Kg.              | -80 Kg.              |                    |
| +65 Kg.            | +75 Kg.              | +80 Kg.              | +80 Kg.              |                    |
| Individual Female  | Individual Female    | Individual Female    | Individual Female    | Individual Female  |
| (age 14/15)        | (age 16/17)          | (age 18, 19, 20)     | (age 18 /35)         | (age +35)          |
| White to Green     | White to Green       | White to Green       | White to Green       | White to Green     |
| Blue to Black      | Blue to Black        | Blue to Black        | Blue to Black        | Blue to Black      |
| -50 Kg.            | -55 Kg.              | -55 Kg.              | -60 Kg.              | OPEN               |
| -55 Kg.            | -60 Kg.              | -65 Kg.              | -65 Kg.              |                    |
| +55 Kg.            | +60 Kg.              | +65 Kg.              | +65 Kg.              |                    |
| Team kumite        | Team kumite          | Team kumite          | Team kumite          |                    |
| (age 14/17)        | (age 14/17)          | (age 18, 19, 20)     | (age 16/35)          |                    |
| OPEN               | OPEN                 | OPEN                 | OPEN                 |                    |

**For all weight categories, a tolerance of 500 gr is foreseen.**

### 3.9 OFFICER TROUSER COLOR GUIDE



Referees and Judges Trouser Color Guide