



*Member*  
*United States Olympic Committee*

## **USA National Karate-do Federation**

### **RULES OF KUMITE COMPETITION**

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## **RULES FOR KUMITE COMPETITION**

The rules of Kumite competition for all tournaments, matches, and competitions sanctioned by USA National Karate-do Federation (USA Karate) shall be as stated herein. These rules shall be used in all sanctioned competitions, without modification or amendment except as allowed by these rules. These rules are based upon the rules adopted by the World Karate Federation (WKF) for use in international competition. In any competition utilized to select competitors for the United States National Karate Team, the international rules without modification shall be used to conduct all such team selection divisions. These rules, or any part thereof, may be modified or amended by USA Karate at any time.

Whenever a specific rule is in conflict with a more general rule, the specific rule takes precedence. Exceptions to these rules may be made only with the prior approval of the Referee Committee of USA Karate for special circumstances attendant to a particular event, tournament, match or competition. A written request for exception should be submitted no less than thirty days prior to the date of the event.

Kumite competition shall be divided into appropriate categories or divisions based upon age, gender, weight and experience. USA Karate may elect to offer optional divisions for senior male and/or female athletes who are thirty-five years age or over. The number of divisions that may be established, and the age categories thereof, shall be determined and set at the discretion of USA Karate according to interest and the number of competitors who may elect to compete in such divisions. USA Karate reserves the right to create categories or divisions for physically and/or mentally challenged competitors, consistent with their abilities and training. For USA Karate Signature Events, the bout duration and/or point ceiling of non-USA Team Trials/Elite Divisions may be adjusted from an 8 point ceiling to a 6 point ceiling and/or from 2 minutes to 1½ minutes at the discretion of the USA Karate Referee Committee, Tournament Director and Chief Executive Officer. An initial announcement would be made prior to commencement of the event at the preliminary Coach/Referee briefing.

Age Categories for USA Karate Kumite Competition:

<b>USA BRACKET</b>	<b>AGE</b>	<b>WEIGHT</b>	<b>DURATION</b>
<b>Child(ren)</b>	<b>11 years &amp; younger</b>	N/A	<b>1 ½ Minutes</b>
<b>Junior Cadet non-elite</b>	<b>12-13</b>	N/A	<b>1 ½ Minutes</b>
<b>Cadet non-elite</b>	<b>14-15</b>	N/A	<b>1 ½ Minutes</b>
<b>Junior non-elite</b>	<b>16-17</b>	N/A	<b>1 ½ Minutes</b>
<b>Junior Cadet Elite</b>	<b>12-13</b>	N/A	<b>1 ½ Minutes</b>
<b>Cadet Elite</b>	<b>14-15</b>	N/A	<b>2 Minutes</b>
<b>Junior Elite</b>	<b>16-17</b>	N/A	<b>2 Minutes</b>
<b>Senior (Female) Elite</b>	<b>18 +</b>	N/A	<b>3 Minutes</b>

<b>Senior (Male) Elite</b>	<b>18 +</b>	<b>N/A</b>	<b>3 Minutes</b>
<b>Senior non-elite</b>	<b>35 +</b>	<b>N/A</b>	<b>1 ½ Minutes</b>
<b>Masters non-elite</b>	<b>35 +</b>	<b>N/A</b>	<b>1 ½ Minutes</b>

*All USA Karate divisions, **except** USA Team Trials/Elite Divisions, age, weight, and duration are subject to change or modification by the Tournament Organizing Committee for the particular event.*

The experience categories for USA Karate Kumite competition shall be as follows:

<b>Beginner</b>	8 <sup>th</sup> Kyu & under; less than 1 year of training
<b>Novice</b>	7 <sup>th</sup> Kyu - 5 <sup>th</sup> Kyu; 1 – 2 years of training
<b>Intermediate</b>	4 <sup>th</sup> Kyu - 2 <sup>nd</sup> Kyu; 2 – 4 years of training
<b>Advanced</b>	1 <sup>st</sup> Kyu & higher; 4 + years of training
<b>Elite</b>	USA Team Trial Divisions/Recommended rank of 1 <sup>st</sup> Dan or higher and 5+ years of training

Brown Belts must compete in Intermediate or higher divisions. Black Belts must compete in Advanced or higher divisions.

An athlete who participates in an Elite Division may compete in an Advanced Division in another category. (*Ex: Athletes may compete in Elite Kumite AND Advanced Kata, but may not compete in Elite Kumite AND Advanced Kumite*).

Athletes who medal in any skill level must move up to the next higher skill level the following year. (*Ex: Athlete who medaled in a Novice Division in 2014 must compete in the Intermediate or higher in 2015*).

The ultimate placement of athletes in the correct skill level is the responsibility of both the athlete and their coach/instructor. USA Karate relies upon the integrity of its participants to ensure the safest and fairest competition. Should an athlete be found to purposefully misrepresent their skill level in order to gain a competitive advantage, appropriate actions may be taken against both the athlete and the coach/instructor.

At the USA Karate Open Championship, the Junior International Cup and the National Championships, a competitor may compete as a Beginner, Novice, or Intermediate, however they must move up in divisions based upon the rank criteria set forth herein.

No competitor may compete in a division designated for members of the opposite sex unless that member has identified as a transgender athlete and meets the guidelines set forth in USA Karate's Transgender Policy.

These rules shall apply to all entrants, officials, administrators, and other personnel for all competitions sanctioned by USA Karate.

USA Karate may authorize additional special rules as needed for a particular event, tournament, match or competition, or may promulgate unique or novel rules to meet unusual circumstances in accordance with the rules of USA Karate, and as such must be approved by the Tournament Director and the Chief Referee for the event.

In the event that these rules are broken, then USA Karate, by and through its duly authorized representatives, may impose one or more of the following sanctions: verbal reprimand, written warning, monetary fine, disqualification or suspension. All such disciplinary sanctions imposed

shall be subject to review according to Section 14 of the Bylaws of this Federation but shall be effective immediately upon imposition. Any athlete who is disqualified for violation of any regulations or prohibited substances or drugs shall forfeit any titles and/or honors awarded and shall promptly return any medal and/or other awards. Examples of prohibited behaviors that would merit the imposition of sanctions include making a false or fraudulent statement regarding age or experience, entering under an assumed name, grossly unsportsmanlike conduct, theft, or any other act contrary to the recognized principals of karate-do.

Age Categories for PKF Kumite/USA Team Trial Competition:

<b>PKF BRACKET</b>	<b>AGE</b>	<b>(Kilo) WEIGHT</b>	<b>DURATION</b>
<b>Jr. Cadet Individual</b>	<b>12-13</b>	<b>Male: -35, -40, -45, -50, +50 Female: -35, -40, -45, +45</b>	<b>1 ½ Minutes 1 ½ Minutes</b>
<b>Cadet Individual</b>	<b>14-15</b>	<b>Male: -52, -57, -63, -70 +70 Female: -47, -54, +54</b>	<b>2 Minutes 2 Minutes</b>
<b>Junior Individual</b>	<b>16-17</b>	<b>Male: -55, -61, -68, -76, +76 Female: -48, -53, -59, +59</b>	<b>2 Minutes 2 Minutes</b>
<b>Under 21</b>	<b>18-20</b>	<b>Male: -60, -67, -75, -84, +84 Female: -50, -55, -61, -68, +68</b>	<b>3 Minutes 3 Minutes</b>
<b>Senior Individual</b>	<b>18+</b>	<b>Male: -60, -67, -75, -84, +84 Female: -50, -55, -61, -68, +68</b>	<b>3 Minutes 3 Minutes</b>
<b>Male Team</b>	<b>18+</b>		<b>3 Minutes</b>
<b>Female Team</b>	<b>18+</b>		<b>3 Minutes</b>

*For more details, see APPENDIX 8 Chart: World Championships; Conditions and Categories*

Age Categories for WKF Kumite/USA Team Trial Competition:

<b>WKF BRACKET</b>	<b>AGE</b>	<b>(Kilo) WEIGHT</b>	<b>DURATION</b>
<b>Cadet Individual</b>	<b>14-15</b>	<b>Male: -52, -57, -63, -70 +70 Female: -47, -54, +54</b>	<b>2 Minutes 2 Minutes</b>
<b>Junior Individual</b>	<b>16-17</b>	<b>Male: -55, -61, -68, -76, +76 Female: -48, -53, -59, +59</b>	<b>2 Minutes 2 Minutes</b>
<b>Under 21</b>	<b>18-20</b>	<b>Male: -60, -67, -75, -84, +84 Female: -50, -55, -61, -68, +68</b>	<b>3 Minutes 3 Minutes</b>
<b>Senior Individual</b>	<b>18 +</b>	<b>Male: -60, -67, -75, -84, +84 Female: -50, -55, -61, -68, +68</b>	<b>3 Minutes 3 Minutes</b>
<b>Male Team</b>	<b>18+</b>		<b>3 Minutes</b>
<b>Female Team</b>	<b>18+</b>		<b>3 Minutes</b>

*For more details, see APPENDIX 8 Chart: World Championships; Conditions and Categories*

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\* ALL PERSONS WHO ELECT TO COMPETE IN ANY EVENT AUTHORIZED UNDER THESE RULES AND SANCTIONED BY USA KARATE DO SO AT THEIR OWN RISK, RECOGNIZING THAT KARATE COMPETITION NECESSARILY INVOLVES SOME RISK OF SERIOUS, PERMANENT PHYSICAL INJURY OR DEATH. NO LIABILITY FOR ANY LOSS, INJURY OF ANY KIND, OR DEATH, SHALL ATTACH TO USA KARATE OR ANY OF ITS OFFICERS, DIRECTORS, MEMBERS OR EMPLOYEES, ETC. FOR ANY CAUSE OF REASON ARISING OUT OF, OR SUSTAINED IN ANY COMPETITION CONDUCTED HEREUNDER, INCLUDING NEGLIGENCE OR GROSS NEGLIGENCE.

## KUMITE RULES

### ARTICLE 1: KUMITE COMPETITION AREA

- 1.1.1 The competition area must be flat and devoid of hazard.
- 1.1.2 The competition area must be a matted square in all USA Team Trials competitions for selection of the USA National Team; for other tournaments or events the use of mats is optional but strongly encouraged.
- 1.1.3 The area shall be a matted square with sides of eight meters (measured from the outside), with an additional minimum of one meter on all sides as a safety area. The one meter border should be a different color than the rest of the matted area. Where mats are not used, the competition area may be defined by marking the boundaries with colored tape of appropriate thickness. The area may be elevated to a height of up to one meter above floor level. The elevated platform should measure at least twelve meters to a side in order to include both the competition and safety areas.
- 1.1.4 Two mats are inverted with the red side turned up in a one meter distance from the mat center to form a boundary between the contestants.
- 1.1.5 The Referee will be standing centered between the two mats facing the competitors at a distance of one meter from the safety area.
- 1.1.6 Each Judge will be seated at the corners of the mat in the safety area. The Referee may move around the entire tatami, including the safety area where the Judges are seated. Each Judge will be equipped with a red and a blue flag.
- 1.1.7 The Match Supervisor shall be seated just outside the safety area, behind and to the left or the right of the Referee. The Match Supervisor shall be equipped with a flag and whistle.
- 1.1.8 The Score Supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
- 1.1.9 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.

#### EXPLANATION:

1. *The mats used at any USA Team Trials competition must be substantially similar to those mats used in sanctioned international competition and should be non-slip where they contact the floor proper, but have a low coefficient 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 constitute a hazard and may cause injuries.*
2. *The Coach shall be assigned a specific place by the Referee Committee in conjunction with the Tournament Organizing Officials. This area shall be close to the competition area and the Coach allowed free and uninterrupted access to contestants between bouts. To assist the contestants, a visible scoreboard must be employed that can be viewed by Coaches and contestants.*

## **ARTICLE 2: OFFICIAL DRESS**

- 2.1.1 All officials, contestants and their coaches must wear the official uniform as herein defined.
- 2.1.2 The Referee Committee may disbar any official or competitor who does not comply with this regulation. In cases of minor deviation from the official uniform, the Referee Committee may allow participation of the official or competitor, provided that the deviation does not distract from the dignity of the competition or prejudice any other official or competitor.

### **2.2.0 REFEREES**

- 2.2.1 Referees and Judges must wear the official uniform designated by the Referee Committee. This uniform must be worn at and during all tournaments and courses. No person shall officiate in any competition wearing a gi or any part thereof.

The official uniform for Referees and Judges shall be as follows:

A single breasted navy blue blazer and USA Karate Official Patch;  
A white shirt with short sleeves;  
An official tie worn without tie pin;  
A black Whistle;  
A discreet white cord for the whistle;  
Plain light gray trousers without cuffs;  
Plain dark blue or black socks and black slip-on shoes for use on match area;  
Female Referees and Judges may wear a hair clip and religiously mandated headwear of a type approved by USA Karate in accordance with the WKF and discreet earrings.  
Referees and judges may wear a plain wedding band.

The Referee Committee reserves the right to allow the blazers to be removed during the competition or a portion of a competition.

### **2.3.0 CONTESTANTS**

- 2.3.1 All contestants must wear a white unmarked Karate gi without stripes or piping. At the USA Karate Signature Events and at any USA Team Trials Competition(s), only the approved USA Karate patch or emblem may be worn. This must be worn on the left breast of the jacket and shall not exceed an overall size of 12cm by 8cm. Only the original manufacturer's labels may be displayed on the gi and in the normally accepted locations.
- 2.3.2 For all other tournaments and competitions, a contestant may wear a single patch or emblem identifying their respective karate organization, school or system on the left breast of the jacket. Such patch or emblem shall not exceed an overall size of 12cm by 8cm, and shall not be of a design or symbol that is offensive to the dignity of the match, unsportsmanlike, or contrary to the principles of Karate-do. In addition, an identifying

number issued by the Tournament Organizing Committee may be worn on the back, sleeve or breast area of the gi jacket, as established by the Organizing Committee.

- 2.3.3 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 sufficient to allow fifteen centimeters free on each side of the knot and not longer than three-quarters thigh length. The belts are to be of plain red and blue color, without any personal embroidery, advertising or markings other than the manufacturer's label.
- 2.3.4 Notwithstanding paragraph 2.3.1 above, with prior written approval by USA Karate, the Tournament Organizing Committee may authorize the display of special labels or trademarks of approved sponsors. These labels can be worn on the right sleeve and shall not exceed an overall size of 15cm by10cm,
- 2.3.5 The gi jacket, when tightened around the waist with the belt, must be of 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 or leotard beneath the karate jacket. Male contestants may not wear any shirt of any kind or color underneath the gi jacket without the prior consent of the Referee Committee. Jackets must be tied. Jackets without ties may not be used.
- 2.3.6 The maximum length of the gi 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 either on the outside or inside of the sleeve. The jacket ties holding the jacket in place must be tied at the beginning of the match. If they are torn off during the match, the contestant is not required to change the jacket.
- 2.3.7 The gi trousers must be long enough to cover at least two thirds of the shin, must not reach below the ankle bone, and may not be rolled up either on the outside or inside of the leg.
- 2.3.8 Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct or present a safety hazard to competitors. Hachimaki (head band) of any kind shall not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, the Referee may disqualify the contestant from the bout. Hair slides ("scrunchies") are prohibited, as are metal hair grips ("barrettes"). One or two discreet rubber bands on a single ponytail is permitted. Ribbons and other decorations are prohibited.
- 2.3.9 Competitors may use a religiously mandated headwear of a type approved by the WKF: a plain black fabric head scarf covering the hair, but not the throat area.
- 2.3.10 Contestants must have short fingernails and must not wear jewelry or other object(s) that might injure their opponents. The use of orthodontic appliances or braces must be approved by the Referee and the Official Doctor. The contestant accepts full responsibility for any injury.
- 2.3.11 Gum shields are compulsory in all divisions.
- 2.3.12 Groin protectors are compulsory in all division for male competitors, including Elite/USA Team Trial divisions.
- 2.3.13 Approved fist pads, shin pads and instep protectors are compulsory in all divisions. WKF- approved red and blue fist pads, shin pads and instep protectors are required in all USA Team Trial divisions. In all other divisions this equipment may be of either the USA Karate-approved or WKF-approved type. Competitors in the non-USA Team Trials/Elite Divisions may opt to use the white USA Karate approved shin pads and instep protectors

- 2.3.14 Glasses are forbidden (soft contact lenses may be worn at the contestant's own discretion). In all divisions except Elite/USA Team Trial Kumite divisions, an athlete may elect to wear shatter-proof, athletic safety goggles of an approved design.
- 2.3.15
- Women may wear authorized protective equipment for the chest area. However, in Elite/USA Team Trial divisions women must wear protective equipment for the chest, which equipment must be WKF-approved.
  - Male and female competitors age 15 years and younger also may wear USA Karate-approved or WKF-approved face masks and protective equipment for the chest area.
  - The wearing of unauthorized apparel, clothing or equipment is prohibited.
- 2.3.16 Any protective equipment must meet USA Karate specifications and be of a USA Karate approved design, except where WKF-approved equipment is permitted or required.
- 2.3.17 It is the duty of the Match Supervisor (Kansa) to ensure before each match or bout that the competitors are wearing the approved equipment. (In the case of National Federation Championships, WKF approved equipment must be accepted and cannot be refused.)
- 2.3.18 The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Official Doctor. No braces that include any metallic parts shall be used. The Referee shall make the final decision as to the permitted use of items or products applied or adhered to the competitor, related to medical treatment, such as tape or other supportive or corrective materials.
- 2.3.19 In all divisions except Elite/USA Team Trial divisions, competitors are allowed to use a soft foam head protector, provided that such protector is a solid color and of an approved design that does not impede the ability of the athlete to score or be scored upon. However, the *aka* competitor may not wear a blue head protector, and *ao* may not wear a red head protector.

## 2.4 COACHES

- 2.4.1 The coach shall at all times during the tournament wear a tracksuit and display official identification.

### **EXPLANATION:**

- The contestant must wear a single belt. This shall be red for "Aka" and blue for "Ao." Belts of grade should not be worn during the bout.*
- If a contestant comes into the match area inappropriately dressed, he/she shall not be immediately disqualified; instead, the competitor shall be given one minute to remedy matters.*
- If the Referee Committee agrees, refereeing officials may be allowed to remove their blazers.*
- The wearing of unauthorized clothing or equipment is forbidden.*

## **ARTICLE 3: ORGANIZATION OF KUMITE COMPETITION**

- 3.1.1 A karate tournament may comprise Kumite competition and/or Kata competition, including Kobudo divisions. The Kumite competition may be further divided into the team match and individual match. The individual match may be further divided into age and weight divisions. Weight divisions are divided ultimately into bouts. The term “bout” also describes the individual Kumite competitions between opposing pairs of team members.
- 3.1.2 No contestant may be replaced by another in an individual match.
- 3.1.3 Individual contestants or teams that do not present themselves when called shall be disqualified (Kiken) from that category. In team matches, the score for the bout not taking place will be set to 8-0 in favor of the other team. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.
- 3.1.4 The contestants are all members of a team. There are no fixed reserves.
- 3.1.5 Before each match a team representative must hand into the official table an official form defining the names and fighting order of the competing team members. The fighting order may be changed for each round, order is notified before the round but once notified it may not be changed.
- 3.1.6 A team shall be disqualified (SHIKKAKU) if any of its members or its coach changes the team’s composition without submitting the written fighting order.
- 3.1.7 In team matches where an individual loses on account of receiving HANSOKU or SHIKKAKU, any score for the disqualified contestant will be set to zero, and a score of 8-0 will be recorded for that bout in favor of the other team.
- 3.1.8 The Tournament Systems used in USA Karate include but are not limited to Single Elimination, Double Elimination, Repechage and Round Robin (Pool Play). The USA Karate Referee Committee and the Tournament Director may adjust the Tournament System used for a competition or individual divisions within the competition. The following Tournament System is planned to be used at USA Karate Signature Events:
  - a) Junior International Cup – Single Elimination
  - b) USA Open – Elite Divisions will use Repechage and Non-elite Division will use Single elimination
  - c) National Championships and Team Trial – Repechage
  - d) Team Selection – Round Robin (Pool Play) and Double Elimination when too few competitors exist in a Division.

### **EXPLANATION:**

1. *A “round” is a discrete stage in a competition leading to the eventual identification of finalists. In a Kumite competition, a round eliminates fifty percent of contestants within it, counting byes as contestants. In this context, the round may apply equally to a stage in either primary elimination or repechage. In a matrix, or “round robin” competition, a round allows all contestants in a pool to fight every other competitor once.*
2. *Note that “a bout” refers to an individual bout between two contestants, while “a match” is the total of all bouts between the members of two teams.*

3. *The use of contestants' names causes problems of pronunciation and identification. Tournament numbers may be allotted and used.*
4. *When lining up before a match, a team shall present the actual fighters for that round. The unused fighter(s) and the Coach shall not be included and shall sit in an area set aside for them.*
5. *In order to compete, male teams must present at least three competitors, and female teams must present at least two competitors. A team with less than the required number of competitors shall forfeit the match (Kiken).*
6. *The fighting order form must be presented by the Coach or a nominated contestant from the team. If the Coach hands in the form, she/he must be clearly identifiable as such, otherwise the form may be rejected. The list must include the name of the country, club, the belt color allotted to the team for that match and the fighting order of the team members. Both the fighters' names and their tournament numbers must be listed and the form signed by the Coach or nominated person.*
7. *Coaches must present their accreditation together with that of their competitor(s) or team to the official table. The coach must sit in the chair provided and must not interfere with the smooth running of the bout by word or deed.*
8. *If through an error in charting the wrong contestants compete, then regardless of the outcome, that bout/match shall be 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**

- 4.1.1 The Referee Panel for each match shall consist of one Referee (Shushin), four Judges (Fukushin), and one Match Supervisor (Kansa). In 11 year old and younger Beginner and Novice Division the Referee Panel will consist of two (2) instead of four (4) judges. The two (2) judges will sit in the Judge 2 and Judge 3 locations.
- 4.1.2 The USA Karate Referee Committee and the Tournament Director may include other divisions to be run with the four (4) person Referee Panel, However all Team Trial/Elite Divisions must be run with a six (6) person Referee Panel.
- 4.1.3 In addition, for the purpose of facilitating the operation of matches, several timekeepers, caller-announcers, and record keepers shall be appointed.

### **EXPLANATION:**

1. *At the start of a Kumite match the Referee stands on the outside edge of the match area facing toward the center of the mat. On the Referee's left stands Judges numbers 1 and 2, and on the right stands Judges numbers 3 and 4.*
2. *After the formal exchange of bows by the contestants and the Referee Panel, the Referee takes a step back and the Judges turn inward and all bow together. All then take up their positions.*
3. *When changing the entire referee panel the departing officials, except the Match Supervisor, take up position as at the start of the bout or match, bow to each other and then leave the area together.*

4. When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.
5. In team matches, provided that the entire panel holds the required qualification, the positions of referee and judges may be rotated between each bout.
6. Officials may not referee a competitor who is from the official's dojo, karate organization or other affiliation.

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

- 5.1.1 Duration of the kumite bout shall be one and one half minutes for ages 12-17, and 18+ Non-Elite/Non-USA Team Trial divisions, and one and one half minutes for ages 11 and under. In senior (ages 18-34) Elite/USA Team Trial divisions, and in the Under 21 (ages 18-20) Elite/USA Team Trial divisions, the kumite bout shall be three minutes for males, and females.
- 5.1.2 The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "Yame."
- 5.1.3 The timekeeper shall give signals by a clearly audible gong or buzzer indicating "15 seconds to go" or "time up." The "time up" signal marks the end of the bout. Time keeping shall be by "stop time", however, in beginner, novice, or intermediate divisions, the Referee Committee may determine that "running time" may be used.
- 5.1.4 Competitors are entitled to a period of time between matches, equal to the standard duration time of the match, for the purpose of rest and change of equipment. The only exception is in the case of change of equipment color when it is extended to five minutes.

## **ARTICLE 6: SCORING**

- 6.1.1 Scores are as follows:

- |    |                 |              |
|----|-----------------|--------------|
| a. | <b>IPPON</b>    | Three Points |
| b. | <b>WAZA-ARI</b> | Two Points   |
| c. | <b>YUKO</b>     | One Point    |

- 6.1.2 A score is awarded when a technique is performed according to the following criteria to a scoring area:
  - a. Good Form
  - b. Sporting Attitude
  - c. Vigorous Application
  - d. Awareness (Zanshin)
  - e. Good Timing
  - f. Correct Distance

- 6.1.3 **IPPON** is awarded for:

- a. Jodan kicks

- b. Any scoring technique delivered on a thrown or fallen opponent while the torso (upper body or trunk) is on the tatami

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

- a. Chudan kicks

6.1.5 **YUKO** is awarded for:

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

6.1.6 Attacks are limited to the following areas:

- a. Head
- b. Face
- c. Neck
- d. Abdomen
- e. Chest
- f. Back
- g. Side

- 6.1.7 A victory over an opponent who has been given a Hansoku or Shikkaku shall be worth Kiken.
- 6.1.8 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 warning or penalty being imposed on the offender.
- 6.1.9 No technique, even if technically correct, shall 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 shall be scored.

#### **EXPLANATION:**

<i>Vocabulary</i>	<i>Technical Criteria</i>
<b>IPPON</b> (3 points) is awarded for:	1. Jodan kicks. Jodan being defined as the face, head and neck. 2. Any scoring technique which is delivered on an opponent who has been thrown, has fallen off their feet on their own accord, or is otherwise off their feet while torso (upper body or trunk) is on the tatami.
<b>WAZA-ARI</b> (2 points) is awarded for:	Chudan kicks. Chudan being defined as the abdomen, chest, back and side.
	1. Any punch (Tsuki) delivered to any of the seven scoring

<b>YUKO</b> (1 point) is awarded for:	areas. 2. Any strike (Uchi) delivered to any of the seven scoring areas.
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1. *In order to score, a technique must be applied to a scoring area as defined in paragraph 6.1.6 above. The technique must be appropriately controlled with regard to the area being attacked and must satisfy all six scoring criteria in paragraph 6.1.2 above.*
2. *For reasons of safety, throws where the opponent is being grabbed below the waist, thrown without being held onto, or thrown dangerously, or where the pivot point is above the thrower's belt level, are prohibited and shall incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques that do not require the opponent to be held while executing the sweep, such as ashi-barai, kouchi-gari, kani waza, etc. After a throw has been executed the Referee will allow the contestant time to immediately attempt a scoring technique.*
3. *When a contestant is thrown according to the rules, slips, falls, or for other reason have the torso of the body touching the mat and is then scored upon by the opponent the score will be IPPON.*
4. *A technique with **good form** is said to have characteristics conferring probable effectiveness within the framework of traditional karate concepts.*
5. ***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.*
6. ***Vigorous Application** defines the power and speed of the technique and the palpable will for it to succeed.*
7. ***Awareness (Zanshin)** is that criteria most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counter-attack. He does not turn his/her face away during delivery of the technique, and remains facing the opponent afterwards.*
8. ***Good Timing** means delivering a technique when it will have the greatest potential effect.*
9. ***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.*
10. *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. In Cadet and Junior competition divisions, no contact to the head, face or neck is allowed other than a very light touch (previously known as a "skin touch") for Jodan kicks, and the scoring distance is increased up to 10 centimeters.*
11. *A worthless technique is a worthless technique – regardless of where and how it is delivered. A technique that is badly deficient in good form, or lacking in power, shall score nothing.*
12. *Techniques which land below the belt may score, as long as they are above the pubic bone.*

13. *The neck is a target 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.*
14. *A technique that lands on 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.*
15. *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 warnings or 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.*
16. *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 judgment is to not award a point. Both contestants may however receive points for their respective scores if they each have two flags in their favor and the scores both happen before "YAME" and before the time signal.*
17. *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 point for the kick would be awarded regardless if the punch scored first – as the kick has a higher point value.*

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

- 7.1.1 The result of a bout is determined by the first contestant to obtain eight points, or at time-up, having the highest number of points, first unopposed point advantage (SENSHU), obtaining a decision (HANTEI) or by a HANSOKU, SHIKKAKU OR KIKEN, imposed against the contestant.

In Elite/USA Team Trial Divisions 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, first unopposed point advantage (SENSHU), or obtaining a decision (HANTEI), or by HANSOKU, SHIKKAKU, OR KIKEN imposed against a contestant.

- 7.1.2 No individual bout can be declared a tie. Only in team competition, when a bout ends with equal scores, or no scores, and neither contestant has obtained SENSHU, will the Referee announce a tie (HIKIWAKI).
- 7.1.3 In any bout, if after full time the scores are equal, but one contestant has obtained "first unopposed score advantage" (SENSHU), that contestant will be declared the winner. In any individual bout, where no score has been obtained by either competitor, or the score is equal without any competitor having obtained "first unopposed score advantage" the decision will be made by a final vote of the four Judges and the Referee, each casting their vote. A decision in favor of one or the other competitor 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.

Should a Competitor that has been awarded SENSHU receive a Category 2 warning for avoiding combat for the following incidents: Jogai, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout the Competitor will automatically forfeit this advantage.

The Referee will then first show the type of infraction the Competitor did to solicit the support of the Judges. Once the Referee is supported by minimum two flags, he/she will show the sign for the applicable Category 2 warning followed by the sign for SENSHU, and finally the sign for annulment (TORIMASEN) At the same time announcing AKA/AO SENSHU TORIMASEN.

If SENSHU is withdrawn when it is less than 15 seconds left of the bout, no further SENSHU can be awarded to either Competitor.

In cases where SENSHU has been awarded, but a successful video protest determines that also the other opponent scored, and that a score in fact is not unopposed, the same procedure is used for nullification of SENSHU.

- 7.1.4 The winning team is the one with the most bout victories including those won by SENSHU. Should 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 *difference* or lead recorded in any bout will be eight. The bout stops the moment the point difference becomes eight or more.
- 7.1.5 If the two teams have the same number of bout victories and points, then a deciding bout will be held. Each team may nominate any one contestant of their team for the purpose of fighting the extra bout, regardless if that person already has fought in a previous bout between the two teams. If the extra bout does not produce a winner based on superiority of points, nor any of the competitors receiving SENSHU, the extra bout will be decided based on HANTEI according to the same procedure as individual bouts. The result of the HANTEI for the extra bout will also determine the result of the team match.
- 7.1.6 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.

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

#### **EXPLANATION:**

- When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, 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 and the Referee will at the same time signal his/her vote by hand signal. The Referee will then give a short blast on his/her whistle, return to his/her original position and announce the decision and will then indicate the winner in the normal way.*
- In instances where both AKA and AO are disqualified in the same match by Hansoku, the opponent 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.*

## **ARTICLE 8: PROHIBITED BEHAVIOR**

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

### **8.1.1 CATEGORY 1:**

- Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
- Attacks to the arms or legs, groin, joints, or instep.
- Attacks to the face with open hand techniques, (teisho, nukite, etc.)
- Dangerous or forbidden throwing techniques.

### **8.1.2 CATEGORY 2:**

- Feigning, or exaggerating injury.
- Exit from the competition area (JOGAI) not caused by the opponent.
- 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).
- Avoiding combat as a means of preventing the opponent from having the opportunity to score.
- Passivity – not attempting to engage in combat. (Cannot be given with less than 15 seconds left of the match.)
- Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
- Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponent’s kicking leg.
- Grabbing the opponent’s arm or karategi with one hand without immediately attempting a scoring technique or takedown.
- Techniques which by their nature cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
- Simulated attacks with the head, knees, or elbows.
- 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:**

1. Traditional karate techniques delivered with full power can cause extremely serious injury, even death. Karate competition is a sport; for that reason some of the most dangerous techniques are prohibited and all techniques must be controlled. Trained 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 that results in injury must 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.

### 2. FACE CONTACT

#### (A) Adults - Age 18 and over:

Non-injurious, light controlled “touch” contact to the face, head and neck is allowed (but not to the throat) with the hand and foot. 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.

#### (B) Age 17 and under:

No touch or contact to the head, face, and neck (including face mask) is allowed with hand techniques. Any contact, no matter how light will receive a warning or penalty, as in the paragraph above, unless caused by the recipient (MUBOBI). Jodan kicks may make the lightest touch (“skin touch”) and still score. Any more than a skin touch will require a warning or penalty unless caused by the recipient (MUBOBI). For competitors under 14 years age; see also Appendix 10 for further restrictions.

3. The Referee must constantly observe the injured contestant until the bout is resumed. 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.
4. Pre-existing injury can produce symptoms out of proportion to the degree of contact used, and referees must take this into account when considering warnings or 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 Tatami Manager 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.

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

*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 directly depending on the severity of the offense.*

7. Competitors who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the USA Karate Tournament Doctor or Medical Staff, who will carry out an immediate examination of the competitor. The Tournament Doctor or Medical Staff will submit a report before the end of the Championship for the consideration of the Referee Committee. Competitors who feign injury will be subject to the strongest warnings or penalties, up to and including suspension for life for repeated offenses.
8. The throat is a particularly vulnerable area and even the slightest contact will be warned or penalized unless it is the recipient's own fault.
9. Throwing techniques are divided into two types.
  - (1) The established "conventional" karate leg sweeping techniques such as de ashi bari, 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 a throw following trapping the opponent's kicking leg.
  - (2) 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 seoi 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 warning or penalty is called for. The competitor may seize the opponent's arm or karategi with one hand for the 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 takedown or to break a fall is permitted. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for the purpose of executing a takedown.

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

10. *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. **The definition for JOGAI is no longer "repeated exits" but merely "exit not caused by the opponent."** If there is less than fifteen seconds to go, the Referee will as a minimum, directly impose HANSOKU CHUI on the offender.*
11. *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.*
12. *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 will be imposed.*
13. *Foot sweeps that land high on the leg can cause knee injury. The Referee must assess the validity of any sweep-attack to the leg; an ineffectual but painful attack of this sort should be immediately warned or penalized.*
14. *When assessing the contact force used, the Referee must take all circumstances into account. Did the opponent exacerbate the impact of an otherwise controlled technique by an injudicious movement? This is the reason most often given for scoring what would otherwise appear to be excessive contact, but it must not be used as a justification for a bad assessment. The Referee must also consider the effects of a marked disparity in size between contestants which occurs in team matches and open weight divisions.*
15. *The face is defined as an area that begins one centimeter above the eyebrows, extending down and including the temples, narrowing from the cheekbones, and finishing just under the chin.*16. *It is important to understand that "AVOIDING COMBAT" refers to a situation where a competitor attempts to prevent the opponent from 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 15 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, this will result in KEIKOKU being imposed. If however, there is less than 15 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. 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 penalized.*
17. *Passivity refers to situations where one or both of the contestants do not attempt to exchange techniques over an extended period of time.*

18. *Warnings or penalties for Mubobi can be assessed only when contact occurs. 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 and injury, the Referee will issue a Category 2 warning or penalty and decline to give a warning or penalty to the opponent.*
19. *Any discourteous behavior from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament.*

## **ARTICLE 9: WARNINGS & PENALTIES**

### **(Warning)**

#### **CHUKOKU:**

CHUKOKU is imposed for the first instance of a minor infraction for the applicable category.

#### **KEIKOKU:**

KEIKOKU is imposed for the second instance of a minor infraction for that category, or for infractions not sufficiently serious to merit HANSOKU CHUI.

#### **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.

#### **HANSOKU:**

This is a penalty of disqualification following a very serious infraction or when a HANSOKU CHUI has already been given. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.

#### **SHIKKAKU:**

This is a disqualification from the entire tournament including any subsequent category the offender may have been registered for. SHIKKAKU may be invoked when a 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.

### **EXPLANATION:**

1. *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.*
2. *There are two degrees of penalties: HANSOKU and SHIKKAKU, both causing the contestant violating the rules to be disqualified from (i) the bout (HANSOKU); or (ii) from the entire tournament (SHIKKAKU). In the case of SHIKKAKU further sanctions may still be imposed by the Ethics Committee based on the outcome of complaints.*
3. *Category 1 and Category 2 warnings do not cross-accumulate.*
4. *A warning can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of warning or disqualification as may be appropriate. 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.*
5. ***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.*
6. ***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.*
7. ***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.*
8. ***HANSOKU*** *is imposed for cumulative warnings 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.*
9. *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 USA Karate competition, will be reported to the Referee Committee. The Referee Committee will decide if that competitor shall be suspended from the rest of that competition by issuing a SHIKKAKU and/or subsequent competitions by requesting a review by the Ethics Committee for a recommended period of suspension from competition.*
10. ***SHIKKAKU*** *can be directly imposed, without warnings of any kind. 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.*

*When the Referee considers that a Coach is interfering with the bout in progress, he/she will stop the bout (YAME), approach the coach and show the signal for discourteous behavior. After that the Referee will re-start the bout (TSUZUKETE HAJIME). If the coach continues to interfere, the Referee will stop the bout, approach the coach again and ask him/her to leave the tatami. The Referee will not re-start the bout until the coach has left the Tatami area. This is not considered as a SHIKKAKU situation and the expulsion of the coach is only for that particular bout or match.*

11. *A public announcement of SHIKKAKU must be made.*

## **ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION**

- 10.1.1 KIKEN or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions. Forfeiture by KIKEN means that the contestant is disqualified from that category, although it does not affect participation in another category.
- 10.1.2 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 point score is equal, then a vote (HANTEI) will decide the outcome of the bout, unless one of the contestants has SENSHU. In team matches, the Referee will announce a tie (HIKIWAKE), unless one of the contestants has SENSHU. Should the situation occur in an extra bout for deciding a team match, a vote (HANTEI) will determine the outcome, unless one of the contestants has SENSHU.
- 10.1.3 An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
- 10.1.4 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.
- 10.1.5 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.
- 10.1.6 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.
- 10.1.7 Except in division for ages 11 and younger, Any competitor who falls, is thrown or knocked down and does not fully regain his/her feet within ten seconds is considered unfit to continue fighting and shall 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/her feet immediately, the Referee will call the doctor, and at the same time start a verbal count to ten in the English language indicating his count showing a finger for each second. In all cases where the 10 second count has been started the doctor will be asked to examine the contestant before the bout can resume. For incidents falling under this 10 second rule, the contestant may be examined on the mat.

#### **EXPLANATION:**

1. *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 Referee Panels.*
2. *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.*
3. *The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his/her hand and verbally calling out "doctor."*
3. *Self-inflicted injury and those injuries caused by the athlete are easy to deal with, but when assessing an injury caused by the opponent's technique, the Referee Panel should*

*consider whether the technique was valid. Was it properly applied to the proper target area at the correct time and with the correct degree of control? Consideration of this will assist the Referee Panel in deciding whether the injured contestant should be declared the loser by Kiken, or whether the opponent should be warned or penalized for a foul.*

4. *The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his/her hand and verbally calling out “doctor.”*
5. *If physically able to do so, the injured contestant should be directed off the mat for examination and treatment by the doctor.*
6. *The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.*
7. *The Judges will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.*
8. *In team matches, should a team member receive KIKEN, or be disqualified (HANSOKU or SHIKKAKU) their score for that bout, if any, will be zeroed and the opponent’s score will be set at eight points.*

## **ARTICLE 11: OFFICIAL PROTEST**

- 11.1.1 No one may protest about a judgment to the members of the Refereeing Panel.
- 11.1.2 If a refereeing procedure appears to contravene the rules, an official club representative is the only one allowed to make a protest. In international competition, the competitor’s coach or its official representative is the only one allowed to make a protest.
- 11.1.3 The protest shall take the form of a written report submitted immediately after the bout in which the protest was generated. The sole exception is when the protest concerns an administrative malfunction. The Tatami Manager should be notified immediately if/when the administrative malfunction is detected. If a video is reviewed the video must include the officials in the ring, the scoreboard and the competitors. Videos used to render a decision must be submitted to the Appeals Jury so that it can be included in the final decision result.
- 11.1.4 The referee committee will assign three senior officials as members of appeal jury for all USA Karate Signature Events.

Any protest concerning application of the rules must be announced by the coach no later than one minute after the end of the bout. The coach will request the official protest form from the Tatami Manager and will have four minutes to have it completed, signed and submitted to Tatami Manager with the corresponding fee. The Tatami Manager will immediately hand the completed protest form to a representative of the Appeals Jury that will have five minutes to render a decision.

### **Composition of the Appeals Jury**

The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Committee (RC). No two members may be appointed from the same state or karate organization. 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 country, state, Approved Sports Organization, karate organization or has 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.

- 11.1.5 The protest must be submitted to representative of the Appeals Jury. In due course the Appeals 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.
- 11.1.6 Any protest concerning application of the rules must be made in accordance with the complaints procedure as defined by USA Karate. It must be submitted in writing on an approved form and signed by the official representative of the team or contestant(s).
- 11.1.7 The complainant must submit a protest fee in the amount of \$250 together with the written protest to a representative of the Appeals Jury.
- 11.1.8 In the event the protest is declined by the Appeals Jury, the protest fee shall be retained under the authority of the USA Karate CEO. If the protest is deemed valid and accepted, the protest fee shall be returned to the complainant.
- 11.1.9 The appeals jury will provide the USA Karate CEO or its delegate the protest fee, the written complaint and a written explanation of the decision taken by the Appeals Jury immediately following the protest.

#### **EXPLANATION:**

1. *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 shall be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*
2. *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 members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.*
3. *If a protest is found invalid, Appeals Jury will notify the Chief Referee who will verbally notify the complainant 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 CEO.*
4. *If a protest is accepted, the appeals Jury will liaise with the Organizing Committee (OC) and Chief Referee 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 who are evaluated for sanction*

*The responsibility rests with the Chief Referee 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 Chief Referee 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 CEO, who will return the deposited amount to the protestor, and in turn forward the protest document to the RC chairman.*

5. *Ensuing matches or bouts shall 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.*
6. *In case of an administrative malfunction during a match in progress, the Coach may notify the Match Area Controller directly. In turn the Match Area Controller shall notify the Referee.*

### **Power and Constraints**

The decision of the Appeals Jury is final.

### **Special provision for use of Video Review**

*NOTE: This special provision to be interpreted as separate and independent of other provisions of this Article 11, and the pertaining explanation*

In WKF Senior World Championships, Olympic Games, Youth Olympic Games, Continental Games, World Games and multisports Games of this nature, the use of video review of bouts are required. Use of video review is also recommended for other competitions whenever possible. The procedure for video review is enclosed as APPENDIX 11.

## **ARTICLE 12: POWERS AND DUTIES**

### **12.1.0 REFEREE COMMITTEE**

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

- 12.1.1 To ensure the correct preparation for each given tournament in consultation with the Tournament Organizing Committee, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.

- 12.1.2 To appoint and deploy Tatami Managers (Chief Referees) and Tatami Manager Assistants to their respective areas and to act upon and take such action as may be required by the reports of the Tatami Managers.
- 12.1.3 To supervise and coordinate the overall performance of the refereeing officials.
- 12.1.4 To nominate substitute officials where such are required. The composition of a panel of officials may not be changed at the discretion of the Match Supervisor, Referee, or Judge.
- 12.1.5 To pass the final judgment on matters of a technical nature that may arise during a given match and for which there are no stipulations in the rules.
- 12.2.0 TATAMI MANAGERS**  
The Tatami Managers' powers and duties shall be as follows:
- 12.2.1 To delegate, appoint, and supervise the Referees and Judges for all matches in areas under their control.
- 12.2.2 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.
- 12.2.3 To order the Referee to halt the match when the Match Supervisor signals a contravention of the Rules of Competition.
- 12.2.4 To prepare a daily written report on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Committee. To appoint 2 Referees to act as Video Review Supervisors (VRS)
- 12.3.0 REFEREES**  
The Referee's powers shall be as follows:
- 12.3.1 The Referee ("SHUSHIN") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
- 12.3.2 To award points based on the decision of the Judges.
- 12.3.3 To stop the match when an injury, illness or inability of a contestant to continue is noticed.
- 12.3.4 To stop the bout when it in the Referee's opinion has been a foul committed, or to ensure the safety of the Competitors.
- 12.3.5 To stop the match when two or more Judges have indicated a score or Jogai.
- 12.3.6 To indicate fouls observed (including Jogai), thus requesting the consent of the Judges.
- 12.3.7 To request confirmation of the Judges' 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.
- 12.3.8 To call the Judges and Match Supervisor for conference (SHUGO) to recommend Shikkaku.
- 12.3.9 To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a judgment.
- 12.3.10 To issue warnings and impose penalties based on the decision of the Judges.
- 12.3.11 To announce and start an extra bout when required in team matches.

- 12.3.12 To conduct voting of the Judges, including his own vote, (HANTEI) and announce the result.
- 12.3.13 To resolve ties.
- 12.3.14 To announce the winner.
- 12.3.15 The authority of the Referee is not confined solely to the competition area but also to its entire immediate perimeter including controlling the conduct of coaches, other competitors, or any part of the competitors' entourage present on the competition floor.
- 12.3.16 The Referee shall give all commands and make all announcements.

#### **12.4.0 JUDGES**

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

1. To signal point(s) scored, and Jogai, on their own initiative.
2. To signal their judgment on warnings or penalties indicated by the Referee.
3. To exercise their right to vote on any decision to be taken.

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

1. When a score is observed.
2. When a contestant has stepped out of the competition area (Jogai).
3. When requested by the Referee to pass judgment on any other foul.

#### **12.5.0 MATCH SUPERVISORS**

The Match Supervisor (KANSA) will assist the Tatami Manager 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 Match Supervisor will immediately raise the red flag and blow the whistle. The Tatami Manager 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 Match Supervisor. Before the start of each match or bout the Match Supervisor will ensure that contestant's equipment and Karate-Gi are in accordance with the WKF rules of competition. Even if the organiser has a check-up of equipment before line-up, it is still Kansa's responsibility to ensure that the equipment is in accordance with the rules. The Match Supervisor will not rotate during Team matches.

#### ***Guideline***

In the following situations Kansa will *raise the red flag and blow his/her whistle*:

- The Referee forgets to indicate Senshu.
- The Referee gives a score to the wrong competitor.
- The Referee gives warning/penalty to the wrong competitor.

- The Referee gives a score to a competitor and exaggeration Cat. 2 to the other.
- *The Referee gives a score to a competitor and Mubobi to the other.*
- The Referee gives a score for a technique done after Yame or after the time is up.
- The Referee gives a score made by a competitor when he/she is outside the Tatami.
- *The Referee gives a warning or penalty for passivity during Ato Shibaraku.*
- *The referee gives the wrong warning or penalty Cat.2 during Ato Shibaraku.*
- *The Referee doesn't stop the bout and there are two or more flags showing point or Jogai for the same competitor.*
- *The Referee doesn't stop the bout when a Video Review is requested by a coach.*
- The Referee doesn't follow the majority of flags.
- The Referee doesn't call the doctor in a 10 seconds rule situation.
- The Referee does Hantei/Hikiwake but Senshu has been obtained.
- *A Judge(s) is holding the flags in the wrong hand.*
- The score board is not showing the right information.
- The technique requested by the coach was done after Yame or after the time was up.

***In the following situations Kansa will not get involved with the Referee Panel's decision:***

- The Judges don't flag for a score.
- The Judges don't flag for Jogai.
- *The Judges don't support the Referee when asking for a Cat.1 or Cat.2 warning or penalty.*
- *The degree of contact Cat. 1 that the panel decide.*
- *The degree of warning or penalty Cat. 2 that the panel decide.*
- Kansa has no vote or authority in matters of judgments such as whether a score was valid or not.
- *In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle, not Kansa.*

## 12.6.0 SCORE SUPERVISORS

The Score Supervisor shall 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:**

1. *When two or more Judges indicate a score or Jogai for the same competitor, the Referee will stop the bout and render the decision accordingly. Should the Referee fail to stop the bout the Match Supervisor will raise the red flag and blow his/her whistle.*

2. When the Referee decides to halt the bout for any other reason than a signal given by two or more of the Judges he/she will call “YAME” at the same time using the required hand signal. The Judges will then signal their opinions and the Referee will render the decision for which there is agreement between two or more Judges.
3. In the event that both contestants have a score, warning, or penalty indicated by two or more Judges, both contestants will be awarded their respective points, warnings or penalties.
4. If one contestant has a score, warning, or penalty indicated by more than one Judge and the score, warning or penalty is different between the Judges, the lower score, warning or penalty will be applied if there is not a majority for one level of score, warning or penalty.
5. If there is a majority, but dissent among the Judges for one level of score, warning or penalty, the majority opinion will overrule the principle of applying the lowest score, warning or penalty.
6. At HANTEI the four Judges and the Referee each have one vote.
7. The role of the Match Supervisor is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He/she is not there as an additional Judge. He/she has no vote, nor any authority in matters of judgment, such as whether a score was valid or if JOGAI occurred. His/her sole responsibility is in matters of procedure.
8. In the event that the Referee does not hear the time-up bell, the Score Supervisor will blow his/her whistle.
9. When explaining the basis for a judgment after the match, the Judges may speak to the Tatami Manager, the Referee Committee, or the Appeals Jury. They will explain themselves to no one else.
10. A Referee may, based solely on his/her own judgment, ban from the competition floor any coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the match, and postpone the continuation of a bout until the coach complies. The same authority of the Referee extends to other members of the competitor’s entourage present on the competition floor.

## **ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES**

- 13.1.1 The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices 1, and 2.
- 13.1.2 The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants, whom are positioned at the front on their assigned mats nearest their opponent; the Referee will announce “SHOBU HAJIME” and the bout will commence.
- 13.1.3 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).
- 13.1.4 The Referee returns to the starting position and the Judges will indicate their opinions by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (AKA or AO), the area attacked, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling “TSUZUKETE HAJIME.”

- 13.1.5 In Elite/USA Team Trial Kumite Divisions, 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/she returns to the starting position. The winner is then 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. In all other Kumite divisions, the first contestant to accumulate eight points shall be declared the winner.
- 13.1.6 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 “AKA/AO NO KACHI.” The bout is ended at this point.
- 13.1.7 In the event of a tied vote at the end of an inconclusive bout the Referee Panel (Referee and Judges) will decide the match by HANTEI.
- 13.1.8 When faced with the following situations, the referee shall call “YAME” and halt the bout temporarily:
1. When either or both contestants are out of the match area.
  2. When a Referee orders a contestant to adjust the karate-gi or protective equipment.
  3. When a contestant has contravened the rules.
  4. When the Referee considers that one or both of the contestants cannot continue with the bout due to injuries, illness or other causes. Heeding the tournament doctor’s opinion, the Referee shall decide whether or not the bout should continue.
  5. When a contestant seizes the opponent and does not perform an immediate technique or throw.
  6. When one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.
  7. When one or both contestants are off their feet following a fall or attempted throw and begin to wrestle.
  8. When both competitors seize or clinch with each other without immediately succeeding in executing a throw or scoring technique.
  9. When both competitors stand chest to chest without attempting a throw or other technique.
  10. When a score or foul is indicated by two or more Judges for the same competitor.
  11. When, in the opinion of the Referee, there has been a foul committed – or the situation calls for halting the bout for safety reasons.
  12. When requested to do so by the Tatami Manager.

#### **EXPLANATION:**

1. *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 2 of the Rules of Kumite Competition.*

- 2. When restarting the bout, the 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. The Referee must restart the bout with the minimum of delay.*
- 3. Contestants will bow to each other at the start and end of each bout.*

#### **ARTICLE 14: MODIFICATIONS**

- 14.1 Only the USA Karate Referee Committee, with the approval of the Chief Executive Officer, may alter or modify these rules.
- 14.2 Only the USA Karate Referee Committee along with the Tournament Director / Event Coordinator have the right to combine divisions or create / split divisions whenever necessary.
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**APPENDIX 1: THE TERMINOLOGY**

<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/her 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	The Referee stands in a forward stance. As he/she says “Tsuzukete” he extends his arms, palms outwards towards the contestants. As he/she says “Hajime” he turns the palms and brings them rapidly towards one another, at the same time stepping back.
<b>SHUGO</b>	Judges Called	The 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 by flag signal and the Referee indicates the outcome by raising his/her arm.
<b>HIKIWAKE</b>	Draw	In case of a tied bout, the Referee crosses his/her arms, then extends them with the palms showing to the front.
<b>TORIMASEN</b>	No score or foul	The Referee crosses his/her arms then

	rendered by the judges	makes a cutting motion, palms downward.
<b>AKA (AO) NO KACHI</b>	Red (Blue) wins	The Referee obliquely raises his/her arm on the side of the winner.
<b>AKA (AO) IPPON</b>	Red (Blue) scores three points	The Referee raises his arm up at 45 degrees on the side of the scorer.
<b>AKA (AO) WAZA-ARI</b>	Red (Blue) scores two points	The Referee extends his/her arm at shoulder level on the side of the scorer.
<b>AKA (AO) YUKO</b>	Red (Blue) scores one point	The Referee extends his/her arm downward at 45 degrees on the side of the scorer.
<b>CHUKOKU</b>	Warning	The Referee indicates a Category 1 or 2 offense.

<b>KEIKOKU</b>	Warning	The Referee indicates a Category 1 or 2 offense then points with his/her finger downwards at 45 degrees in the direction of the offender.
<b>HANSOKU CHUI</b>	Warning of disqualification	The Referee indicates a Category 1 or 2 offense then points with his/her index finger horizontally in the direction of the offender.
<b>HANSOKU</b>	Disqualification	The 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 not caused by the opponent	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
<b>SENSHU</b>	First unopposed point advantage	After awarding the point in the regular fashion, the Referee calls “Aka (Ao) Senshu” while holding lifting his/her bent arm with the palm facing the Referee’s own face.
<b>SHIKKAKU</b>	Disqualification “Leave the Area”	The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “AKA (AO) SHIKKAKU!” He/she then announces a win for the opponent.
<b>TORIMASEN</b>	Annulment	The point or decision is annulled. The Kumite Referee or Kata Chief judge crosses his/her hands in a downward movement.
<b>KIKEN</b>	Renunciation	The Referee points downwards at 45 degrees in the direction of the contestant’s starting line.
<b>MUBOBI</b>	Self Endangerment	The Referee touches his/her face then turning his/her hand edge forward

		moves it back and forth to indicate to the Judges that the contestant endangered himself.
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## **APPENDIX 2: ANNOUNCEMENTS AND GESTURES OF THE REFEREE**

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### **ANNOUNCEMENTS AND GESTURES OF THE REFEREE**

#### **SHOMEN-NI-REI**

The Referee extends his/her arms palms to the front.



#### **OTAGAI-NI-REI**

**The Referee motions to the Competitors to bow to the others.**



#### **SHOBU HAJIME**

##### **“Start the Bout”**

After the announcement, the Referee takes a step back.



#### **YAME**

##### **“Stop”**

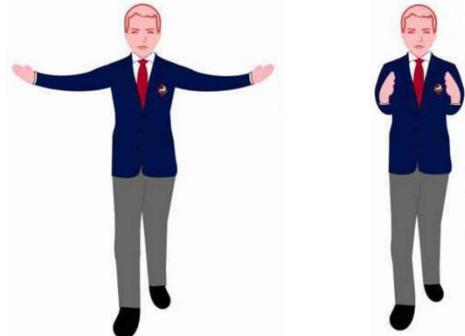
Interruption or end of a match or bout. As he/she makes the announcement, the Referee makes a downward chopping motion with his hand.



## **TSUZUKETE HAJIME**

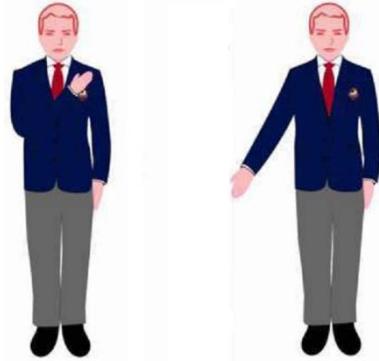
“Resume fighting—Begin”

As he/she says “Tsuzukete”, and standing in a forward stance, the Referee extends his/her arms outward with his/her palms facing the Competitors. As he/she says “Hajime” he/she turns the palms and brings them rapidly towards one another at the same time stepping back.



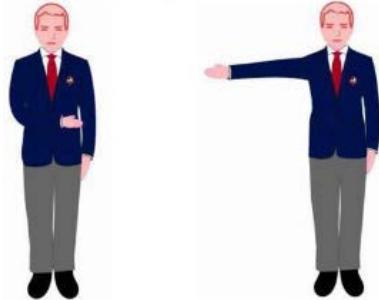
### **YUKO (One point)**

The Referee extends his/her arm downward at 45 degrees on the side of the scorer.



### **WAZA-ARI (Two Points)**

The Referee extends his/her arm at shoulder level on the side of the scorer.



### **IPPON (Three Points)**

The Referee extends his arm upward at 45 degrees on the side of the scorer.



### **TORIMASEN / CANCEL DECISION**

**When an award or penalty has been given in error** the Referee turns towards the Competitor, announces “AKA” or “AO”, crosses his/her arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.



### **SENSHU (First unopposed score)**

The Referee holds the hand facing inwards, with the arm bent, towards the Competitor to indicate the first unopposed point scored.



### **NO KACHI (Win)**

At the end of the match or bout, announcing “AKA (or AO) No Kachi” the Referee extends his/her arm upward at 45 degrees on the side of the winner.



### **KIKEN**

“Renunciation”

The Referee points with the index finger towards the renouncing Competitor's line and then announces a win for the opponent.



### **SHIKKAKU**

“Disqualification, Leave the Area”.

The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “AKA (AO) SHIKKAKU!” he/she then announces a win for the opponent.

## HIKIWAKE

“Draw” (Only applicable to team matches and round robin).  
When time is up and scores are equal, or no scores have been awarded.  
The Referee crosses his/her arms then extends them with the palms showing to the front.



## CATEGORY 1 OFFENCE (used without further signal for CHUKOKU)

The Referee crosses his/her open hands with the edge of one wrist on the edge of the other at chest level.



## CATEGORY 2 OFFENCE (used without further signal for CHUKOKU)

The Referee points with a bent arm at the face of the offender.



## KEIKOKU

“Warning”.  
The Referee indicates a Category 1 or 2 offence then points with his/her index finger downwards at 45 degrees in the direction of the offender’s feet.



## **HANSOKU CHUI**

“Warning of disqualification”.

The Referee indicates a Category 1 or 2 offence then points with his/her index finger horizontally in the direction of the offender’s abdomen.



## **HANSOKU**

“Disqualification”

The Referee indicates a Category 1 or 2 offence then points with his/her index finger upwards at 45 degrees in the direction of the offender’s face, and awards a win to the opponent.



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## **EXCESSIVE CONTACT**

The Referee indicates to the Judges that there has been excessive contact or other Category 1 offence.



## 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.



## MUBOBI (Self Endangerment)

The Referee touches his/her face, then moves his/her hand across the face from right to left indicating the Judges that the Competitor has endangered him or herself.



## AVOIDING COMBAT

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



## PUSHING, GRABBING OR STANDING CHEST TO CHEST WITHOUT ATTEMPTING AN IMMEDIATE TECHNIQUE OR TAKEDOWN

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 offence.

### **EXAGGERATING INJURY**

The Referee holds both hands to his/her face to indicate to the Judges a Category 2 offence.



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### **FEIGNING INJURY**

The Referee holds both hands to the side of his/her face to indicate a Category 2 offense.



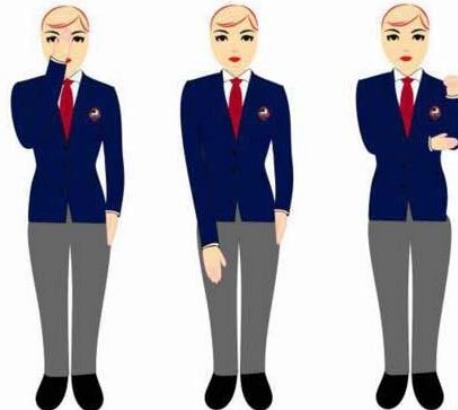
### **DANGEROUS AND UNCONTROLLED ATTACKS**

The Referee brings his/her clenched fist past the side of his/her head to indicate to the Judges a Category 2 offence.



### **SIMULATED ATTACKS WITH THE HEAD KNEES OR ELBOWS**

The Referee touches his/her forehead, knee, or elbow with the open hand to indicate to the Judges a Category 2 offence.



### **TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR**

The Referee places his/her index finger to his/her lips to indicate to the Judges a Category 2 offence.



## **SHUGO**

“Judges Called”

The Referee calls the Judges at the end of the match or bout or to recommend SHIKKAKU.



## APPENDIX 3:

## JUDGE'S FLAG SIGNALS

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### THE JUDGE'S FLAG SIGNALS

Note that, Judge #1 and #4, will hold the red flag in the right hand and Judge #2 and #3 will hold the flag in the left hand. For kata Judge #1, 2, and 5 will have the red flag in their right hand – Judge # 3 and 4 in the left.

*YUKO*



*WAZA-ARI*



*IPPON*



*FAULT*

Warning of a foul. The appropriate flag is waved in a circle, then a Category 1 or 2 signal is made.



**CATEGORY 1 OFFENSE**

The flags are crossed and extended with the arms straight or towards AKA (AO) depending on who the offender is.

**JUDGE SEATING POSITION****CATEGORY 2 OFFENSE**

The Judge points the flag with arm bent.



**JOGAI****KEIKOKU**

Tapping the floor with the flag.

**HANSOKU CHUI****HANSOKU**

## APPENDIX 4:

## SCOREKEEPERS' MARKS

● □ ○	<b>IPPON</b>	Three Points Score
○ □ ○	<b>WAZA-ARI</b>	Two Points Score
○	<b>YUKO</b>	One Point Score
✓	<b>SENSHU</b>	First unopposed point advantage
□	<b>KACHI</b>	Winner
X	<b>MAKE</b>	Loser
▲	<b>HIKIWAKE</b>	Draw (Tie)
C1C	<b>Category 1 Foul - CHUKOKU</b>	Warning
C1K	<b>Category 1 Foul – KEIKOKU</b>	Warning
C1HC	<b>Category 1 Foul – HANSOKU CHUI</b>	Warning of Disqualification
C1H	<b>Category 1 Foul – HANSOKU</b>	Disqualification
C2C	<b>Category 2 Foul - CHUKOKU</b>	Warning
C2K	<b>Category 2 Foul – KEIKOKU</b>	Warning
C2HC	<b>Category 2 Foul – HANSOKU CHUI</b>	Warning of Disqualification
C2H	<b>Category 2 Foul – HANSOKU</b>	Disqualification

<b>KK</b>	<b>KIKEN</b>	Forfeiture
<b>S</b>	<b>SHIKKAKU</b>	Serious Disqualification

## **APPENDIX 5: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES**

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

### **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 the Referee signals for a Category 1 warning or penalty (unless it is the recipient's own fault).

### **EXCESSIVE CONTACT AND EXAGGERATION**

Karate is a Martial Art and 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 warning or penalty to the opponent. This kind of behavior is cheating and demeans the sport; it should be quickly warned or penalized.

When a Competitor makes pretence of having received an excessive contact and the Referee Panel 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 Referee Panel have determined that the technique in fact was a score is minimum HANSOKU CHUI and in more severe cases HANSOKU or SHIKKAKU. A Competitor should not be penalized for being winded (loss of breath as a consequence of a technique) or simply reacting to an impact even if the technique merited a point by the opponent. Competitors that are winded as a result of an impact should be allowed time to catch their breath before the bout is resumed.

More difficult situations occur when a competitor receives a stronger contact and falls to the floor, sometimes standing up (in order to stop the 10 second count) and then falling down again. The Referees and Judges must remember that a jodan kick is worth 3 points and as the number of teams and individual competitors receiving financial reward for winning medals increases, the temptation to stoop to unethical behavior becomes stronger. It is important to recognize this and apply the appropriate warnings or penalties.

### **MUBOBI**

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 18 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 warning or 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 contestant after delivering a technique will turn their body partially away from the opponent but are still watching and ready to continue the action. The Panel 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 the 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 as to 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 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.

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 lifts the opponent up before throwing him. The Article 8, Explanation 9 (2) states: ... *and the opponent must be held onto throughout so that a safe landing can be made.* Since it is difficult to ensure a safe landing, throws such as this fall into the prohibited category.

## SCORING ON A FALLEN OPPONENT

When a contestant is thrown or swept off his feet and is scored upon when his torso (upper body or trunk) is on the tatami, the score will be IPPON.

Should the contestant be hit by a technique while 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 will be as stated in Article 6. 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 the torso is not on the tatami will be as follows:

1. Jodan kicks, three points (IPPON)
2. Chudan kicks, two points (WAZA-ARI)
3. Tsuki and Uchi, one point (YUKO)

## **VOTING PROCEDURES**

When the Referee halts the bout he will call "YAME," at the same time using the required hand signal. As the Referee returns to his starting line, the Judges will signal their opinions concerning points and/or Jogai, and if requested by the Referee they will signal their opinion concerning other prohibited behavior. The Referee will render the decision accordingly. Since the Referee is the only one able to move around the area, to directly approach the contestants, and to speak to the doctor, Judges must seriously consider what the Referee is communicating to them before giving their final decision.

In situations where there is more than one reason for stopping the match the Referee will deal with each situation in turn. For example, where there has been a score from one contestant and a contact from the other, or where there has been a MUBOBI and an exaggeration of injury from the same contestant.

## **JOGAI**

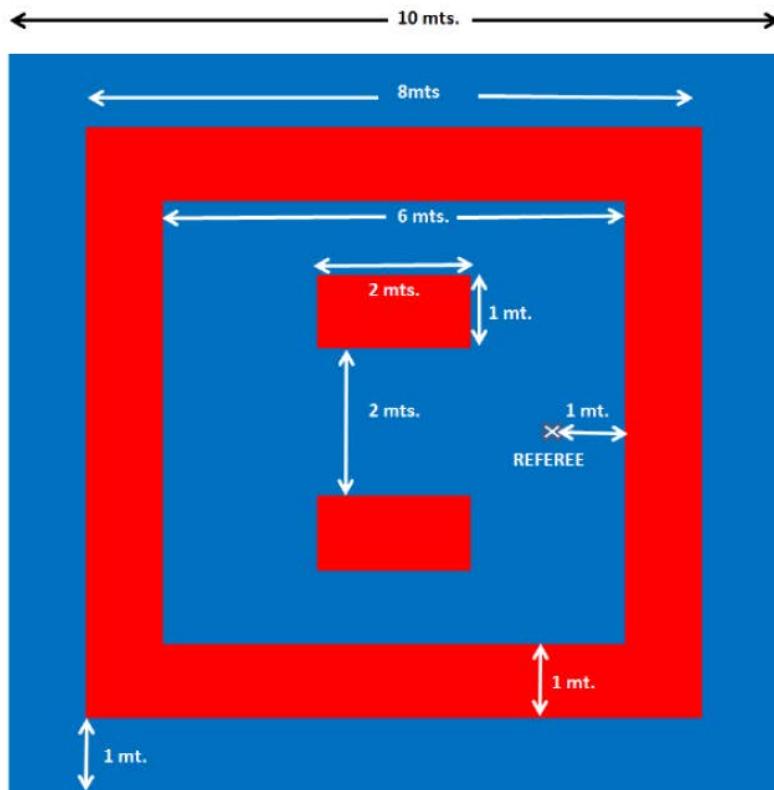
Judges must remember that when indicating Jogai they are required to tap the floor with the appropriate flag. As the Referee stops the bout and returns to his position they will signal their opinion indicating a Category 2 infringement.

## **INDICATION OF RULES INFRINGEMENTS**

For Category 1 infringements Judges should extend the crossed flags to the side of AKA, putting the red flag in front, or for AO, putting the blue flag in front. This enables the Referee to clearly see which Competitor is regarded as the offender.

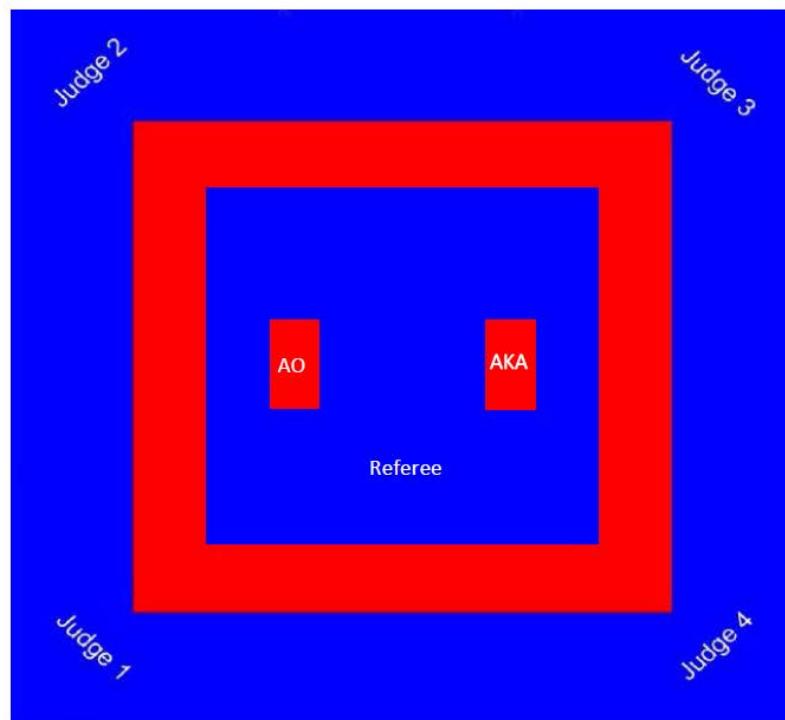
## **APPENDIX 6: LAYOUT OF THE KUMITE COMPETITION AREA**

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**Safety area:** USA Karate Signature Events require a *minimum* of one (1) meter safety area on all sides of the competition area.

Positions in the Ring



## APPENDIX 7: THE KARATE-GI



ADVERTISING SPACE FOR THE WKF OF 20 x 10 cm  
AD



ADVERTISING SPACE FOR THE N.F. OF 15 x 10 cm



Karate  
**ABC**  
BACK RESERVED FOR THE ORGANISING FEDERATION OF 30 x 30 cm  
DISPLAY THREE LETTER COUNTRY CODE



EMBLEM OF THE NATIONAL FEDERATION OF 12 x 8 cm



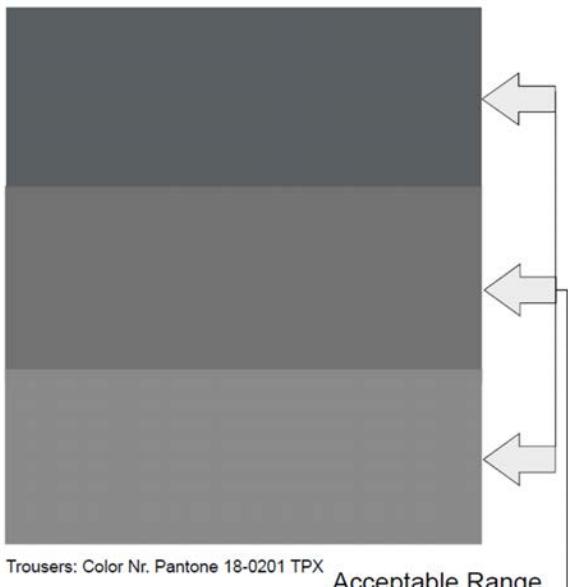
SPACES FOR THE MANUFACTURERS TRADEMARK OF 5 x 4 cm

## APPENDIX 8: WKF WORLD CHAMPIONSHIPS: CONDITIONS & CATEGORIES

WKF WORLD CHAMPIONSHIPS									
WORLD CADET, JUNIOR & UNDER 21 CHAMPIONSHIPS					WORLD SENIOR CHAMPIONSHIPS				
GENERAL		CATEGORIES			GENERAL		CATEGORIES		
* The competition will last for 4 days.  * Each National Federation can register one (1) competitor per category.  * At the draw, the four finalists of the previous Championships will be split as much as possible. (The competitors in the case of individual events and the National Federations in the case of the team events).  * The Championships will be displayed in five (5) or six (6) competition areas, depending on the stadium's features.  * Kumite bouts duration will be in all cases 3 minutes for Cadet and Junior and for female under 21 and 3 minutes for male under 21.  * Bunkai in Kata team (male & female) to be performed in the final and bouts when the round is to determine the winner of a medal.		UNDER 21	CADET	JUNIOR	* The competition will last for five (5) days.  * Team Kumite eliminations will be held after the individual eliminations.  * Each National Federation can register one (1) competitor per category.  * At the draw, the four finalists of the previous Championships will be split as much as possible. (The competitors in the case of individual events and the National Federation in the case of team events).  * The Championships will be displayed in four (4) competition areas in line (3 days) and in one (1) elevated area for the medal bouts and the finals (2 days).  * For catering service of referees and officials, specific areas and timetables must be provided.  * Kumite bouts duration will be 3 minutes for male and 3 minutes for female categories.  * Bunkai in Kata team (male & female) to be performed in the final and bouts when the round is to determine the winner of a medal.				
TOTAL:		Individual Kata (18, 19, 20)  Male Female	Individual Kata (14, 15)  Male Female	Individual Kata (16, 17)  Male Female	Male Individual Kumite (18, 19, 20)  -60 Kg -67 Kg -75 Kg -84 Kg +84 Kg	Male Individual Kumite (14, 15)  -52 Kg -57 Kg -63 Kg -70 Kg +70 Kg	Male Individual Kumite (16, 17)  -55 Kg -61 Kg -68 Kg -76 Kg +76 Kg	Individual Kata (+16)  Male Female	
		Female Individual Kumite (18, 19, 20)  -50 Kg -55 Kg -61 Kg -68 Kg +68 Kg	Female Individual Kumite (14, 15)  -47 Kg -54 Kg +54 Kg	Female Individual Kumite (16, 17)  -48 Kg -53 Kg -59 Kg +59 Kg				Male Individual Kumite (+18)  -60 Kg -67 Kg -75 Kg -84 Kg +84 Kg	
					Team Kata (14-17)  Male Female			Female Individual Kumite (+18)  -50 Kg -55 Kg -61 Kg -68 Kg +68 Kg	
								Team Kata (+16)  Male Female	
								Team Kumite (+18)  Male Female	
		12	10	13				16	

**VERSION EFFECTIVE FROM 1.1.2018**

**APPENDIX 9: REFEREES AND JUDGES TROUSERS COLOR GUIDE**



Trousers: Color Nr. Pantone 18-0201 TPX

Acceptable Range

Jacket: Color navy blue Color Nr. 19-4023 TPX

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***Compulsory for the WKF Youth Camp  
Recommended for WKF Continental and National Federations***

**Kumite for children between 12 and 14 years of age:**

- For techniques to the head and neck (Jodan area) no contact is allowed.
- Any contact to the jodan area , however slight, in principle will be penalized.
- A correctly performed technique to the head or neck in principle will be considered a score at a distance up to 10 cm.
- The bout duration is one and a half minute.
- No use of protective equipment that is not WKF approved.
- WKF Facemask and Chest Protector for Children are used.

**Kumite for children under 12 years of age:**

- Techniques to all scoring areas (Jodan and Chudan) are all to be controlled short of target.
- Any contact to the jodan area , however slight, in principle will be penalized.
- A correctly performed technique to any scoring area in principle will be considered a score at a distance up to 10cm.
- Even controlled techniques to the body (chudan area) in principle will not be considered a score if they make contact beyond surface touch.
- No sweeping, or other takedown techniques, are allowed.
- The bout duration is one and a half minute.
- The fighting area may be reduced from 8x8 mts. to 6x6 mts. if desired by the organizer of the event.
- Participants should participate in a minimum of two bouts per competition.
- No use of protective equipment that is not WKF approved.
- WKF Facemask and Chest Protector for Children are used.

*For children under the age of 10 kumite competition is arranged as competition pair against pair demonstrating one and half minute of sparring where each pair cooperate to display techniques. The performances are judged pair versus pair, by Hantei based on the usual criteria for Hantei decision in kumite bouts -but here evaluating one pair's performance against the other.*

**Kata competition for those under 14 years of age:**

There are no specific deviations from the standard rules, but a limitation to the kata list to less advanced kata may be used.

**Kata competition for those under 12 years of age:**

There are no specific deviations from the standard rules, but a limitation to the kata list to less advanced kata may be used.

Participants failing to complete their kata should be given the option of a second attempt without reduction of score.

## **Video Review Rules in WKF Kumite Competitions**

### **(Individual and Team)**

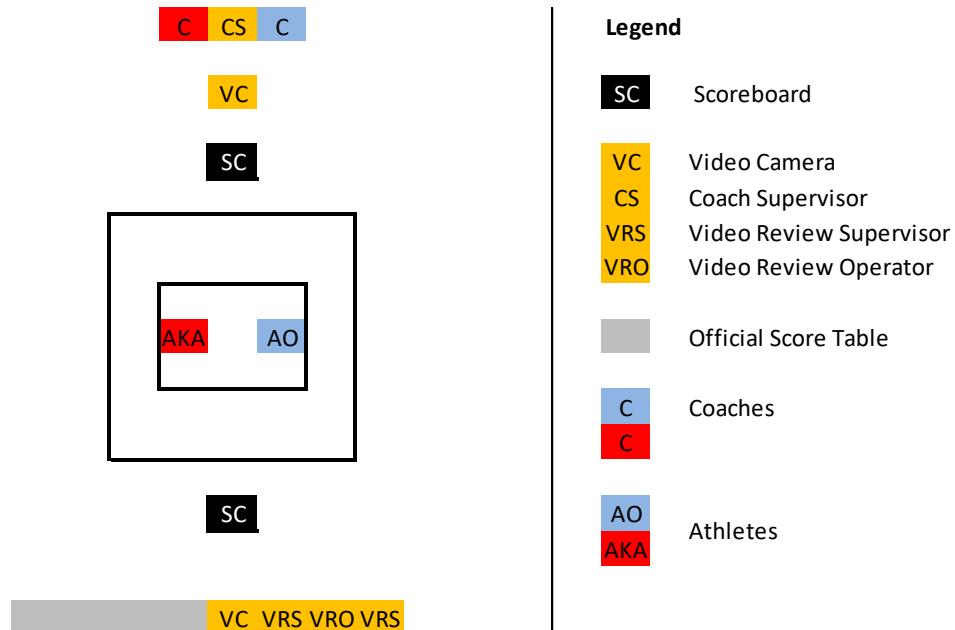
Video Review Team

<b>Definition</b>	<b>Abbreviation</b>	<b>Eliminations</b>	<b>Medal bouts</b>
<b>Video Review Table</b>	VRT	3	3
Video Review Supervisor	VRS	2	2
Video Review Operator	VRO	1	1
<b>Coach Supervisor</b>	CS	1	2

1. **Prior to the beginning of the competition**, the Tatami Managers will appoint 2 Referees A to act as Video Review Supervisors (VRS) in each tatami. Both VRS members will be seated on a table with the Video Review Operator (VRO) in the middle. The Video Review Team (VRO + 2 VRSs) is equipped with a red (rejected) and a green (approved) card. Only the two Supervisors and the operator can be present around Video Review (VR) table.
  
2. **Prior to each bout**, the Coach Supervisor (CS) will hand over a joy stick with one button to the corresponding coaches. The CS will be sitting between the two Coaches during the match. During the finals, the number of CS will be doubled, assigning one CS to each of the coaches, sitting next to their side. An orange electronic card with the initials “VR” can be seen in the scoreboard at the left side of the competitors scoring numbers. The CS, VRO and both of the VRS will be equipped with a two-way radio for communication purposes. Should the joy stick button present any functioning problem, the traditional system of physical red (AKA) and blue (AO) cards for the respective coaches will apply.
  
3. The procedure for a VR request applies only when a coach believes that his/her competitor’s score was ignored. In order for the match not to be unduly delayed, it is the responsibility of the VRS to ensure that the protest is handled in a time-efficient manner.
  
4. Point(s) can only be given if the technique(s) of one or both competitors is (are) made before the Referee stops the match “Yame”.

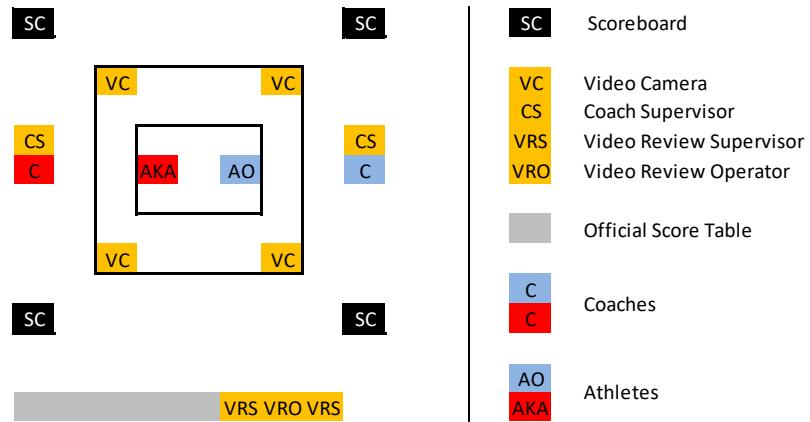
5. For video review purposes, when a VR is used for more than one tatami, only 2 video cameras will be used in each tatami (please see image for video camera positions).

### Multiple Tatamis Display



When only one single tatami is used (e.g. Olympic Games / Youth Olympic Games) and 4 video cameras with all the pertaining auxiliary equipment will be used in each tatami. The cameras shall be located in the corners close to the safety area. This equipment will be operated by a VRO.

## Single Tatami Display

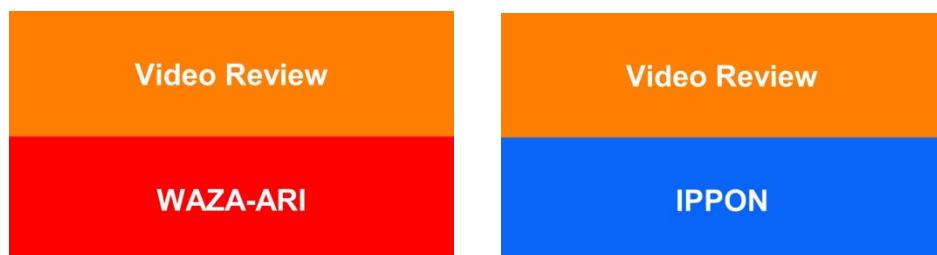


### 6. Video Review Request sequence

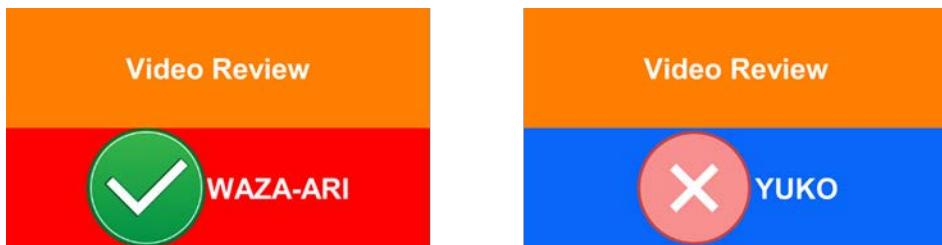
- The coach requesting a Video Review will push the joy stick's button and simultaneously a buzzer from the scoreboard will sound - and the VR card displayed on the scoreboard will start flashing.



- The Referee will immediately stop the bout and the VRO will stop filming.
- The CS shall inform immediately through the radio the subject of the coach's VR request to the VRO and both VRS. The scoreboard will then display the requested action and the pertaining athlete. Should there be a double request at the same time, the scoreboard will display both simultaneously.



- The VRO will rewind the tape back to the beginning of the disputed sequence.
- The VRS will examine, analyze and take a decision in the shortest time possible.
- The decision to award a point must be unanimous, otherwise it is considered as rejected. The decision will be announced by one of the VRS standing up and raising the green (YES) or the red (NO) card. If the green card is raised the VRS will also show, with the other hand, the kind of point the Referee should give. At same time the decision will be showing in the scoreboard.



- If the VR request is rejected the orange card in the scoreboard will automatically disappear and the coach will not have the possibility of VR request for all remaining matches in the relevant category for that particular competitor.



- Should the competitor loose the VR request during the eliminations round but classify for any medal bout, an additional VR request option will be granted.
- 7. When using the Round Robin system (without bouts for medals) if the protest is rejected the Coach will not be able to request a VR for that particular Competitor for the remaining bouts in the pool, but can do it again if the Competitor goes to the semi-final or medal bouts.
- 8. The VR request rejection does not stop the coach or the team leader from issuing a written protest (Article 11 in the WKF Kata and Kumite Competition Rules).
- 9. If a competitor suggest the coach to do a VR request, this will be considered a category 2 offence and a warning or penalty must be applied. In this situation if the coach does the

VR request the procedure will not be stopped and the VR will take place even if the competitor is penalized with a category 2 warning or penalty.

10. If a competitor signals to the coach not to request VR because the technique was not good enough, this will also be considered a category 2 offence and a warning or penalty must be applied.
11. If a coach pushes the joy stick's button and then immediately regrets it, the procedure will not be stopped and the video review will take place accordingly.
12. If a Coach requests VR and at the same time two or more Judges show a score for the same Competitor, the Competitor's electronic orange card will remain in the scoreboard.



1. If a Coach requests VR, but in the opinion of the Referee panel the technique was uncontrolled or too hard, a category 1 warning or penalty must be applied; the Competitor's orange electronic card will remain in the scoreboard.
2. In the case that the VR Team, because of technical problems (electricity, camera or computer malfunctions etc.) are not able to analyze the video and take a decision, the competitor's right for a VR request will remain. Please refer to Nr. 2, in the case of a joy stick malfunctioning problem.

## **APPENDIX 12: OFFICIAL PROTEST FORM**

## **OFFICIAL PROTEST FORM**

(Current filing fee will appear here)

The protest must be prepared



DATE	COMPETITION	PLACE
..... / .....		

COMPETITOR'S COUNTRIES	
AO	AKA

## PROTEST'S DESCRIPTION

To be continued on the other side of this page

<b>NAME</b>	Valid as received by WKF
<b>SIGNATURE</b>	

FOR OFFICIAL USE ONLY :

TATAMI N°		MS/Kansa:			
PANEL	REFEREE	JUDGE 1	JUDGE 2	JUDGE 3	JUDGE 4
NAME					
COUNTRY					

### ***Rehearsal weighing***

Competitors shall be allowed to check their weight on the official weigh-in scales (that will be used for the official weigh-in) from one hour before the official weigh-in commences. There is no limit to the numbers of times each Competitor may check his weight during the time of the unofficial weigh in.

### ***Official weighing***

#### **Place:**

The weight control will take place always in only one place. The possibilities to host this control are the competition venue, the official hotel or the village (TBC for each event). Organizers must provide separate rooms for men and women.

#### **Scales:**

The host NF should provide enough calibrated electronic scales (at least 4 units) showing only one decimal place i.e. 51.9 Kg, 154.6 kg. The scale should be placed on a solid floor that is not carpeted.

#### **Time:**

Weigh-in must take place at the latest the day before the day of competition for the category, unless specified otherwise for a specific competition. The official weigh-in time for WKF events will be duly announced on the bulletin. For any other events this information will be distributed in advance through the OC communication channels. It is responsibility of the Competitor to be aware of this information. A Competitor that does not turn up for the weigh-in period, or fails to weigh within the prescribed limits for the category in which the Competitor is registered, will be disqualified (KIKEN).

#### **Tolerance:**

The tolerance admitted for any category is 0,200 kg.

#### **Procedure:**

A minimum of two WKF officials are required at the weigh-in for each gender. One to check the accreditation/passport of the Competitor and one to record the exact weight on the official weigh-in list. An additional six staff members (official/volunteers) supplied by the host NF should also be available to control the flow of Competitors. Twelve chairs should be supplied. To protect the privacy of the Competitors, officials as well as the staff members supervising the weigh-in, must be of the same gender as the Competitors.

1. The official weigh-in will be done category by category and Competitor by Competitor.
2. All Coaches and other team delegates must leave the weigh-in room before the start of the official weigh-in.
3. The Competitor is allowed to stand on the scales only once during the official weigh-in period.

4. Each Competitor shall bring to the weigh-in their accreditation card issued for the event and shall present it to the official, who will verify the identity of the Competitor.
5. The official then invites the Competitor to stand on the scales.
6. The Competitor shall weigh-in wearing only underclothing (men/boys – underpants, women/girls – underpants and bra). Any socks or additional complements must be removed.
7. The Competitors are allowed to remove their underclothing – without stepping off the scales – to ensure they reach the minimum or the maximum weight limit of the weight category in which they are entered.
8. The official supervising the weigh-in shall note and record the Competitor's weight in kilograms (accurate to one decimal point of a kilogram)
9. The Competitor steps off the scales.

NOTE: Photography or filming is not permitted in the weigh-in area. This includes the use of mobile phones and all other devices.

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## **APPENDIX 14: ROUND-ROBIN COMPETITION (KUMITE)**

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### **1. Competition format**

Round-robin is used for Olympic Kumite competition and otherwise for competitions with a very limited number of participants. This is a form of competition where all the Competitors in a pool all meet each other in order to determine the winners.

The variation of the round-robin system used by WKF entail the use of two separate pools independently completing the cycle of round-robin with their pool. WKF is using this format as qualification for the medal matches where the winner of each pool will meet the runner-up of the other pool for the semi-finals.

Should there be an odd number of participants (due to forfeiture or injury) that place will be considered as a bye for the Competitors for the bouts that do not take place. Should this happen during the competition itself - any bouts already fought against the Competitor not completing the round-robin should be considered a bye for the previous opponents.

The winner and runners-up of each pool is determined by the most won bouts by counting wins as two points each, a draw as 1 point - and a loss as zero.

The winners of the semi-finals will then go on the final where they compete for gold and silver while the two losers of the semi-finals both win bronze medals.

### **1. Seeding**

The requirement for seeding in round-robin competition is as follows:

- For Olympic competition nr. 1 to nr. 4. in the Olympic Standing are put in different pools.
- For other competitions (including Continental Games using round-robin) the two Competitors with the highest WKF Ranking the day before the competition are put in different pools

### **2. Tie breaks**

In cases where there is a tie between 2 or more Competitors, having the same number of total points, the criteria below will be applied in the specified order. This means, if a winner is found after one of the criteria, the following criteria will not have to be applied.

1. Winner(s) of the bout(s) between the 2 or more relevant Competitors
2. Higher number of total scores obtained in favour through all bouts
3. Lower number of total scores got against through all bouts
4. Higher number of Ippons in favour through all bouts

5. Lower number of Ippons against through all bouts
  6. Higher number of Waza-Aris in favour through all bouts
  7. Lower number of Waza-Aris against through all bouts
  8. Higher number of Yukos in favour through all bouts
  9. Lower number of Yukos against through all bouts
- 10 a. In Olympic competition: The highest Olympic standing per the day, as defined in the Qualification System
- 10 b. In any other competition: The winner of an additional bout to break the tie

In case of 3 or more athletes when we have the first 2 athletes that go to the semi-finals, the tie-resolution has to be considered from the very beginning.

### **3. Contestant injured during Elimination Round**

If a contestant is injured during the Elimination Round and cannot continue, the scores of completed or current bouts remain unchanged. The results of all bouts (completed, current and pending) are declared NIL (results nullified), and its points forfeited.

### **4. Disqualification of a contestant**

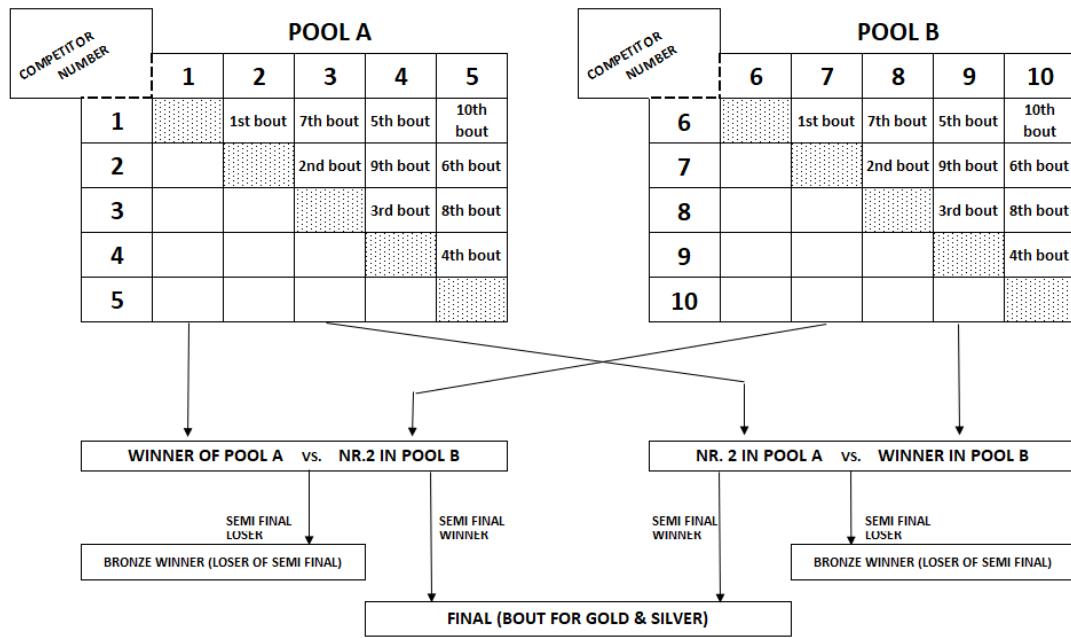
It is possible for a contestant to be disqualified from a bout and continue the competition. In this case, his opponent wins that bout by either by 4-0 or for any score obtained exceeding 4 points (i.e 5-0, 6-0 etc.) and other results remain. It is possible for a contestant to be disqualified from the entire competition: the scores of completed or current bouts remain unchanged. The results of all bouts (completed, current and pending) are declared NIL (results nullified), and its points forfeited.

If an already qualified contestant is disqualified for misconduct at the end of the Elimination round (Shikkaku):

- The semifinal opponent will access to the final by "walkover"
- The two other contestants will compete in the other Semifinal
- Only one bronze medal will be awarded

### **EXPLANATION:**

- I. *The following figure illustrates the competition format for a competition with ten participants:*



II. The following figure illustrates the format for a competition with eight participants: