

WORLD CONTACT KARATE



KUMITE COMPETITION RULES

Revision 1.2.1

Effective from 2016

PREFACE

These are the official Kumite competition rules of the Sabaki Challenge Spirit, World Championship. Other championships and tournaments may use these rules, as we set the precedent for modern World Contact Karate (**WCK**).

The goal of these rules is to display the best contact karate and good karate-do etiquette in a safe manner.

These rules are based on the **WKF** traditional karate Kumite rules with modifications for modern contact karate and with regards to formal rules, terminology and scoring system. As modern contact karate changes, the rules must also change to reflect this change. Make sure that the rules you are about to read are the latest revision. This is revision 1.2.1

To make sure that the athletes have their attention on the championship or tournament, make sure that trainers, coaches and the athletes themselves have read and understood the rules before the championship or tournament, so there is no doubt or confusion during said championship or tournament.

These rules are authored by Japan Karate Organization Josui Kaikan in association with Viborg Karate School (**VKS**).



READING GUIDE

This chapter functions as a reading guide for the rules. The goal is to highlight terminology which can be used interchangeably, as to minimize misunderstandings. This short list of some of the more common used words and phrases used in **WCK** might be used in conjunction with Appendix J (Rules in Short).

Arbitrator Can be used interchangeably as Kansa.

Athletes Can be used interchangeably as contestants or fighters.

Referee Can be used interchangeably as Fukushin. Starts and ends bouts additionally to giving points and penalties.

Judge Can be used interchangeably as Shushin. Signals points and penalties to the referee with flags. Votes during Hantei.

Pronouns He/she can be used interchangeable when reading the rules. The rules applies equally for both males and females, unless explicitly stated otherwise.

Contents

Article 1	KUMITE COMPETITION AREA	1
Article 2	OFFICIAL DRESS	2
Article 3	ORGANISATION OF KUMITE COMPETITIONS	4
Article 4	THE REFEREE PANEL	5
Article 5	DURATION OF BOUT	6
Article 6	SCORING	7
Article 7	CRITERIA FOR DECISION	10
Article 8	PROHIBITED BEHAVIOUR	11
Article 9	PENALTIES	14
Article 10	INJURIES AND ACCIDENTS IN COMPETITION	16
Article 11	OFFICIAL PROTEST	17
Article 12	POWERS AND DUTIES	19
Article 13	STARTING, SUSPENDING AND ENDING	22
Appendix A	THE TERMINOLOGY	24
Appendix B	GESTURES AND FLAG SIGNALS	27
Appendix C	OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES	38
Appendix D	SCOREKEEPERS MARKS	40
Appendix E	LAYOUT OF THE KUMITE COMPETITION AREA	41
Appendix F	THE KARATE-GI	42
Appendix G	REFEREES AND JUDGES TROUSERS COLOR GUIDE	43
Appendix H	KIROKU NOTES	44
Appendix I	AGE AND WEIGHT CATEGORIES	46
Appendix J	RULES IN SHORT	47

Article 1: KUMITE COMPETITION AREA

1. The kumite competition area must be flat and devoid of hazard.
2. The kumite competition area will be a matted square, with sides of eight (8) meters (measured from the outside) with at least one (1) additional meter on all sides as a safety area. There will be a clear safety area of one (1) meter on each side.
3. A line half (0.5) a meter long must be drawn two (2) meters from the center of the competition area for positioning the Referee.
4. For marking the starting positioning of the competitors, there are two (2) starting areas with a distance of one (1) meter from the center of the competition area at right angles to the Referee's line. The starting areas must measure two (2) meters by one (1) meter and be of the same color as the border of the competition area.
5. The Judges will be seated in the safety area, one directly facing the referee, and one behind each of the fighters, and one (1) meter towards the Referee. Each will be equipped with a red and a blue flag.
6. The Arbitrator will be seated at a small table just outside the safety area, behind, and to the left of the Referee. He will be equipped with a red flag or sign, and a whistle.
7. The score-supervisor will be seated at the official score table, between the scorekeeper and the time-keeper.
8. The one (1) meter border should be in a different color from the rest of the matted area.

EXPLANATION:

I There must be no advertisement hoardings, walls, pillars etc. within one (1) meter of the safety area's outer perimeter.

II The mats used should be non-slip where they contact the floor proper but have a low co-efficient of friction on the upper surface. They should not be as thick as Judo mats, since these impede Karate movement. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard.

III See Appendix E for a depiction of the layout of the competition area.

Article 2: OFFICIAL DRESS

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

REFEREES

1. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
 - A single breasted navy blue blazer bearing two (2) silver buttons.
 - A white shirt with short sleeves.
 - An official tie, worn without tiepin.
 - Plain light-gray trousers without turn-ups (see Appendix G).
 - 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.

CONTESTANTS

1. Contestants must wear a white unmarked karate-gi without stripes or piping. The national emblem or flag of the country may be worn on the left breast of the jacket and may not exceed an overall size of twelve (12) cm by eight (8) cm (see Appendix F). Only the original manufacturer's labels may be displayed on the karate-gi. In addition, an identifying number issued by the Organising Committee may 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 (5) centimeters wide and of a length sufficient to allow fifteen (15) centimeters free on each side of the knot.
2. Notwithstanding paragraph 1 above, the Directing Committee may authorize the display of special labels or trademarks of approved sponsors.
3. 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.
4. 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.
5. 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.
6. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. **HACHIMAKI** (headband) will not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, he may disbar the contestant from the bout. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. A discreet rubber band or pony tail retainer is permitted.
7. 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.



8. Gum shields are compulsory.
9. Groin protectors are compulsory.
10. Shin/instep protectors are compulsory.
11. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.
12. The wearing of unauthorized apparel, clothing or equipment is forbidden. Females must wear the authorized additional protective equipment such as chest protectors of the cup type.
13. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Official Doctor.

COACHES

1. The coach shall at all times during the tournament, wear a tracksuit and display their official identification.

EXPLANATION: _____

*I The contestant must wear a single belt. This will be red for **Aka** and blue for **Ao**. Belts of grade should not be worn during the bout.*

II Gum shields must fit properly. Groin protectors must not be worn on the outside of the karate-gi.

III If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead the fighter will be given one minute to remedy matters.

IV If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.



Article 3: ORGANISATION OF KUMITE COMPETITIONS

1. The Kumite competition comprises of individual matches. The individual match may be further divided into weight divisions and open category. Weight divisions are divided ultimately into bouts. The term “bout” also describes the individual Kumite competitions between opposing pairs of team members.
2. No contestant may be replaced by another in an individual title match.
3. Individual contestants that do not present themselves when called will be disqualified (**KIKEN**) from that category.

EXPLANATION: _____

I A “round” is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty (50) percent of contestants within it, counting byes as contestants. In a matrix, or “round robin” competition, a round allows all contestants in a pool to fight once.

II The use of contestants’ names causes problems of pronunciation and identification. Tournament numbers should be allotted and used.

III 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 the area.

Article 4: THE REFEREE PANEL

1. The Refereeing Panel for each match shall consist of one (1) Referee (**SHUSHIN**), three (3) Judges (**FUKUSHIN**), and one (1) arbitrator (**KANSA**).
2. In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.

EXPLANATION:

- I At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and 2, and on the right stands the Arbitrator and Judge number 3.*
- II After the formal exchange of bows by contestants and Referee Panel, the Referee takes a step back, the Judges and Arbitrator turn inwards, and all bow together. All then take up their positions.*
- III When changing the entire Referee Panel, the departing Officials take up position as at the start of the bout or match, bow to each other, then leave the area together.*
- IV When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.*

Article 5: DURATION OF BOUT

1. Duration of the Kumite bout is defined as three (**3**) minutes for males and four (**4**) minutes in the bouts for medals. Female bouts will be two (**2**) minutes and three (**3**) minutes in the bouts for medals. Veteran (age + 35) bouts will be two (**2**) minutes and three (**3**) minutes in the bouts for medals.
2. **SAI SHIAI** is one (**1**) minute.
3. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "**YAME**".
4. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "Ten (**10**) seconds to go" or "time up". The "time up" signal marks the end of the bout.

Article 6: SCORING

1. Scores are as follows:
 - a) **SANBON** Three (**3**) points.
 - b) **NIHON** Two (**2**) points.
 - c) **IPPON** One (**1**) point.
2. A score is awarded when a legal technique is performed to a legal area and demonstrates its effectiveness at the opponent.
3. **SANBON** is awarded for:
 - a) Jodan kicks.
 - b) Any scoring technique delivered on a thrown or fallen opponent.
4. **NIHON** is awarded for:
 - a) Chudan kicks.
5. **IPPON** is awarded for:
 - a) Chudan or Gedan punches.
 - b) Gedan kicks.
6. Attacks are limited to the following eight (**8**) areas:
 - a) Head
 - b) Face
 - c) Neck
 - d) Abdomen
 - e) Chest
 - f) Back
 - g) Side
 - h) Legs
7. An effective technique delivered at the same time that the end of the bout is signalled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.
8. No technique, even if effective, 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.
9. Simultaneous, effective scoring techniques delivered by both contestants, the one on the other (**AIUCHI**) shall not score.

VOCABULARY	TECHNICAL CRITERIA
Sanbon (3 Points) is awarded for:	<ol style="list-style-type: none"> 1. Jodan kicks. Jodan being defined as the face, head and neck. 2. Any controlled scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.
Nihon (2 Points) is awarded for:	<ol style="list-style-type: none"> 1. Chudan kicks. Chudan being defined as the abdomen, chest, back and side.
Ippon (1 Point) is awarded for:	<ol style="list-style-type: none"> 1. Any punch (tsuki) or strike (uchi) delivered to the chudan or gedan level. 2. Any kick (geri) to the legs.

EXPLANATION: _____

In order to score, a technique must be applied to a scoring area as defined in paragraph 6 above. The technique must be appropriately controlled with regard to the area being attacked and must be effective as per described criteria in paragraph 2 above.

I 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 hip 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 referee will allow the contestant two (2) seconds in which to attempt a scoring technique.

*II When a contestant is thrown according to the rules, slips, falls, or loses balance as a result of their own action and is scored upon by the opponent, the score will be **Sanbon**. Scoring attempts on a downed opponent must be with control.*

*III A score is awarded on a downed opponent, when the technique has the following characteristics: Good form, Sporting attitude, Vigorous application, Awareness (**ZANSHIN**), Good timing and Correct distance.*

*IV A technique with “**Good Form**” is said to have characteristics conferring probable effectiveness within the framework of Karate concepts.*

*V **Sporting Attitude** is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.*

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

*VII **Zanshin** is that 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. I.e.: He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards.*

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

*IX **Correct Distance** similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.*

*X **Distancing** also relates to the point at which the completed technique comes to rest on or near the target. A punch or kick that comes somewhere between skin touch and five (5) centimetres from the eight (8) scoring areas may be said to have the correct distance.*



- XI A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.*
- XII The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Commission.*
- XIII True Aiuchis are rare. Not only must two techniques land simultaneously, but both must be valid scoring techniques. Two techniques may well land simultaneously, but seldom are both, if indeed either, effective scores. The Referee must not dismiss as (**Aiuchi**), a situation where only one of the simultaneous pair is actually a score. This is not (**Aiuchi**).*

Article 7: CRITERIA FOR DECISION

The result of a bout is determined by a contestant obtaining a clear lead of eight points, 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. When a bout ends with equal scores, or no scores, the Referee will announce a tie (**HIKIWAKE**) and the start of the **SAI SHIAI** if applicable.
2. In individual bouts, if there is a tie, previous scores and penalties are removed from the scoreboard and an extra deciding bout not exceeding one (1) minute will be fought (**SAI SHIAI**). A **SAI SHIAI** is a new bout at the end of which a winner will be declared. In the event that at time up there are no scores, or scores are equal, the decision will be made by a final vote of the three (3) Judges (**HANTEI**). 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 action.

EXPLANATION:

*I When deciding the outcome of a bout by vote (**Hantei**) at the end of an inconclusive **Sai Shiai**, the Referee will move to the match area perimeter and call "**Hantei**", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags for either **Aka** or **Ao**. The Referee will give a short blast on his whistle, return to his original position and announce the majority decision.*

Article 8: PROHIBITED BEHAVIOUR

There are two categories of prohibited behavior, Category 1 and Category 2.

CATEGORY 1

1. Techniques which make contact with the throat.
2. Attacks to the groin, joints, or instep.
3. Attacks to the head, face and neck with hand or arm techniques.
4. Attacks with the head.
5. Dangerous or forbidden throwing techniques.

CATEGORY 2

1. Feigning, or exaggerating injury.
2. Exits from the competition area (**JOGAI**).
3. 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**).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Clinching, wrestling, pushing, seizing or standing chest to chest, without attempting a throw or other technique for more than two (**2**) seconds.
6. Simulated illegal attacks.
7. 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.

EXPLANATION:

I Karate competition is a sport, and for that reason some of the most dangerous techniques i.e. punches to the head are banned and all techniques toward a lying opponent must be controlled. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.

II A simulated attack is a technique which aims to hit but misses or is made to distract or scare the opponent from a distance. An example of a simulated illegal attack is trying to punch the head, face, neck or throat of the opponent, but misses. Another example of a simulated illegal attack is trying to kick the instep of the opponent, but misses.

III Throwing techniques are divided into two types. The established "conventional" karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off-balance or thrown without being grabbed first – and those throws requiring that the opponent be grabbed or held as the throw is executed. 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 garuma 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 Referee Panel will decide whether a penalty is called for.



- IV **Jogai** relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent.
- V A contestant who delivers a scoring technique 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**.
- VI 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.
- VII It is important to understand that "Avoiding Combat" refers to a situation where a competitor attempts to prevent the opponent having the opportunity to score by using timewasting behaviour. 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 penalised. This often occurs during the closing seconds of a bout. If the offence occurs with ten (10) seconds or more of the bout time remaining the Referee will warn the offender. If there has been a previous Category 2 offence or offences, this will result in a penalty being imposed. If however, there is less than ten (10) seconds to go, the Referee will penalise the offender with **Keikoku** (whether there has been a previous Category 2 **Chukoku** or not) and award an **Ippon** to the opponent. If there has been a previous Category 2 **Keikoku** the Referee will penalise the offender with **Hansoku Chui** and award **Nihon** to the opponent. If there has been a previous Category 2 **Hansoku Chui** the Referee will penalise the offender with **Hansoku** and award the bout to the opponent. However, the 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 penalised.
- VIII 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.
- IX 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.

FACE CONTACT:

- I For Senior competitors, full-contact to the face, head, and neck with kicks is allowed (but not to the throat).
- II The Referee must constantly observe the injured contestant. A short delay in giving a judgment allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts 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.
- III Pre-existing injury 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, the Match Area Controller must examine the medical cards and ensure that the contestants are fit to fight. The Referee must be informed if a contestant has been treated for injury.
- IV Contestants who over-react to light contact, in an effort to have the referee penalise their opponent, such as holding the face and staggering about, or falling unnecessarily, will be immediately warned or penalised themselves.
- V Feigning of an injury, which does not exist, is a serious infraction of the rules. **Shikkaku** will be imposed on the contestant feigning injury i.e., 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.

- VI *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 penalty of Keikoku (and Ippon to the opponent). More serious exaggeration such as staggering around, falling on the floor, standing up and falling down again and so on may receive **Hansoku Chui** or **Hansoku** directly depending on the severity of the offence.*
- VII *Competitors, who receive **Shikkaku** for feigning injury will be taken from the competition area and put directly into the hands of the 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 offences.*
- VIII *The throat is a particularly vulnerable area and even the slightest contact will be warned or penalised, unless it is the recipient's own fault.*

Article 9: PENALTIES

CHUKOKU

May be imposed for attendant minor infractions or the first instance of a minor infraction.

KEIKOKU

This is a penalty in which **IPPON** (one (1) point), is added to the opponent's score. **KEIKOKU** is imposed for minor infractions for which a warning has previously been given in that bout, or for infractions not sufficiently serious to merit **HANSOKU-CHUI**.

HANSOKU-CHUI

This is a penalty in which **NIHON** (two (2) points), is added to the opponent's score. **HANSOKU-CHUI** is 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**.

HANSOKU

This is imposed following a very serious infraction or when a **HANSOKU CHUI** has already been given. It results in the disqualification of the contestant.

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.

EXPLANATION:

I Category 1 and Category 2 penalties do not cross-accumulate.

II A penalty can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a warning or penalty for illegal contact then give another warning for a second instance of illegal contact.

*III Warnings (**Chukoku**) are given where there has clearly been a minor infraction of the rules, but the contestant's potential for winning is not diminished (in the opinion of the Referee Panel) by the opponent's foul.*

*IV A **Keikoku** may be imposed directly, without first giving a warning. **Keikoku** is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Referee Panel) by the opponent's foul.*

*V A **Hansoku Chui** may be imposed directly, or following a warning, or **Keikoku** and is used where the contestant's potential for winning has been seriously reduced (in the opinion of the Referee Panel) by the opponent's foul.*



VI A **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 Referee Panel) by the opponent's foul.

VII Any competitor who receives **Hansoku** for causing injury, and who has in the opinion of the Referee Panel and Match Area Controller, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for 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.

VIII A **Shikkaku** can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it — 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.

IX A public announcement of **Shikkaku** must be made.

Article 10: INJURIES AND ACCIDENTS IN COMPETITION

1. **KIKEN** or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.
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.
3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
4. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from further Kumite competition in that tournament.
5. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorised to diagnose and treat injury only.
6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight (Article 13, Paragraph 9d), or whether an extension of treatment time shall be given.
7. Any competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten (**10**) 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 signal to the timekeeper to start the ten (**10**) second count-down by a blast on his whistle, at the same time calling the doctor if required. The timekeeper will stop the clock when the referee raises his arm. In all cases where the ten (**10**) second clock has been started the doctor will be asked to examine the contestant.

EXPLANATION:

- I 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.*
- II 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.*
- III The referee should only call the doctor when a contestant is injured and needs medical treatment.*
- IV The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.*
- V When applying the "Ten Second Rule" the time will be kept by a timekeeper appointed for this specific purpose. A warning will be sounded at seven (7) seconds followed by the final bell at ten (10) seconds. The timekeeper will start the clock only on the referee's signal. The timekeeper will stop the clock when the competitor stands fully upright and the referee raises his arm.*
- VI The Referee Panel will decide the winner on the basis of **Hansoku**, **Kiken**, or **Shikakku** as the case may be.*



Article 11: OFFICIAL PROTEST

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

COMPOSITION OF THE APPEALS PANEL

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

APPEALS EVALUATION PROCESS

It is the responsibility of the party receiving the protest to convene the Appeals Jury. Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest. Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

DECLINED PROTESTS

If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word “DECLINED”, and have it signed by each of the members of the Appeals Jury.

ACCEPTED PROTESTS

If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:

- Reversing previous judgments that contravene the rules.
- Voiding results of the affected matches in the pool from the point previous to the incident.
- Redoing such matches that have been affected by the incident.



- Issuing a recommendation to the RC that involved Referees are evaluated for correction or sanction.

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.

INCIDENT REPORT

Subsequent to 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.

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.

EXPLANATION: _____

- I The protest must give the names of the contestants, the Referee Panel officiating, and the precise details of what is being protested. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*
- II The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.*
- III If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions.*
- IV Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Arbitrator, to ensure that the match has been conducted in accordance with the Rules of Competition.*
- V In case of an administrative malfunction during a match in progress, the Coach can notify the Match Area Controller directly. In turn, the Match Area Controller will notify the Referee.*



Article 12: POWERS AND DUTIES

REFEREE COMMISSION

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

1. To ensure the correct preparation for each given tournament in consultation with the Organising Committee, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To appoint and deploy the Match Area Controllers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.
3. To supervise and co-ordinate the overall performance of the refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

MATCH AREA CONTROLLERS

The Match Area Controllers powers and duties shall be as follows:

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

REFEREES

The Referee's powers shall be as follows:

1. The Referee ("**SHUSHIN**") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
2. To award points.
3. To explain to the Match Area Controller, Referee Commission, or Appeals Jury, if necessary, the basis for giving a judgment.
4. To impose penalties and to issue warnings, before, during, or after a bout.
5. To obtain and act upon the opinion(s) of the Judges.
6. To announce and start an extra bout (**SAI SHIAI**).
7. To conduct voting of the Referee Panel (**HANTEI**) and announce the result.



8. To resolve ties.
9. To announce the winner.
10. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
11. The Referee shall give all commands and make all announcements.

JUDGES

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

1. To assist the Referee by flag signals.
2. To exercise a right to vote on a decision to be taken.

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

- a) When a score is observed.
- b) When a contestant has committed a prohibited act and/or techniques.
- c) When an injury, illness or inability of a contestant is noticed.
- d) When both or either of the contestants have moved out of the competition area (**JOGAI**).
- e) In other cases when it is deemed necessary to call the attention of the Referee.

ARBITRATORS

The Arbitrator (**KANSA**) will assist the Match Area Controller by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Arbitrator will immediately raise the red flag and blow his whistle. The Match Area Controller will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Arbitrator. Before the start of each match or bout the Arbitrator will ensure that the contestants' are wearing approved equipment.

SCORE SUPERVISORS

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

EXPLANATION:

I When three (3) Judges give the same signal, or indicate a score for the same competitor, the Referee will stop the bout and render the majority decision. Should the Referee fail to stop the bout the arbitrator will raise the red flag and blow his whistle.

II When two (2) Judges give the same signal, or indicate a score for the same competitor, the Referee will consider their opinions but may decline to stop the bout if he believes them to be mistaken.

III However, when the bout is halted, the majority decision will prevail.

IV When the Referee decides to halt the bout he will call "Yame" at the same time using the required hand signal. The Judges will lower their flags and await the Referee's opinion. When the Referee returns to his starting line, he will convey his reason(s) for stopping the bout by using the appropriate signal(s). The Judges will then signal their opinions and the Referee will render the majority decision.

V In the event of a two/two (2/2) decision the Referee will indicate with the appropriate signal why the other contestant's score is not considered to be valid and then award the score to the opponent.



- VI *When three (3) Judges each have different opinions, the Referee may give a decision, which is supported by one of the Judges.*
- VII *In the event that two (2) judges fail to signal and the other is in disagreement with the Referee, then the Referee will decide what action to take.*
- VIII *At **Hantei** the three (3) Judges each have one vote.*
- IX *The Judges must only score what they actually see. If they are not sure that a technique actually reached a scoring area, they should not signal.*
- X *The role of the Arbitrator is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He is not there as an additional Judge. He has no vote, nor has he any authority in matters of Judgment, such as whether a score was valid or if **Jogai** occurred. His sole responsibility is in matters of procedure.*
- XI *In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle.*
- XII *When explaining the basis for a Judgment after the match, the Referee Panel may speak to the Match Area Controller, the Referee Commission, or the Appeals Jury. They will explain to no one else.*

Article 13: STARTING, SUSPENDING AND ENDING

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices A and B.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce “**SHOBU HAJIME!**” and the bout will commence.
3. The Referee will stop the bout by announcing “**YAME**”. If necessary, the Referee will order the contestants to take up their original positions (**MOTO NO ICHI**).
4. The Referee returns to his position and the Judges indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (**AO** or **AKA**), the area attacked (**Gedan**, **Chudan** or **Jodan**), the scoring technique (**Tsuki**, **Uchi**, or **Keri**), and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling “**TSUZUKETE HAJIME**”.
5. When a contestant has established a clear lead of eight points during a bout, the Referee shall call “**YAME**” and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring “**AO (AKA) NO KACHI**”. The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring “**AO (AKA) NO KACHI**”. The bout is ended at this point.
7. When time is up and scores are equal, or no scores have been awarded, the Referee shall call “**YAME**” and return to his position. He will announce a tie (**HIKIWAKE**) and start the **SAI SHIAI** if applicable.
8. At **HANTEI** the Judges each have one vote and cannot vote **HIKIWAKE**.
9. 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 of the contestants cannot continue with the bout owing to injuries, illness or other causes. Heeding the tournament doctor’s opinion, the Referee will decide whether the bout should be continued.
 - e) When a contestant seizes the opponent and does not perform an immediate technique, or throw within two (2) seconds.
 - f) When one or both contestants fall or are thrown and no effective techniques are made within two (2) seconds.
 - g) When both competitors seize or clinch with each other without attempting a throw or technique within two (2) seconds.
 - h) When both competitors stand chest to chest without attempting a throw or other technique within two (2) seconds.
 - i) When both contestants are off their feet following a fall or attempted throw and begin to wrestle within two (2) seconds.
 - j) When a score is observed.
 - k) When three judges give the same signal, or indicate a score for the same competitor.
 - l) When requested to do so by the Match Area Controller.

EXPLANATION: _____

I 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. The Referee can call for a bow where none is volunteered by motioning as shown in Appendix B of the rules.

II When restarting the bout, the Referee should check that both contestants are within their starting area and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.

III Contestants will bow to each other at the start and end of each bout.

Appendix A: THE TERMINOLOGY


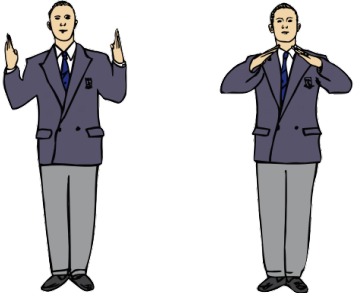

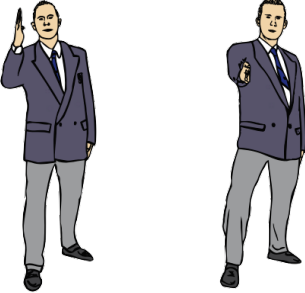
SHOBU HAJIME	Start the Match or Bout.	After the announcement, the Referee takes a step back.
ATOSHI BARAKU	A little more time left.	An audible signal will be given by the timekeeper ten (10) seconds before the actual end of the bout and the Referee will announce “ Atoshi Baraku ”.
YAME	Stop.	Interruption or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.
MOTO NO ICHI	Original position.	Contestants and Referee return to their starting positions.
TSUZUKETE	Fight on.	Resumption of fighting ordered when an unauthorized interruption occurs.
TSUZUKETE HAJIME	Resume fighting - Begin.	The 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.
SHUGO	Judges called.	The Referee calls the Judges at the end of the match or bout, or to recommend Shikkaku .
HANTEI	Decision.	Referee calls for a decision at the end of an inconclusive Sai Shiai . After a short two-tone blast of the whistle from the Referee, the Judges render their vote by flag signal for either Aka or Ao . The Referee will give a short blast on his whistle, return to his original position and announce the majority decision.
HIKIWAKE	Draw.	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.

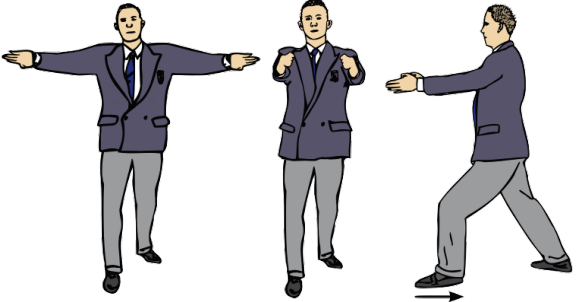

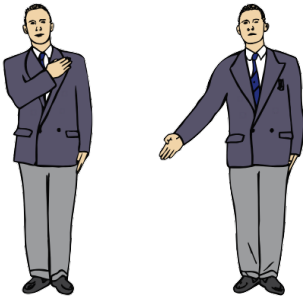
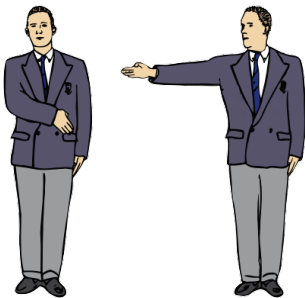
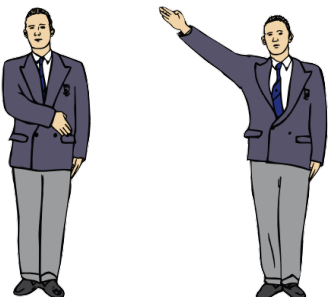
TORIMASEN	Unacceptable as a scoring technique.	The Referee crosses his arms then makes a cutting motion, palms downward.
SAI SHIAI	A one (1) minute deciding bout.	The Referee re-opens the match with a new bout and the command, “ Sai Shiai, Shobu Hajime ”.
AIUCHI	Simultaneous scoring techniques.	No point is awarded to either contestant. Referee brings his fists together in front of his chest.
AKA (AO) NO KACHI	Red (Blue) wins.	The Referee obliquely raises his arm on the side of the winner.
AKA (AO) SANBON	Red (Blue) scores three (3) points.	The Referee raises his arm up at forty-five (45) degrees on the side of the scorer.
AKA (AO) NIHON	Red (Blue) scores two (2) points.	The Referee extends his arm at shoulder level on the side of the scorer.
AKA (AO) IPPON	Red (Blue) scores one (1) point.	The Referee extends his arm downward at forty-five (45) degrees on the side of the scorer.
CHUKOKU	First Category 1 or Category 2 warning without penalty.	For Category 1 offenses, the Referee turns toward the offender and crosses his arms at chest level. For Category 2 offenses, the Referee points his index finger (arm bent), at the face of the offender.
KEIKOKU	Warning with Ippon penalty.	The Referee indicates a Category 1 or 2 offense then points with his index finger downwards at forty-five (45) degrees in the direction of the offender, and awards Ippon (one (1) point) to the opponent.
HANSOKU-CHUI	Warning with Nihon penalty.	The Referee indicates a Category 1 or 2 offense then points with his index finger horizontally in the direction of the offender and awards Nihon (two (2) points) to the opponent.
HANSOKU	Disqualification.	The Referee indicates a Category 1 or 2 offense then points with his index finger horizontally in the direction of the offender.

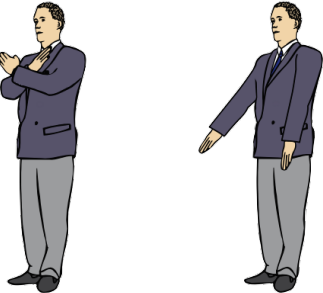
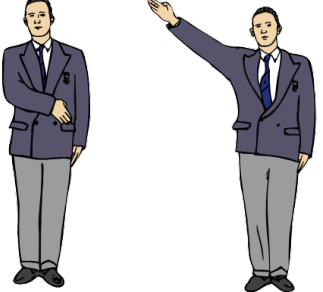

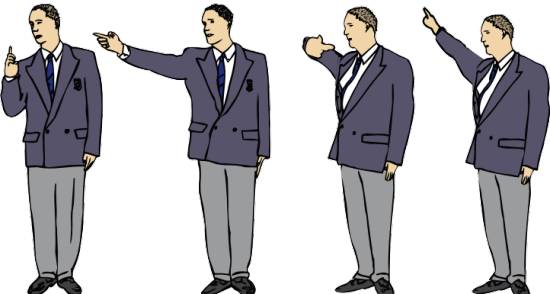
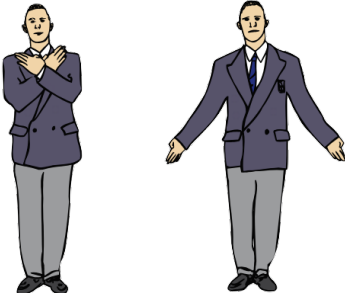
JOGAI	Exit from the match area.	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
SHIKKAKU	Disqualification "Leave the Area".	The Referee points first upwards at forty-five (45) degrees in the direction of the offender then motions out and behind with the announcement " Aka (Ao) Shikkaku! " He then announces a win for the opponent.
KIKEN	Renunciation.	The Referee points downwards at forty-five (45) degrees in the direction of the contestant's starting line.
MUBOBI	Self Endangerment.	The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself.


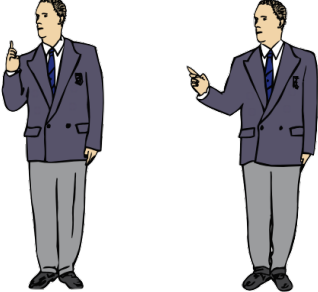
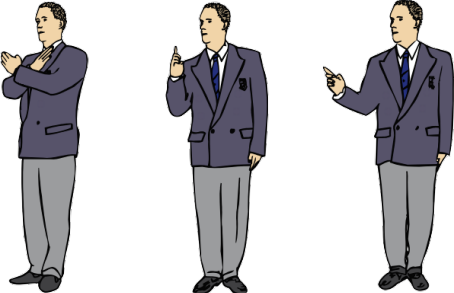
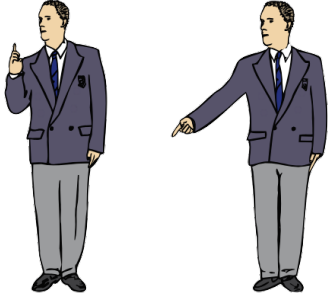
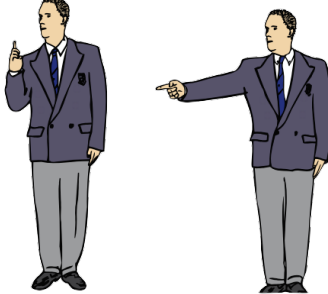
Appendix B: GESTURES AND FLAG SIGNALS

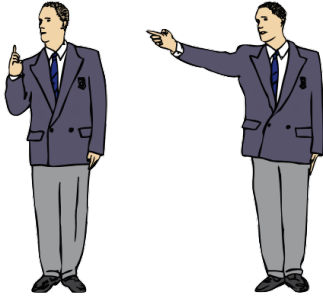

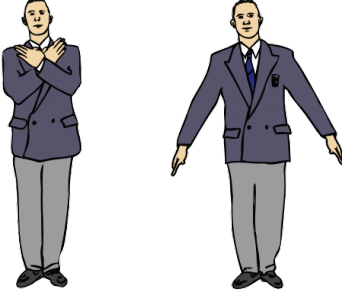


ANNOUNCEMENTS AND GESTURES OF THE REFEREE




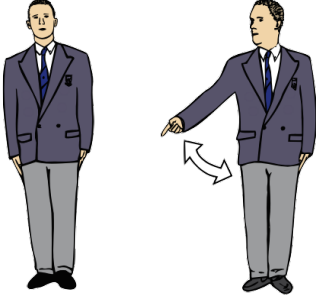

<p>SHOMEN-NI-REI The Referee extends his arms palms to the front.</p>	
<p>OTAGAI-NI-REI The Referee motions to the contestants to bow to each other.</p>	
<p>SHOBU HAJIME “Start the Match”. After the announcement, the Referee takes a step back.</p>	
<p>YAME “Stop”. Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.</p>	


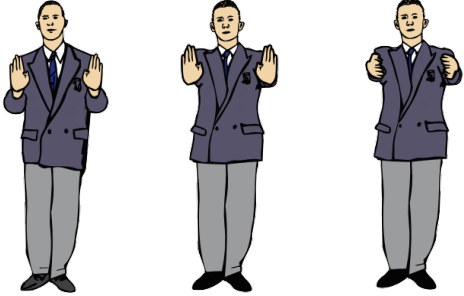



<p>TSUZUKETE HAJIME “Resume fighting – Begin”! As he says “Tsuzukete”, and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says “Hajime” he turns the palms and brings them rapidly towards one another. Afterwards he steps back moving front leg first.</p>	
<p>THE REFEREE’S OPINION After calling “Yame” and using the prescribed signal the Referee indicates his preference by holding his bent arm palm upwards on the side of the scoring contestant.</p>	
<p>IPPON Mark for one (1) point. The Referee extends his arm downward at forty-five (45) degrees on the side of the scorer.</p>	
<p>NIHON Mark for two (2) points. The Referee extends his arm at shoulder level on the side of the scorer.</p>	
<p>SANBON Mark for three (3) points. The Referee extends his arm upward at forty-five (45) degrees on the side of the scorer.</p>	

<p>CANCEL LAST DECISION When an award or penalty has been given in error the Referee turns towards the contestant, announces “Aka” or “Ao”, crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.</p>	
<p>NO KACHI (Win) At the end of the match or bout, announcing “Aka (or Ao) No Kachi” the Referee extends his arm upward at forty-five (45) degrees on the side of the winner.</p>	
<p>KIKEN “Renunciation”. The Referee points with the index finger towards the renouncing contestant’s line then announces a win to the opponent.</p>	
<p>SHIKKAKU “Disqualification, Leave the Area”. The Referee points first upwards at forty-five (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>HIKIWAKE “Draw”. When time is up and scores are equal, or no scores have been awarded the Referee crosses his arms then extends them with the palms showing to the front.</p>	

<p>CATEGORY 1 OFFENCE The Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level.</p>	
<p>CATEGORY 2 OFFENCE The Referee points with a bent arm at the face of the offender.</p>	
<p>CHUKOKU Making the appropriate signal the Referee gives a warning of a Category 1 or Category 2 offence. No penalty is issued at this time.</p>	
<p>KEIKOKU “Ippon Penalty”. The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at forty-five (45) degrees in the direction of the offender, and awards Ippon (one (1) point) to the opponent.</p>	
<p>HANSOKU CHUI “Nihon Penalty”. The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender and awards Nihon (two (2) points), to the opponent.</p>	

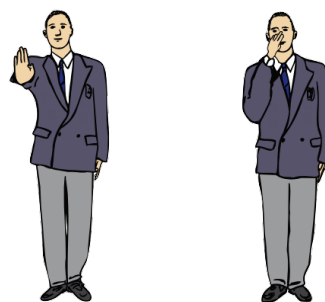
<p>HANSOKU “Disqualification”. The Referee indicates a Category 1 or 2 offense then points with his index finger upwards at forty-five (45) degrees in the direction of the offender, and awards a win to the opponent.</p>	
<p>AIUCHI “Simultaneous Scoring Techniques”. No point is awarded to either contestant. The Referee brings the fists together in front of the chest.</p>	
<p>TORIMASEN “Unacceptable as a Scoring Technique”. The Referee crosses his arms then makes a cutting motion, palms downward.</p>	
<p>AKA (AO) SCORED FIRST The Referee indicates to the Judges that Aka scored first by bringing the open right hand to the palm of the left hand. If Ao was first, the left hand points into the right hand.</p>	
<p>TECHNIQUE BLOCKED OR OFF TARGET. The Referee places an open hand over the other arm to indicate to the Judges that the technique was blocked or hit a non-scoring area.</p>	

<p>TECHNIQUE MISSED The Referee moves the clenched fist across the body to indicate to the Judges that the technique missed or glanced off the scoring area.</p>	
<p>EXCESSIVE CONTACT The Referee indicates to the Judges that there has been excessive or illegal contact or other Category 1 offense.</p>	
<p>FEIGNING OR EXAGGERATING INJURY The Referee holds both hands to his face to indicate to the Judges a Category 2 offense.</p>	
<p>JOGAI “Exit from the Match Area”. The Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender.</p>	
<p>MUBOBI (Self Endangerment) The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate to the Judges that the contestant has endangered himself.</p>	

<p>AVOIDING COMBAT The Referee makes a circling motion with the down turned index finger to indicate to the Judges a Category 2 offense.</p>	
<p>CLINCHING, WRESTLING, PUSHING, SEIZING OR STANDING CHEST TO CHEST WITHOUT ATTEMPTING A TECHNIQUE WITHIN TWO (2) SECONDS The 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>	
<p>DANGEROUS AND UNCONTROLLED ATTACKS The Referee brings his clenched fist past the side of his head to indicate to the Judges a Category 2 offense.</p>	
<p>ATTACKS WITH THE HEAD The Referee touches his forehead with the open hand to indicate to the Judges a Category 2 offense.</p>	
<p>TALKING TO OR GOADING THE OPONENT AND DISCOURTEOUS BEHAVIOUR The Referee places his index finger to his lips to indicate to the Judges a Category 2 offense.</p>	

SHUGO

“Judges Called”. The Referee calls the Judges at the end of the match or bout: or to recommend **Shikkaku**.

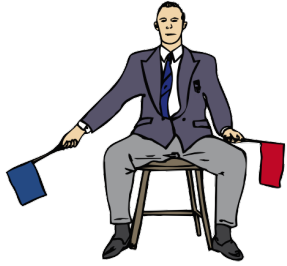
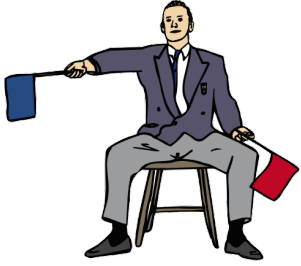
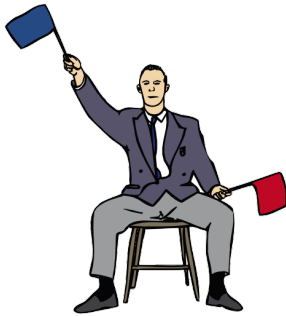





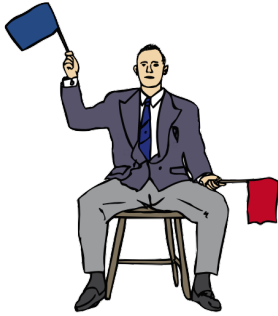
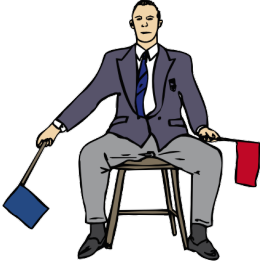
HANTEI

When making a two-tone whistle calling for the Judges to vote during a **Hantei**.



THE JUDGE'S FLAG SIGNALS

<p>IPPON Mark for one (1) point. The Judge extends his arm downward at forty-five (45) degrees on the side of the scorer.</p>	
<p>NIHON Mark for two (2) points. The Judge extends his arm at shoulder level on the side of the scorer.</p>	
<p>SANBON Mark for three (3) points. The Judge extends his arm upward at forty-five (45) degrees on the side of the scorer.</p>	
<p>FOUL Warning of a foul. The appropriate flag is waved in a circle, then a Category 1 or 2 signal is made.</p>	

<p>CATEGORY 1 OFFENCE The flags are crossed and extended with the arms straight.</p>	
<p>CATEGORY 2 OFFENCE</p>	
<p>CATEGORY 2 OFFENCE The Judge points the flag with arm bent.</p>	
<p>JOGAI The Judge taps the floor with the appropriate flag.</p>	

<p>KEIKOKU</p>	
<p>HANSOKU CHUI</p>	
<p>HANSOKU</p>	
<p>AIUCHI The flags are moved toward each other, in front of the chest.</p>	
<p>HANTEI Casting a vote for Ao (Aka), for when Hantei is called.</p>	

Appendix C: 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 or illegal contact the Referee Panel does 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 behaviour 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 behaviour is cheating and demeans our sport; it should be quickly penalised.

When a competitor makes a pretence of having received an excessive contact and the Referee Panel decides 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 or exaggeration will be issued. (Always taking into account that severe cases of feigning injury may warrant **SHIKAKKU**.) More difficult situations occur when a competitor receives a stronger contact and falls to the floor, sometimes standing up (in order to stop the ten (10) second clock) and then falling down again. The Referees and Judges must remember that a jodan kick is worth three (3) points and as the number of teams and individual competitors receiving financial reward for winning medals increases the temptation to stoop to unethical behaviour becomes stronger. It is important to recognise this and apply the appropriate 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, stopping fighting before the referee calls "**YAME**", dropping their guard or concentration and repeated failure or refusal to block the opponent's attacks. Explanation XVI of Article 8 states:

Should the offender receive an excessive contact and/or sustain an injury and the fault is considered to be the recipient's, the referee will issue a Category 2 warning or penalty and may decline to give a penalty to the opponent.

A contestant who is hit through their own fault and exaggerates the effect in order to mislead the Referee Panel 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 or illegal contact can be given a score.

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 in the Explanations in Article 6 and Article 8. If a competitor throws their opponent in full compliance with the stated requirements









and an injury results due to the opponent failing to make a proper break-fall, then the injured party is responsible and the thrower should not be penalized. Self-caused injury can result when a contestant being thrown, instead of making a break-fall lands on an extended arm or elbow, or holds onto the thrower and pulls them down on top of themselves.

A potentially dangerous situation occurs when a contestant grabs both legs to throw the opponent onto their back or when a contestant ducks down and bodily lifts the opponent up before throwing him. The Article 8, Explanations III states that:

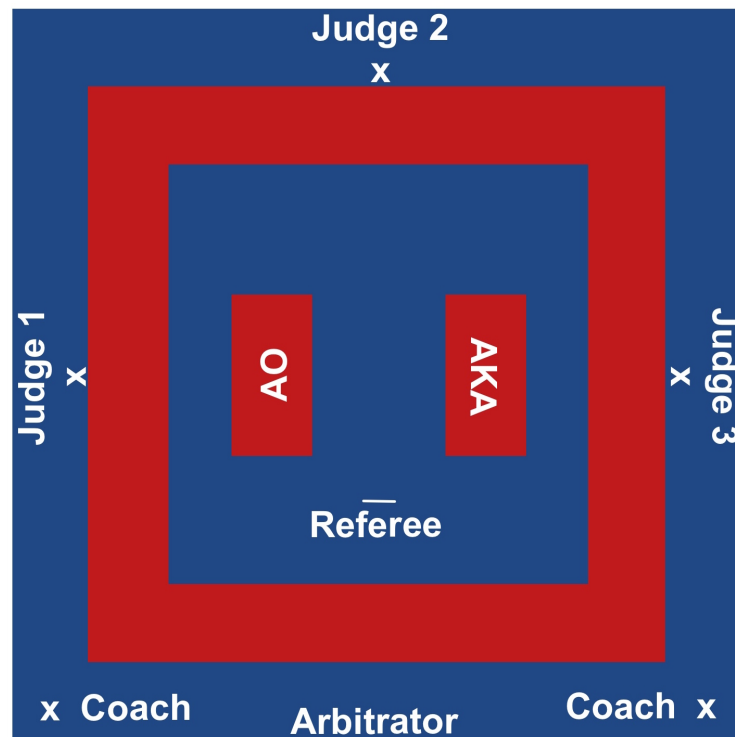
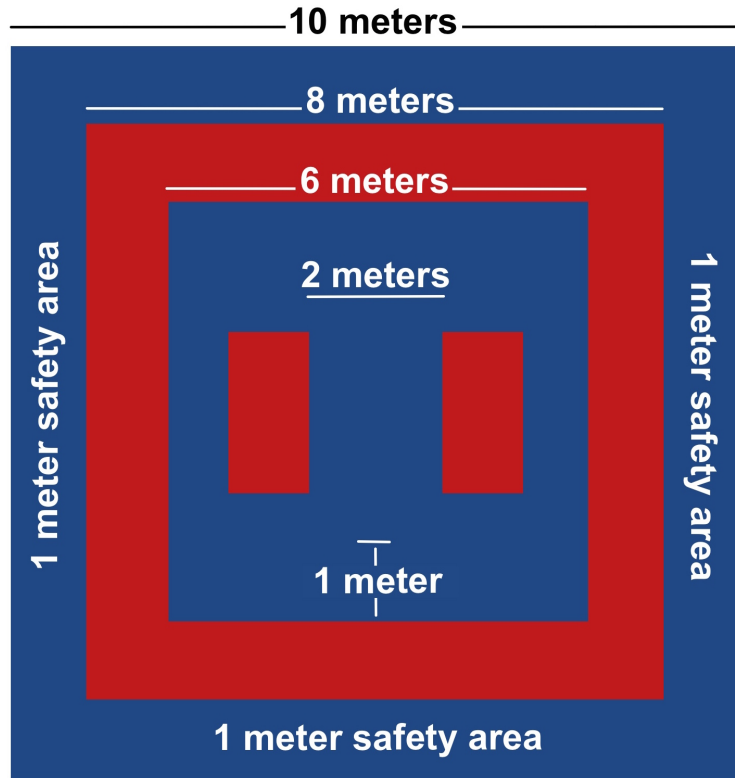
“...and the opponent must be held onto throughout, so that a safe landing can be made.”

Since it is difficult to ensure a safe landing, throws such as this fall into the prohibited category.

Appendix D: SCOREKEEPERS MARKS

	Sanbon	Three Points Score
	Nihon	Two Points Score
	Ippon	One Point Score
	Kachi	Winner
	Make	Loser
	Hikiwake	Draw (Tie)
C1W	Category 1 Foul – Warning	Warning without Penalty
C1K	Category 1 Foul – Keikoku	One Point to Opponent
C1HC	Category 1 Foul – Hansoku Chui	Two Points to Opponent
C1H	Category 1 Foul – Hansoku	Disqualification
C2W	Category 2 Foul – Warning	
C2K	Category 2 Foul – Keikoku	One Point to Opponent
C2HC	Category 2 Foul – Hansoku Chui	Two Points to Opponent
C2H	Category 2 Foul – Hansoku	Disqualification
KK	Kiken	Forfeiture
S	Shikkaku	Serious Disqualification






Appendix E: LAYOUT OF THE KUMITE COMPETITION AREA



Appendix F: THE KARATE-GI

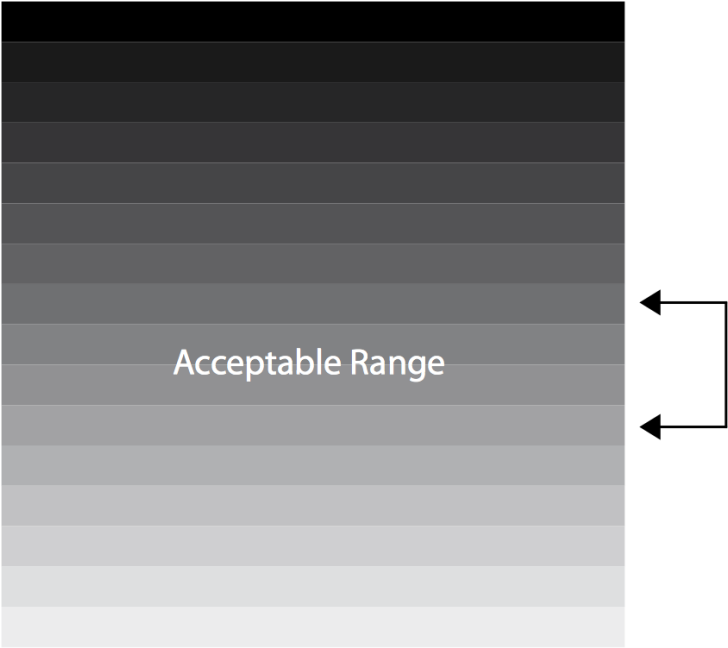
Graphic here of approved Karate-gi with advertising.



	Advertising space for International Federation...	size 20 x 10 cm.
	Advertising space for National Federation.....	size 15 x 10 cm.
	Back reserved for organising federation.....	size 30 x 30 cm.
	Emblem of the style	size 12 x 8 cm.
	Spaces for the manufactureres trademark.....	size 5 x 4 cm.

Appendix G: REFEREES AND JUDGES TROUSERS COLOR GUIDE

This shows the acceptable gray-range, for the trousers of Referees and Judges. The aim is for them to not be too dark or too light.



Appendix H: KIROKU NOTES

On the following page the full **KIROKU** notes will be displayed.

TOURNAMENT: _____ PLACE: _____ DATE: _____ CATEGORY: _____ BLOCK: _____ FIGHTING AREA: _____

NAME: OR FIGHTER No.:				POINTS	POINTS	NAME: OR FIGHTER No.:											
<input type="checkbox"/> IPPON (1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	IPPON (1)	<input type="checkbox"/>		
<input type="checkbox"/> NIHON (2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	NIHON (2)	<input type="checkbox"/>		
<input type="checkbox"/> SANBON (3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SANBON (3)	<input type="checkbox"/>		
<input type="checkbox"/> C1W CHUKOKU	<input type="checkbox"/> C1K KEIKOKU	<input type="checkbox"/> C1HC HANSOKU CHUI	<input type="checkbox"/> C1H HANSOKU	<input type="checkbox"/> C2W CHUKOKU	<input type="checkbox"/> C2K KEIKOKU	<input type="checkbox"/> C2HC HANSOKU CHUI	<input type="checkbox"/> C2H HANSOKU	TOTAL POINTS	TOTAL POINTS	<input type="checkbox"/> C1W CHUKOKU	<input type="checkbox"/> C1K KEIKOKU	<input type="checkbox"/> C1HC HANSOKU CHUI	<input type="checkbox"/> C1H HANSOKU	<input type="checkbox"/> C2W CHUKOKU	<input type="checkbox"/> C2K KEIKOKU	<input type="checkbox"/> C2HC HANSOKU CHUI	<input type="checkbox"/> C2H HANSOKU
<input type="checkbox"/> KIKEN	<input type="checkbox"/> SHIKAKKU													<input type="checkbox"/> SHIKAKKU	<input type="checkbox"/> KIKEN		
X MAKE - DEFEATED ▲ HIKWAKE - TIE □ KACHI - WINNER OUTCOME →												← OUTCOME □ KACHI - WINNER ▲ HIKWAKE - TIE X MAKE - DEFEATED					

SAI SHIAI



				POINTS	POINTS												
<input type="checkbox"/> IPPON (1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	IPPON (1)	<input type="checkbox"/>		
<input type="checkbox"/> NIHON (2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	NIHON (2)	<input type="checkbox"/>		
<input type="checkbox"/> SANBON (3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SANBON (3)	<input type="checkbox"/>		
<input type="checkbox"/> C1W CHUKOKU	<input type="checkbox"/> C1K KEIKOKU	<input type="checkbox"/> C1HC HANSOKU CHUI	<input type="checkbox"/> C1H HANSOKU	<input type="checkbox"/> C2W CHUKOKU	<input type="checkbox"/> C2K KEIKOKU	<input type="checkbox"/> C2HC HANSOKU CHUI	<input type="checkbox"/> C2H HANSOKU	TOTAL POINTS	TOTAL POINTS	<input type="checkbox"/> C1W CHUKOKU	<input type="checkbox"/> C1K KEIKOKU	<input type="checkbox"/> C1HC HANSOKU CHUI	<input type="checkbox"/> C1H HANSOKU	<input type="checkbox"/> C2W CHUKOKU	<input type="checkbox"/> C2K KEIKOKU	<input type="checkbox"/> C2HC HANSOKU CHUI	<input type="checkbox"/> C2H HANSOKU
<input type="checkbox"/> KIKEN	<input type="checkbox"/> SHIKAKKU													<input type="checkbox"/> SHIKAKKU	<input type="checkbox"/> KIKEN		
X MAKE - DEFEATED ⊖ WINNER BY HANTEI □ KACHI - WINNER OUTCOME →												← OUTCOME □ KACHI - WINNER ⊖ WINNER BY HANTEI X MAKE - DEFEATED					

When point(s) are given, mark the appropriate boxes with an "X". When the bout has ended, sum up the point(s) for **IPPON**, **NIHON** and **SANBON** by itself. When a warning or penalty is given, mark the appropriate boxes with an "X". If a competitor forfeits or is disqualified from the bout, mark the appropriate boxes with an "X".

TOURNAMENT: _____ PLACE: _____ DATE: _____ CATEGORY: _____ BLOCK: _____ FIGHTING AREA: _____

NAME: OR FIGHTER No.:	POINTS	POINTS	POINTS	NAME: OR FIGHTER No.:	POINTS
○ IPPON (1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	○ IPPON (1)	<input type="checkbox"/>
○-○ NIHON (2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	○-○ NIHON (2)	<input type="checkbox"/>
●-○ SANBON (3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	●-○ SANBON (3)	<input type="checkbox"/>
C1W <input type="checkbox"/> CHUKOKU	C1K <input type="checkbox"/> KEIKOKU	C1HC <input type="checkbox"/> HANSOKU CHUI	C1H <input type="checkbox"/> HANSOKU CHUI	C2W <input type="checkbox"/> CHUKOKU	C2K <input type="checkbox"/> KEIKOKU
C2HC <input type="checkbox"/> HANSOKU CHUI	C2H <input type="checkbox"/> HANSOKU	TOTAL POINTS		C2HC <input type="checkbox"/> HANSOKU CHUI	C2H <input type="checkbox"/> HANSOKU
<input type="checkbox"/> KIKEN X MAKE - DEFEATED			<input type="checkbox"/> SHIKAKKU ▲ HIKIWAKE - TIE		
<input type="checkbox"/> KACHI - WINNER <input type="checkbox"/> HIKIWAKE - TIE <input type="checkbox"/> KACHI - WINNER			<input type="checkbox"/> SHIKAKKU ▲ HIKIWAKE - TIE <input type="checkbox"/> KACHI - WINNER <input type="checkbox"/> KIKEN X MAKE - DEFEATED		
OUTCOME →			← OUTCOME		

SAI SHIAI



POINTS	POINTS	POINTS	POINTS	POINTS	POINTS
○ IPPON (1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	○ IPPON (1)	<input type="checkbox"/>
○-○ NIHON (2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	○-○ NIHON (2)	<input type="checkbox"/>
●-○ SANBON (3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	●-○ SANBON (3)	<input type="checkbox"/>
C1W <input type="checkbox"/> CHUKOKU	C1K <input type="checkbox"/> KEIKOKU	C1HC <input type="checkbox"/> HANSOKU CHUI	C1H <input type="checkbox"/> HANSOKU CHUI	C2W <input type="checkbox"/> CHUKOKU	C2K <input type="checkbox"/> KEIKOKU
C2HC <input type="checkbox"/> HANSOKU CHUI	C2H <input type="checkbox"/> HANSOKU	TOTAL POINTS		C2HC <input type="checkbox"/> HANSOKU CHUI	C2H <input type="checkbox"/> HANSOKU
<input type="checkbox"/> KIKEN X MAKE - DEFEATED			<input type="checkbox"/> SHIKAKKU ⊖ WINNER BY HANTEI		
<input type="checkbox"/> KACHI - WINNER <input type="checkbox"/> KACHI - WINNER <input type="checkbox"/> KACHI - WINNER			<input type="checkbox"/> SHIKAKKU ⊖ WINNER BY HANTEI <input type="checkbox"/> KACHI - WINNER <input type="checkbox"/> KIKEN X MAKE - DEFEATED		
OUTCOME →			← OUTCOME		

Appendix I: AGE AND WEIGHT CATEGORIES

Seniors (age + 18) **WKF** recommended weight categories:

Female: - 50 Kg, - 55 Kg, - 61 Kg, - 68 Kg and + 68 Kg

Male: - 60 Kg, - 67 Kg, - 75 Kg, - 84 Kg and + 84 Kg

However experience has demonstrated that in contact karate (**WCK**) such as Sabaki Challenge Spirit, where there are relatively less female entrants and more male entrants – and with the pool system in mind and the associated more matches – the following weight categories are more appropriate:

Seniors (age + 18) **WCK** recommended weight categories:

Female: - 55 Kg, - 60 Kg and + 60 Kg

Male: - 60 Kg, - 65 Kg, - 70 Kg, - 75 Kg, - 80 Kg, - 85 Kg and + 85 Kg

Veterans (age + 35) **WCK** recommended weight category:

One open category.

There might well be local championships where a modification of the above recommended categories and rules could be more appropriate, even concerning outfit of the contestants and their safety equipment.

Appendix J: RULES IN SHORT



The short edition is meant as an instrument of repetition and cannot replace the study of the entire set of rules.

Fighting time is three (**3**) minutes effective time for males and two (**2**) minutes for females with one (**1**) extra minute for medal matches. In case of a tie there is a new bout of one (**1**) minute. If the new bout is still a tie, the three (**3**) judges will vote for the winner, where the outcome is settled by consideration according to the following criteria: Attitude, spirit and strength; superiority in tactics and techniques; initiative. A match can be decided before end of time in the case of a point difference of eight (**8**), in the case of a disqualification, in the case of that the referee ends the match, or if one of the fighters gives in.

Allowed attack areas with leg-, arm- and hand techniques are the abdomen, thighs, chest, back and side. Allowed attack areas with legs alone are the head, face and neck (not throat). As criteria for scoring, the techniques must demonstrate efficiency.

One (**1**) point (**IPPON**) is given for an efficient arm- or hand technique against an allowed attack area as well as for an efficient leg technique against the thigh.

Two (**2**) points (**NIHON**) are given for an efficient leg technique to the body.

Three (**3**) points (**SANBON**) are given for a leg technique to the head, face or neck (but not throat) as well as a follow up technique on a downed opponent according to the criteria.

Illegal techniques and behaviour are divided into two groups:

Category 1 offends: Arm- and hand techniques against head, face and neck; attacks to the groin and joints and dangerous and forbidden throws.

Category 2 offends: Feigning or exaggerating injury; repeated exits from the competition area; lack of safety; avoiding combat; clinching, wrestling, pushing, seizing or standing chest to chest, without attempting a throw or other technique for more than two (**2**) seconds; attacks with the head; failing to obey the orders of the referee or any other discourteous behavior.

Violations of the rules have that in common that they are penalized with positive points to the opponent after an increasing scale for repetitions and with relations to the severeness of the violation.

As for protection gear: Teeth-, groin- and combined instep and shin pads are compulsory. For females also breast protection of the cup type.