



World Karate Federation

**Kata and Kumite
Competition Rules**

Version 2018

Edited by **Bastian Stalder**

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About this Edition

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This edition contains the original text from the Kata and Kumite Competition Rules set by the World Karate Federation.

Please report mistakes to **bastian.stalder@karatelyss.ch**.

All about the competition rules and real time updates you can find under **karatelyss.ch/wettkampfbregeln**.

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Very special thanks to **Rudi Seiler**, former WKF Karate Referee, for his technical support in editing and translating this document and for his tremendous effort to support young referees!

Kumite Rules

Article 1: Kumite Competition Area

1. The competition area must be flat and devoid of hazard.
2. The competition area will be a WKF Approved matted square, with sides of eight metres (measured from the outside) with an additional one metre on all sides as a safety area. There will be a clear safety area of two metres on each side. Where an elevated competition area is used, the safety area should be of an additional one (1) metre on each side.
3. Two mats are inverted with the red side turned up in one metre distance from the mat centre to form a boundary between the contestants. When starting or resuming combat the contestants will be standing front and centre on the mat facing each other.
4. The Referee will be standing centered between the two mats facing the Competitors at a distance of one meter from the safety area.
5. Each judge will be seated at the corners on 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.
6. The Match Supervisor will be seated just outside the safety area, behind, and to the left or right of the Referee. He/she will be equipped with a red flag or sign, and a whistle.

7. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
8. 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.
9. The one metre border should be in a different colour from the rest of the matted area.

Note: See also «Appendix 5: Layout of the Kumite Competition Area»

Explanation

- I. There must be no advertisement hoardings, walls, pillars etc. within one metre of the safety area's outer perimeter.*
- II. The mats used should be non-slip where they contact the floor proper but have a low 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 cause injuries and constitute a hazard. They must be WKF Approved.*

Article 2: Official Dress

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

Referees

1. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
 - A single breasted navy blue blazer.
 - A white shirt with short sleeves.
 - An official tie, worn without tiepin.
 - A discreet white cord for the whistle.
 - Plain light-grey trousers without turn-ups (Appendix 9).
 - Plain dark blue or black socks and black slip-on shoes for use on the match area.
 - Female Referees and Judges may wear a hairclip and religiously mandated headwear that is WKF approved and discreet earrings.
 - Referees and judges may wear a plain wedding band.
3. For Olympic Games, Youth Olympic Games, Continental Games and other multisport events where a cross-sport uniform is provided for Referees at the cost of the LOC with the feel & look of the specific event, the official uniform for Referees might be substituted by that common uniform, provided that it is requested in writing to the WKF by the event organiser and formally approved by the WKF.

Contestants

1. Contestants must wear a white karate gi without stripes, piping or personal embroidery other than specifically allowed by the WKF EC. The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm (see Appendix 7). Only the

original manufacturer's labels may be displayed on the gi. In addition, identification issued by the Organising Committee will be worn on the back. One contestant must wear a red belt and the other a blue belt. The red and blue belts must be around five centimetres wide and of a length sufficient to allow fifteen centimetres free on each side of the knot but not longer than three-quarters thigh length. The belts are to be of plain red and blue colour, without any personal embroideries or advertising or markings other than the customary label from the manufacturer.

2. Notwithstanding paragraph 1 above, the Executive Committee may authorise the display of special labels or trademarks of approved sponsors.
3. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. Female competitors may wear a plain white T-shirt beneath the Karate jacket. Jacket ties must be tied. Jackets without ties may not be used.
4. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up. 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.
5. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.
6. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, he/she may disbar the contestant from the bout. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet rubber bands on a single pony tail is permitted.
7. Female competitors may use WKF Approved religiously mandated head-

-wear: A black plain fabric head scarf covering the hair, but not the throat area.

8. Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Tournament Doctor. The contestant accepts full responsibility for any injury.

9. The following protective equipment is compulsory:

- 9.1. WKF approved mitts, one contestant wearing red and the other wearing blue.
- 9.2. Gum shield.
- 9.3. WKF approved body protection (for all athletes) plus chest protector for female athletes.
- 9.4. WKF approved shin pads, one contestant wearing red and the other wearing blue.
- 9.5. WKF approved foot protection, one contestant wearing red and the other wearing blue.

Groin Guards are not mandatory but if worn must be WKF approved.

10. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.
11. The wearing of unauthorised apparel, clothing or equipment is forbidden.
12. All protective equipment must be WKF homologated.
13. It is the duty of the Match Supervisor to ensure before each match or bout that the competitors are wearing the approved equipment. (In the case of Continental Union, International, or National Federation Championships it should be noted that WKF approved equipment, must be accepted and cannot be refused).

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

Coaches

1. Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification with the exception of bouts for medals of official WKF events, where male coaches are required to wear a dark suit, shirt and tie – while female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours. Female coaches may wear WKF Approved religiously mandated headwear for referees and judges.

Explanation

- I. *The contestant must wear a single belt. This will be red for Aka and blue for Ao. Belts of grade should not be worn during the bout.*
- II. *Gum shields must fit properly.*
- III. *If a contestant comes into the area inappropriately dressed, he/she will not be immediately disqualified; but will instead be given one minute to remedy matters.*
- IV. *If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.*

Article 3: Organisation of Kumite Competitions

1. A Karate tournament may comprise Kumite competition and/or Kata compe-

tition. The Kumite competition may be further divided into the team match and the 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.

2. The elimination system with repechage will be applied unless otherwise is specifically determined for a competition. Where a round-robin system is used it is to follow the structure described in «Appendix 14: Round-Robin Example».
3. Weigh-in procedures are found in «Appendix 13: Weigh-in Procedures».
4. In individual competition no contestant may be replaced by another after the drawing has taken place.
5. Individual contestants or teams that do not present themselves when called will be disqualified (Kiken) from that category. In team matches the score for the bout not taking place will then be set to 8-0 in favour 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.
6. Male teams comprise seven members with five competing in a round. Female teams comprise four members with three competing in a round.
7. The contestants are all members of the team. There are no fixed reserves.
8. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team of seven, or four members, and their fighting order, can be changed for each round provided the new fighting order is notified before the round, but once notified; it cannot then be changed until that round is completed. The team will be disqualified (Shikkaku) if any of its members or its coach changes the team's compo-

sition or fighting order without written notification prior to the round. In team matches where an individual loses on account of receiving Hansoku or Shikkaku, any score for the disqualified contestant will be set to nil, and a score of 8-0 will be recorded for that bout in favour of the other team.

Explanation

- I. A «round» is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty percent of contestants within it, counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix, or «round robin» competition, a round allows all contestants in a pool one bout against each of the other contestants.*
- II. 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.*
- III. The use of contestants' names causes problems of pronunciation and identification. WKF ID numbers should be allotted and used.*
- IV. When lining up before a match, a team will present the actual fighters. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.*
- V. 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 will forfeit the match (Kiken).*
- VI. When announcing disqualification by Kiken the Referee will signal by pointing his finger towards the side of the missing contestant or team, announcing «Aka/Ao Kiken», and then «Aka/Ao no Kachi» giving the signal for Kachi (win) for the opponent.*
- VII. The fighting order form can be presented by the Coach or a nominated contes-*

tant from the team. If the Coach hands in the form, he/she must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the country or club the belt colour allotted to the team for that match and the fighting order of the team members. Both the competitor's names and their tournament numbers must be included and the form signed by the coach, or a nominated person.

VIII. Coaches must present their accreditation together with that of their competitor or team to the official table. The coach must sit in the chair provided and must not interfere with the smooth running of the match by word or deed.

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

Article 4: The Referee Panel

1. The Refereeing Panel for each match shall consist of one Referee (Shushin), four Judges (Fukushin), and one Match Supervisor (Kansa).
2. The Referee, Judges and Match Supervisor (Kansa) of a Kumite bout must not have the nationality, or be from the same National Federation of either of the participants.
3. Referees and Judges Deployment and panel allocation:
 - For the eliminatory rounds the RC Secretary will facilitate to the software system technician handling the electronic drawing system a list containing the Referees and Judges available per Tatami. This list is done by the RC Secretary once the athletes draw is finished and at the end of the Referees Briefing. This list must only contain Referees present at the Briefing

and must comply with the above-mentioned criteria. Then for the Referees draw, the technician will enter the list in the system and 4 Judges, 1 Referee and 1 Match Supervisor (Kansa) out of each Tatami deployment will be randomly allocated as Referee Panel for each bout.

- For medal bouts the Tatami Managers will provide the RC Chairman and Secretary with a list containing 8 officials from their own Tatami after the last bout of the eliminatory rounds is finished. Once the list is approved by the RC Chairman it will be given to the software technician for to be entered in the system. The system will then randomly allocate the Referee panel, which will only contain 5 out of the 8 officials from each tatami.
4. In addition, for facilitating the operation of bouts/matches, 2 Tatami Managers, 1 Tatami Manager Assistant, 1 Score Supervisor and 2 Score Keepers shall be appointed. An exception is Olympic events where there will be only 1 Tatami Manager.

Explanation

- I. *At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and 2, and on the right stands Judge numbers 3 and 4.*
- II. *After the formal exchange of bows by contestants and the referee panel, the Referee takes a step back, the Judges and the Referee turn inwards, and all bow together. All then take up their positions.*
- III. *When changing the Judges, 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.*
- IV. *When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.*
- V. *In team matches provided that the entire panel holds the required qualifica-*

tion, the positions of referee and judges may be rotated between each bout.

Article 5: Duration of Bout

1. Duration of the Kumite bout is defined as three minutes for Senior Male Kumite (both teams and individuals). Senior Female bouts will be two minutes. Under 21 years is 3 minutes for the Male category and 2 minutes for the Female category. Cadet and Junior bouts will be two minutes.
2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls «Yame».
3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating «15 seconds to go» and «time up». The «time up» signal marks the end of the bout.
4. Competitors are entitled to a rest period of time between matches, equal to the standard duration time of the match. The exception is in the case of change of equipment colour, where this time is extended to five minutes.

Article 6: Scoring

1. Scores are as follows:
 - a. **Ippon** Three points
 - b. **Waza-ari** Two points
 - c. **Yuko** One point

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
3. **Ippon** is awarded for:
 - a. Jodan kicks.
 - b. Any scoring technique delivered on a thrown or fallen opponent.
4. **Waza-ari** is awarded for:
 - a. Chudan kicks.
5. **Yuko** is awarded for:
 - a. Chudan or Jodan Tsuki.
 - b. Jodan or Chudan Uchi.
6. Attacks are limited to the following areas:
 - a. Head
 - b. Face
 - c. Neck
 - d. Abdomen
 - e. Chest
 - f. Back

g. Side

7. An effective technique delivered at the same time that the end of the bout is signalled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.
8. No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls «Yame», the technique will be scored.

Explanation

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

Vocabulary	Technical Criteria
Ippon (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 of their own accord, or is otherwise off their feet.
Waza-ari (2 points) is awarded for:	Chudan kicks. Chudan being defined as the abdomen, chest, back and side.
Yuko (1 point) is awarded for:	1. Any punch (Tsuki) delivered to any of the seven scoring areas. 2. Any strike (Uchi) delivered to any of the seven scoring areas.

1. For reasons of safety, throws where the opponent is grabbed below the waist, thrown without being held onto, or thrown dangerously, or where the pivot point is above belt level, are prohibited and will incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as de ashi-

barai, ko uchi gari, kani waza etc. After a throw has been executed the contestant immediately attempts a scoring technique.

- II. When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be Ippon.*
- III. A technique with «Good Form» is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.*
- IV. 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.*
- V. Vigorous Application defines the power and speed of the technique and the palpable will for it to succeed.*
- VI. Zanshin is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains awareness of the opponent's potentiality to counter-attack. I.e.: He/she does not turn his face away during delivery of the technique, and remains facing the opponent afterwards.*
- VII. Good Timing means delivering a technique when it will have the greatest potential effect.*
- VIII. 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.*
- IX. 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 centimetres from the face, head, or neck may be said to have the correct distance. However, Jodan techniques, which come within 5 cen-*

timetres 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 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 centimetres.

- X. A worthless technique is a worthless technique – regardless of where and how it is delivered. A technique, which is badly deficient in good form, or lacking power, will score nothing.*
- XI. Techniques, which land below the belt, may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact to the throat is permitted, although a score may be awarded for a properly controlled technique, which does not touch.*
- XII. A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.*
- XIII. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Disciplinary and Legal Commission.*
- XIV. If two contestants hit each other at the exact same time, the scoring criterion of «good timing» has by definition not been met, and the correct judgement is to not award a point. Both contestants may however receive points for their respective scores if they each have two flags in their favour, and the scores both happen before «yame» – and the time signal.*
- XV. 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 tech-*

niques scored. Example: If a kick followed a successful punch, the points for the kick would be awarded regardless if the punch scored first – as the kick has a higher point value.

Article 7: Criteria for Decision

The result of a bout is determined by a contestant obtaining a clear lead of eight points, 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 a contestant.

1. 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 (Hikiwake).
2. 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 has obtained 'first unopposed score advantage', the decision will be made by a final vote of the four Judges and the Referee, each casting their vote. A decision in favour 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.
3. Should a competitor that has been awarded Senshu receives 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 sign for the applicable warning followed by the sign for Senshu and finally the sign of annulment (Torimasen) to solicit the support of the judges. Once the Referee is supported by minimum two flags he/she will repeat the signals accompanied with the verbal command for each of the signs.

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.

4. The winning team is the one with the most bout victories including those won by Senshu. Should the two teams have the same number of bout victories then the winning team will be the one with the most points, taking both winning and losing bouts into account. The maximum point's difference or lead recorded in any bout will be eight.
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 purpose of fighting the extra bout, regardless if that person already has fought in a previous bout between the two teams. If the extra bout does not produce a winner based on superiority on points, nor any of the competitors receive Senshu, the extra bout will be decided based on Hantei according to the same procedure as for individual bouts. The result of the Hantei for the extra bout will then also determine the result of the team match.
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.
7. In instances where both Aka and Ao are disqualified in the same match by Hansoku, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a me-

dal bout, in which case the winner will be declared by Hantei.

Explanation

- I. *When deciding the outcome of a bout by vote (Hantei) at the end of an inconclusive bout, the Referee will move to the 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 vote by hand signal. The Referee will then give a short blast on his whistle, return to his original position and announce the decision and will then indicate the winner in the normal way.*
- II. *By «first unopposed score advantage» (Senshu) is understood that one contestant has achieved the first instance of scoring on the opponent without having the opponent also score before the signal. In instances where both contestants score before the signal, no «first unopposed score advantage» is awarded and both contestants retain the possibility of Senshu later in the bout.*

Article 8: Prohibited Behaviour

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

Category 1

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open hand techniques.

4. Dangerous or forbidden throwing techniques.

Category 2

1. Feigning, or exaggerating injury.
2. Exit from the competition area (Jogai) not caused by the opponent.
3. Self-endangerment by indulging in behaviour, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection (Mubobi).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Passivity – not attempting to engage in combat. (Cannot be given after less than the last 15 seconds of the bout.)
6. Clinching, wrestling, pushing, seizing or standing chest to chest, without attempting a scoring technique or takedown.
7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
8. Grabbing the opponents arm or karategi with one hand without immediately attempting a scoring technique or takedown.
9. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
10. Simulated attacks with the head, knees, or elbows.

11. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other breaches of etiquette.

Explanation

- I. *Karate competition is a sport, and for that reason some of the most dangerous techniques are banned and all techniques must be controlled. Trained adult competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin and joints are particularly susceptible to injury. Therefore any technique, which results in injury, may be penalised unless caused by the recipient. The contestants must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed. Particular care must be exercised in Cadet and Junior competition.*
- II. **Face contact – Seniors**
For Senior competitors, non-injurious, light, controlled “touch” contact to the face, head, and neck is allowed (but not to the throat). Where contact is deemed by the Referee to be too strong, but does not diminish the competitor’s chances of winning, a warning (Chukoku) may be given. A second contact under the same circumstances will result in Keikoku. A further offence 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.
- III. **Face contact – Cadets and Juniors**
For Cadet and Junior competitors no contact to the head, face, or neck, is allowed with hand techniques. Any contact, no matter how light, will be penalised, as in paragraph II above, unless caused by the recipient (Mubobi). Jordan 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 of age; see also Appendix 10 for further restrictions.
- IV. *The Referee must continue to observe the injured contestant until the bout is*

resumed. A short delay in giving a Judgement 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.

- V. Pre-existing injury can produce symptoms out of all proportion to the degree of contact used and Referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact could result in a competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout. Before the start of a match or bout, the 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.*
- VI. Contestants who over-react to light contact, in an effort to have the Referee penalise their opponent, such as holding the face and staggering about, or falling unnecessarily, will be immediately penalised themselves.*
- VII. 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.*
- VIII. Exaggerating the effect of an actual injury is less serious but still regarded as unacceptable behaviour 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 offence.*
- IX. Competitors, who receive Shikkaku for feigning injury will be taken from the competition area and put directly into the hands of the WKF Medical Commission, who will carry out an immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Referee Commission whom in turn will submit their report to the EC in the event that they deem further sanction is warranted. Com-*

petitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.

- X. *The throat is a particularly vulnerable area and even the slightest contact will be warned or penalised, unless it is the recipient's own fault.*

- XI. *Throwing techniques are divided into two types. The established «conventional» karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off-balance or thrown without being grabbed first – and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. The only instance where a throw may be performed holding onto the opponent with both hands is as throw following trapping the opponent's kicking leg. The pivotal point of the throw must not be above the thrower's belt level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as 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 penalty is called for.
The competitor may seize the opponents arm or karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques. Holding on with one hand when immediately executing a scoring technique or takedown or to break a fall. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for purpose of executing a takedown.*

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

- XIII. *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. Note that a warning must be extended for the first instance of Jogai. The definition for Jogai is no longer «repeated exits», but merely «exit not caused by the opponent». If however, there is less than fifteen seconds to go, the Referee will, as a*

minimum, directly impose Hansoku Chui on the offender.

- XIV. 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.*
- XV. If Ao exits just after Aka scores with a successful attack, then «Yame» will occur immediately on the score and Ao's exit will not be recorded. If Ao exits, or has exited as Aka's score is made (with Aka remaining within the area), then both Aka's score will be awarded and Ao's Jogai penalty will be imposed.*
- XVI. It is important to understand that «Avoiding Combat» refers to a situation where a competitor attempts to prevent the opponent having the opportunity to score by using time- wasting behaviour. The contestant who constantly retreats without effective counter, who holds, clinches, or exits the area rather than allow the opponent an opportunity to score must be warned or penalised. This often occurs during the closing seconds of a bout. If the offence occurs with fifteen seconds or more of the bout time remaining, and the contestant has no previous C2 warning, the Referee will warn the offender by imposing Chukoku. If there has been a previous Category 2 offence or offences, this will result in Keikoku being imposed. If however, there is less than fifteen seconds to go, the Referee will directly impose Hansoku Chui on the offender (whether there has been a previous Category 2 Keikoku or not). If there has been a previous Category 2 Hansoku Chui the Referee will penalise the offender with Hansoku and award the bout to the opponent. However, the Referee must ensure that the contestant's behaviour is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalised.*
- XVII. Passivity refers to situations where both of the contestants do not attempt to exchange techniques over an extended period of time.*
- XVIII. An example of Mubobi is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse- punch, and are unable to block a counter.*

Such open attacks constitute an act of Mubobi and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the Referee's attention to their technique. This is also a clear act of Mubobi. Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and decline to give a penalty to the opponent.

- XIX. *Any discourteous behaviour 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 and Penalties

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

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 honour of Karate, 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

- I. There are three degrees of warning; Chukoku, Keikoku and Hansoku Chui. A warning is a correction given to the contestant making it clear that the contestant is in violation of the competition rules, but without imposing an immediate penalty.*
- II. There are two degrees of penalties: Hansoku and Shikkaku, both causing the contestant violating the rules to be disqualified from i) the bout (Hansoku) – or ii) from the bout and the entire tournament (Shikkaku). In the case of Shikkaku further sanctions may still be imposed by the Legal and Disciplinary Commission based on the outcome of complaints.*
- III. Category 1 and Category 2 warnings do not cross-accumulate.*
- IV. 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 for excessive contact then give another warning of the same degree for a second instance of excessive contact.*
- V. Chukoku is normally imposed for the first instance of an offence that has not reduced a competitor's chances of winning by the opponent's foul.*
- VI. 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.

- VII. *A 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.*
- VIII. *A Hansoku is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when the contestant's potential for winning has been reduced virtually to zero (in the opinion of the Judges) by the opponent's foul.*
- IX. *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 WKF competition, will be reported to the Referee Commission. The Referee Commission will decide if that competitor shall be suspended from the rest of that competition and/or subsequent competitions.*
- X. *A 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.*
- XI. *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 behaviour. 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.*
- XII. *A public announcement of Shikkaku must be made.*

Article 10: Injuries and Accidents in Competition

1. Kiken or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions. Forfeiture by Kiken means that the contestants are disqualified from that category, although it does not affect participation in another category.
2. If two contestants injure each other, or are suffering from the effects of previously incurred injury, and are declared by the Tournament Doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. In Individual Matches if the points score is equal, then a vote (Hantei) will decide the outcome of the bout, 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, then a vote (Hantei) will determine the outcome, unless one of the contestants has Senshu.
3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
4. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the tournament doctor.
5. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorised to diagnose and treat injury only.
6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight (Article 13, Paragraph 8d), or whether an extension of treatment time shall be given.

7. Any competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will call the doctor, and at the same time start a count to ten indicating his count showing a finger for each second. In all cases where the 10 second count has been started the doctor will be asked to examine the contestant before the bout can resume. For incidents falling under this 10 second rule, the contestant may be examined on the mat.

Explanation

- I. *When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels.*
- II. *A contestant may win through disqualification of the opponent for accumulated minor Category 1 infractions. Perhaps the winner has sustained no significant injury.*
- III. *The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his hand and verbally call out «doctor».*
- IV. *If physically able to do so, the injured contestant should be directed off the mat for examination and treatment by the doctor.*
- V. *The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.*
- VI. *The Judges will decide the winner on the basis of Hansoku, Kiken, or Shikkaku as the case may be.*
- VII. *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

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

Appeals Jury.

7. **Composition of the Appeals Panel**

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

8. **Appeals Evaluation Process**

It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.

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

9. **Declined Protests**

If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word «DECLINED», and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General.

10. **Accepted Protests**

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

- Reversing previous judgments that contravene the rules
- Voiding results of the affected matches in the pool from the point previous to the incident

- Redoing such matches that have been affected by the incident
- Issuing a recommendation to the RC that involved Referees are evaluated for sanction

The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome.

The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word «ACCEPTED», and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return the deposited amount to the protestor, and in turn forward the protest document to the Secretary General.

11. **Incident Report**

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

12. **Power and Constraints**

The decision of the Appeals Jury is final, and can only be overruled by a decision of the Executive Committee.

The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.

13. **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.

Explanation

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

Article 12: Powers and Duties of Officials

Referee Commission

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

1. To ensure the correct preparation for each given tournament in consultation with the Organising Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, bout/match operation and supervision, safety precautions, etc.
2. To appoint and deploy the 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.
3. To supervise and co-ordinate the overall performance of the Refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final judgement on matters of a technical nature which may arise during a given bout or match and for which there are no stipulations in the rules.

Tatami Managers and Tatami Manager Assistants

The Tatami Managers powers and duties shall be as follows:

1. To delegate, appoint, and supervise the Referees and Judges, for all bouts and matches in areas under their control.

2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Match Supervisor signals a contravention of the Rules of Competition.
4. To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.
5. To appoint 2 Referees to act as Video Review Supervisors (VRS).

Coach Supervisors

The duties of the Coach Supervisors are described in «Appendix 11: Video Review».

Referees

The Referee's powers shall be as follows:

1. The Referee (Shushin) shall have the power to conduct bouts/matches including announcing the start, the suspension, and the end of the bout or match.
2. To award points based on the decision of the judges.
3. To stop the match when an injury, illness or inability of a contestant to continue is noticed.
4. To stop the match when it in the Referee's opinion has been a point scored, a foul committed, or to ensure the safety of the contestants.

5. To stop the match when two or more judges have indicated a score or Jogai.
6. To indicate fouls observed (including Jogai), thus requesting the consent of the judges.
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.
8. To call the judges for conference (Shugo) to recommend Shikkaku.
9. To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a judgement.
10. To issue warnings and impose penalties based on the decision of the judges.
11. To announce and start an extra bout when required in team matches.
12. To conduct voting of the Judges, including his own vote, (Hantei) and announce the result.
13. To resolve ties.
14. To announce the winner.
15. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter including controlling the conduct of coaches, other competitors, or any part of the competitors' entourage, present on the competition floor.
16. The Referee shall give all commands and make all announcements.

Judges

The Judges (Fukushin) powers shall be as follows:

1. To signal points scored and Jogai on their own initiative.
2. To signal their judgement on warnings or penalties indicated by the Referee.
3. To exercise their right to vote on any decision to be taken.

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

- a. When a score is observed.
- b. When a contestant has stepped out of the competition area (Jogai).
- c. When requested by the Referee to pass judgement on any other foul.

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 his 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.*

Score Supervisors

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

Explanation

- I. *When 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 whistle. When the Referee decides to halt the bout for any other reason than a signal given by two, or more, of the judges he will call «Yame» at the same time use the required hand signal. The Judges will then signal their opinions and the Referee will render the decisions for which there is agreement between two or more judges.*
- II. *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.*
- III. *If one contestant has a score, warning or penalty indicated by more than one*

judge and the score 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.

- IV. If there is 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.*
- V. At Hantei the four Judges and the Referee each have one vote.*
- VI. The role of the Match Supervisor is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He is not there as an additional Judge. He has no vote, nor has he any authority in matters of Judgement, such as whether a score was valid or if Jogai occurred. His sole responsibility is in matters of procedure. The match Supervisor will not rotate during Team matches.*
- VII. In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle.*
- VIII. When explaining the basis for a Judgement after the match, the Judges may speak to the Tatami Manager, the Referee Commission, or the Appeals Jury. They will explain themselves to no one else.*
- IX. A Referee may, based solely on his/her own judgement, ban from the competition floor any coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the 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

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices 1 and 2.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants whom are positioned at the front on their assigned mats nearest their opponent; the Referee will announce «Shobu Hajime!» and the bout will commence.
3. The Referee will stop the bout by announcing «Yame». If necessary, the Referee will order the contestants to take up their original positions (Moto no ichi).
4. When the Referee returns to his position, the Judges will indicate their opinion 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».
5. When a contestant has established a clear lead of eight points during a bout, the Referee shall call «Yame» and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring «Ao (Aka) no kachi». The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring «Ao (Aka) no kachi». The bout is ended at this point.
7. In the event of a tied vote at the end of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the match by Hantei.

8. When faced with the following situations, the Referee will call «Yame!» and halt the bout temporarily.
- a. When either or both contestants are out of the match area.
 - b. When the Referee orders the contestant to adjust the karate-gi or protective equipment.
 - c. When a contestant has contravened the rules.
 - d. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.
 - e. When a contestant seizes the opponent and does not perform an immediate technique, or throw.
 - f. When one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.
 - g. When both competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique.
 - h. When both competitors stand chest to chest without immediately attempting a throw or other technique.
 - i. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
 - j. When a score or Jogai is indicted by two or more judges for the same competitor.
 - k. When, in the opinion of the Referee, there has been a point scored or foul committed – or the situation calls for halting the match for safety reasons.
 - l. When requested to do so by the Tatami Manager.

Explanation

- I. When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient. The Referee can call for a bow where none is volunteered by motioning as shown in Appendix 2 of the rules.*
- II. 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.*
- III. Contestants will bow to each other at the start and end of each bout.*

Kata Rules

Article 1: Kata Competition Area

1. The competition area will be identical to the area used for kumite competition but for kata competition the mats turned over to mark the red area starting points for kumite contestants, are to be turned back over to form a uniformed coloured surface.

Article 2: Official Dress

1. Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.
2. Any person who does not comply with this regulation may be disbarred.

Explanation

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

Article 3: Organisation of Kata Competition

1. Kata competition takes the form of Team and Individual matches. Team matches consist of competition between three person teams. Each Team is exclusively male, or exclusively female. The Individual Kata match consists of individual performance in separate male and female divisions.
2. The elimination system with repechage will be applied unless otherwise specifically determined for a competition. Where a round-robin system is used it is to follow the structure described in Appendix 14.
4. Slight variations as taught by the contestant's style (Ryu-Ha) of Karate will be permitted.
5. The score table will be notified of the choice of Kata prior to each round.
6. Contestants must perform a different Kata in each round. Once performed a Kata may not be repeated.
7. In the event that a competitor withdraws after the opponent has started his performance the competitor may re-use the kata performed in any subsequent round as this situation is considered as won by Kiken.
8. Individual contestants or teams that do not present themselves when called will be disqualified (Kiken) from that category. Disqualification by Kiken means that the contestants are disqualified from that category, although it does not affect participation in another category.
9. In the bouts for medals of Team Kata Competition, the Teams will perform their chosen Kata in the usual way. They will then perform a demonstration of the meaning of the Kata (Bunkai). The total time allowed for the Kata & Bunkai demonstration combined, is six minutes. The official timekeeper will start the countdown clock as the team members perform the bow upon

starting the kata and will stop the clock at the final bow after the Bunkai performance. A team which does not perform the bow at the beginning and completion of the performance, or which exceeds the six minute period allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed.

Explanation

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

Competitors or Teams	Kata required
65–128	7
33–64	6
17–32	5
9–16	4
5–8	3
4	2

Article 4: The Judging Panel

1. The panel of five Judges for each bout will be designated by the Tatami Manager or the Tatami Manager Assistant.
2. The Judges of a Kata bout must not have the nationality of either of the participants or be from the same National Federation of either of the participants.

3. Judges deployment and panel allocation:
 - For the eliminatory rounds the RC Secretary will facilitate to the software system technician handling the electronic drawing system a list containing the Judges available per Tatami. This list is done by the RC Secretary once the athletes draw is finished and at the end of the Referees Briefing. This list must only contain Judges present at the Briefing and must comply with the above-mentioned criteria. Then for the Judges draw the software system technician will enter the list in the system and 5 Judges out of each Tatami deployment will be randomly allocated as Judging Panel for each bout.
 - For medal bouts the Tatami Managers will provide the RC Chairman and Secretary with a list containing 8 officials from their own Tatami after the last bout of the eliminatory rounds is finished. Once the list is approved by the RC Chairman it will be given to the software technician for to be entered in the system. The system will then randomly allocate the judging panel, which will only contain 5 out of the 8 officials from each tatami.
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.

Explanation

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

Article 5: Criteria for Evaluation

Official kata list

Only kata from the official kata list may be performed:

Anan	Jyuroku	Passai
Anan Dai	Kanchin	Pinan 1–5
Annanko	Kanku Dai	Rohai
Aoyagi	Kanku Sho	Saifa (Saiha)
Bassai Dai	Kanshu	Sanchin
Bassai Sho	Kishimoto No Kushanku	Sansai
Chatanyara Kushanku	Kosokun (Kushanku)	Sanseiru
Chibana No Kushanku	Kosokun (Kushanku) Dai	Sanseru
Chinte	Kosokun (Kushanku) Sho	Seichan
Chinto	Kyan No Wanshu	Seichin
Enpi	Kyan No Chinto	Seienchin
Fukygata 1–2	Kururunfa	Seipai
Gankaku	Kusanku	Seiryu
Garyu	Matsumura Rohai	Seisan
Gekisai (Geksai) 1–2	Matsukaze	Shiho Kousoukun
Gojushiho	Matsumura Bassai	Shinpa
Gojushiho Dai	Meikyo	Shinsei
Gojushiho Sho	Myojo	Shisochin

Hakucho	Naifanchin (Naihanshin) 1-3	Sochin
Hangetsu	Nijushiho	Suparinpei
Haufa	Nipaipo	Tekki 1-3
Heian 1-5	Niseishi	Tensho
Heiku	Ohan	Tomari Bassai
Ishimine Bassai	Oyadomari No Passai	Unsu (Unshu)
Itosu Rohai 1-3	Pachu	Useishi (Gojushiho)
Jiin	Paiku	Wankan
Jion	Papuren	Wanshu
Jitte		

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

Assessment

In assessing the performance of a contestant or team the Judges will evaluate the performance based on equal weight to both of the major criteria (technical performance and athletic performance).

The performance is evaluated from the bow starting the kata until the bow ending the kata with the exception of team medal matches, where the performance, as well as the timekeeping starts at the bow in the beginning of the kata and ends when the performers bow after completing the Bunkai.

The two major criteria are to be given equal importance in the evaluation of the performance.

Bunkai are to be given equal importance as the kata itself.

Kata Performance		Bunkai Performance (applicable to team bouts for medals)	
1.	Technical performance	1.	Technical performance
	1. Stances 2. Techniques 3. Transitional movements 4. Timing/Synchronisation 5. Correct breathing 6. Focus (Kime) 7. Technical difficulty 8. Conformance: Consistence in the performance of the kihon of the style (ryu-ha) in the kata		1. Stances 2. Techniques 3. Transitional movements 4. Timing 5. Control 6. Focus (Kime) 7. Difficulty of techniques performed 8. Conformance (to kata): Using actual movements as performed in the kata
2.	Athletic performance	2.	Athletic performance
	1. Strength 2. Speed 3. Balance 4. Rhythm		1. Strength 2. Speed 3. Balance 4. Timing

Disqualification

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

1. Performing the wrong kata or announcing the wrong kata.
2. Failing to bow at the beginning and completion of the kata performance.
3. A distinct pause or stop in the performance.

4. Interference with the function of the judges (such as the judge having to move for safety reasons or making physical contact with a judge).
5. Belt falling off during the performance.
6. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai.
7. Performing a scissor takedown technique to the neck area in Bunkai (Kani Basami).
8. Failure to follow the instructions of the Chief Judge or other misconduct.

Fouls

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

- a. Minor loss of balance.
- b. Performing a movement in an incorrect or incomplete manner, such as failure to fully execute a block or punching off target.
- c. Asynchronous movement, such as delivering a technique before the body transition is completed, or in the case of team kata; failing to do a movement in unison.
- d. Use of audible cues (from any other person, including other team members) or theatrics such as stamping the feet, slapping the chest, arms, or karate-gi, or inappropriate exhalation, must be considered very serious fouls by the judges in their evaluation of the performance of the kata – on the same level as one would penalize a temporary loss of balance.
- e. Belt coming loose to the extent that it is coming off the hips during the performance.
- f. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.
- g. Distracting Judges by moving around while the opponent is performing.

- h. Causing injury by lack of controlled technique during Bunkai.

Explanation

- I. *Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.*
- II. *In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge.*
- III. *The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronisation.*
- IV. *It is the sole responsibility of the coach or the competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.*
- V. *Although performing a scissor takedown technique to the neck (Kani Basami) area in performing Bunkai is prohibited, a scissor takedown to the body is permitted.*

Article 6: Operation of Matches

- 1. At the start of each bout and in answer to their names, the two contestants, or teams, one wearing a red belt (Aka), and the other wearing a blue belt (Ao), will line up at the match area perimeter facing the Chief Kata Judge. Following a bow to the Judging Panel and then to each other, Ao will then step back out of the Match Area. After moving to the starting position Aka will bow and make a clear announcement of the name of the Kata that is to be performed, and begin the kata. On completion of the Kata, Aka will after

bowing at the end of the kata leave the area to await the performance of Ao who will follow the same procedure for performing his/her kata. After Ao's Kata has been completed both will return to the match area perimeter and await the decision from the Panel.

2. If the Chief Judge is of the opinion that a competitor should be disqualified, he may call the other Judges in order to reach a verdict.
3. If a contestant is disqualified the Chief Judge will cross and uncross the flags and then raise the flag indicating the winner.
4. After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (Hantei) and blow a two--tone blast on the whistle whereupon the Judges will cast their votes. In instances where both Aka and Ao are disqualified in the same match, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by Hantei.
5. The decision will be for Aka or Ao. No ties are permitted. The competitor, who receives the majority of votes will be declared the winner.
6. Individual contestants or teams that do not present themselves when called will be disqualified (Kiken) from that category. Disqualification by Kiken means that the contestants are disqualified from that category, although it does not affect participation in another category.
7. When announcing disqualification by Kiken the Chief Judge will be required to signal by pointing, with the flag, towards the starting position of the contestant in question, and then signal Kachi (win) for the opponent.
8. The competitors will bow to each other, then to the Judging Panel, and leave the area.

Explanation

- I. The starting point for Kata performance is within the perimeter of the competition area.*
- II. The Chief Judge will call for a decision (Hantei) and blow a two-tone blast on the whistle. The Judges will raise the flags simultaneously. After giving sufficient time for the votes to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.*
- III. Should a competitor or team fail to turn up when called or withdraws (Kiken) the decision will be awarded automatically to the opponent without the need to perform the previously notified Kata. In this case the winning competitor or team may use the Kata intended for that round for a subsequent round.*

Article 7: Official Protest

Official protests in kata competition will follow the same procedure as described under the Kumite Rules Article 10: Official Protest.

Appendices

Appendix 1: The Terminology

Shobu Hajime	Start the match or bout After the announcement, the Referee takes a step back.
Ato Shibaraku	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 «Ato Shibaraku».
Yame	Stop Interruption, or end of the bout. As he/she makes the announcement, the Referee makes a downward chopping motion with his hand.
Moto No Ichi	Original position Contestants and Referee return to their starting positions.
Tsuzukete	Fight on Resumption of fighting ordered when an unauthorised interruption occurs.
Tsuzukete Hajime	Resume fighting – begin The Referee stands in a forward stance. As he/she says «Tsuzukete» he/she extends his arms, palms outwards towards the contestants. As he/she says «Hajime» he/she turns the palms and brings them rapidly towards one another, at the same time

stepping back.

Shugo**Judges called**

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

Hantei**Decision**

Referee calls for a decision at the end of an inconclusive match. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote by raising his arm.

Hikiwake**Draw**

In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.

Aka (Ao) No Kachi **Red (Blue) wins**

The Referee obliquely raises his arm on the side of the winner.

Aka (Ao) Ippon **Red (Blue) scores three points**

The Referee raises his arm up at 45 degrees on the side of the scorer.

Aka (Ao) Waza-ari **Red (Blue) scores two points**

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

Aka (Ao) Yuko **Red (Blue) scores one point**

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

Chukoku**Warning**

The Referee indicates a Category 1 or 2 offence.

Keikoku	Warning The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender.
Hansoku-Chui	Warning of disqualification The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.
Hansoku	Disqualification The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent.
Jogai	Exit from the match area not caused by the opponent The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
Senshu	First unopposed point advantage After awarding the point in the regular fashion, the Referee turns to Kansa calling «Aka (Ao) Senshu» while holding his index finger raised pointing to the side of the scoring contestant.
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 «Aoa (Ao) Shikkaku!» He then announces a win for the opponent.
Kiken	Renunciation For Kumite the Referee points downwards at 45 degrees in the direction of the contestant’s or team’s side of the mat For Kata the Chief Judge makes the same gesture using the flag.

Mubobi**Self Endangerment**

The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself.

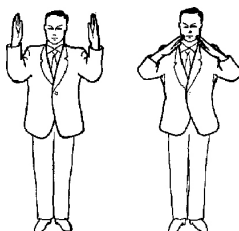
Appendix 2: Gestures and Flag Signals

Announcements and gestures of the Referee



Shomen-ni-Rei

The Referee extends his arms palms to the front.



Otagai-ni-Rei

The Referee motions to the contestants to bow to each other.



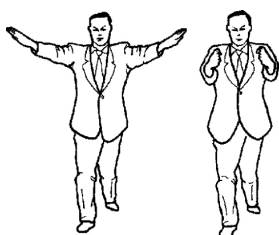
Shobu Hajime («Start the Match»)

After the announcement, the Referee takes a step back.



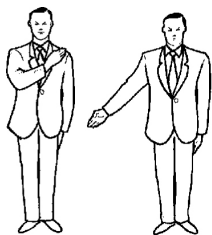
Yame («Stop»)

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

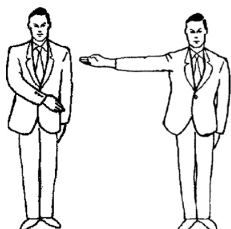


Tsuzukete Hajime («Resume fighting – begin»)

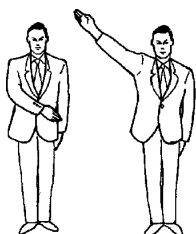
As he/she says «Tsuzukete», and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he/she says «Hajime» he/she turns the palms and brings them rapidly towards one another at the same time stepping back.

**Yuko** (One point)

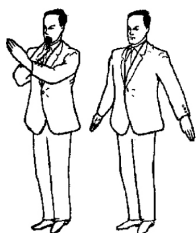
The Referee extends his arm downward at 45 degrees on the side of the scorer.

**Waza-ari** (Two points)

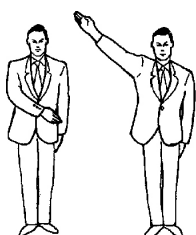
The Referee extends his arm at shoulder level on the side of the scorer.

**Ippon** (Three points)

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

**Torimasen / Cancel last decision**

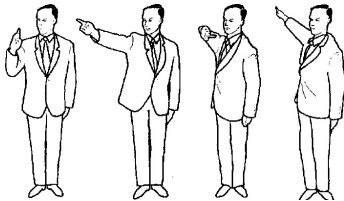
When an award or penalty has been given in error the Referee turns towards the contestant, announces «Aka» or «Ao», crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.

**Senshu** (First unopposed score)**No Kachi** (Win)

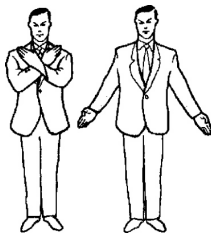
At the end of the match or bout, announcing «Aka (or Ao) No Kachi» the Referee extends his arm upward at 45 degrees on the side of the winner.

**Kiken** (Renunciation)

The Referee points with the index finger towards the renouncing contestant's line then announces a win to 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.

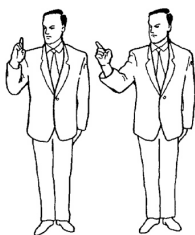
**Hikiwake** (Draw. Only applicable to team matches)

When time is up and scores are equal, or no scores have been awarded. The Referee crosses his arms then extends them with the palms showing to the front.

**Category 1 Offence**

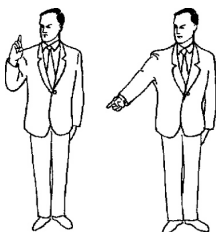
(used without further signal for Chukoku)

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

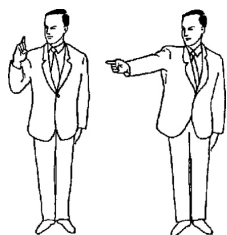
**Category 2 Offence 2**

(used without further signal for Chukoku)

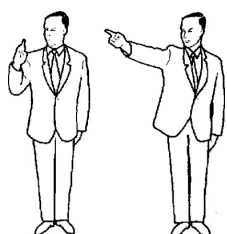
The Referee points with a bent arm at the face of the offender.

**Keikoku** (Warning)

The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender.

**Hansoku-Chui** (Warning of disqualification)

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

**Hansoku** (Disqualification)

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

**Passivity**

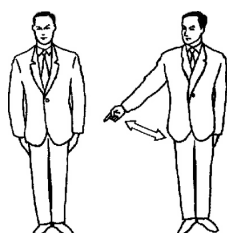
The Referee rotates his fist around each other in front of his chest to indicate a Category 2 offence.

**Excessive contact**

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

**Feigning or exaggerating injury**

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

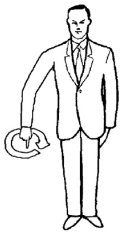
**Jogai** (Exit from the Match Area)

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.



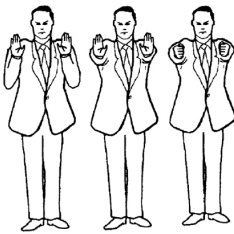
Mubobi (Self endangerment)

The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate to the Judges that the contestant has endangered himself.



Avoiding combat

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



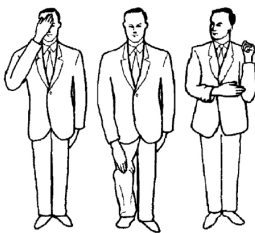
Pushing, grabbing or standing chest to chest without attempting an immediate technique or take-down

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.



Dangerous and uncontrolled attacks

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



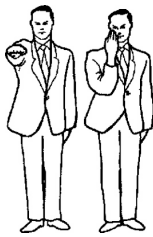
Simulated attacks with the head, knees or elbows

The Referee touches his 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

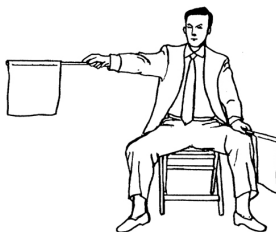
The Referee places his index finger to his lips to indicate to the Judges a Category 2 offence.

**Shugo** (Judges Called)

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

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 offence

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



Category 2 offence

The Judge points the flag with arm bent.



Jogai

Tapping the floor with the flag.



Keikoku



Hansoku-Chui



Hansoku

Appendix 3: Operational Guidelines for Referees and Judges

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

Excessive Contact

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

Excessive Contact and Exaggeration

Karate is a Martial Art and a high standard of behaviour is expected from competitors. It is unacceptable that competitors, who receive a light contact, rub their faces, walk or stagger around, bend over, pull or spit out their gum-shields, and otherwise pretend that the contact is severe in order to convince the Referee to give a higher penalty to the opponent. This kind of behaviour is cheating and demeans our sport; it should be quickly penalised.

When a competitor makes pretence of having received an excessive contact and the Judges decide instead that the technique in question was controlled, satisfying all six scoring criteria, then a score will be awarded and a Category 2 penalty for feigning will be issued. The correct penalty for feigning an injury when the Judges have determined that the technique in fact was a score is as a minimum Hansoku, and in severe cases Shikkaku.

More difficult situations occur when a competitor receives a stronger contact and falls to the floor, sometimes standing up (in order to stop the 10 second clock) and then falling down again. The Referees and Judges must remember that a jodan kick is worth 3 points and as the number of teams and individual competitors receiving financial reward for winning medals increases the temptation to stoop to unethical be-

haviour becomes stronger. It is important to recognise this and apply the appropriate warnings or penalties.

Mubobi

A warning or penalty for Mubobi is given when a competitor **is hit or injured through his or her own fault** or negligence. This may be caused by turning their back on the opponent, attacking with a long, low Gyaku Tsuki chudan without regard for the opponent's Jodan counter attack, stopping fighting before the Referee calls "Yame", dropping their guard or concentration and repeated failure or refusal to block the opponent's attacks. Explanation XVIII of Article 8 states:

Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and decline to give a warning or penalty to the opponent.

A contestant who is hit through their own fault and exaggerates the effect in order to mislead the Judges may receive a warning or penalty for Mubobi as well as an **additional** penalty for exaggeration, since two offences have been committed.

It should be noted that there are no circumstances in which a technique that has made excessive contact can be given a score.

Zanshin

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

Catching a chudan kick

Should the Judges award a score when a contestant delivers a chudan kick and the op-

ponent 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 penalised. Self-caused injury can result when a contestant is being thrown, instead of making a break-fall land on an extended arm or elbow, or holds onto the thrower and pulls them down on top of themselves.

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

Scoring on a Fallen Opponent

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

Should the contestant be hit by a technique whilst still actually falling the Judges will

take into account the direction of falling since if the contestant is falling away from the technique it will be considered ineffective and will not be scored.

Should the contestant's upper body not be on the tatami when an effective, scoring technique is made, then the points awarded 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 their 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 Jogai, and if requested by the Referee they will signal their opinion concerning other prohibited behaviour. 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, as no re-consideration is allowed.

In situations where there are 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.

Where video review is used, the video review panel will only change a decision if both members of the panel are in agreement. After review they will immediately convey their ruling to the Referee who will announce any changes to the original ruling, if applicable.

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.

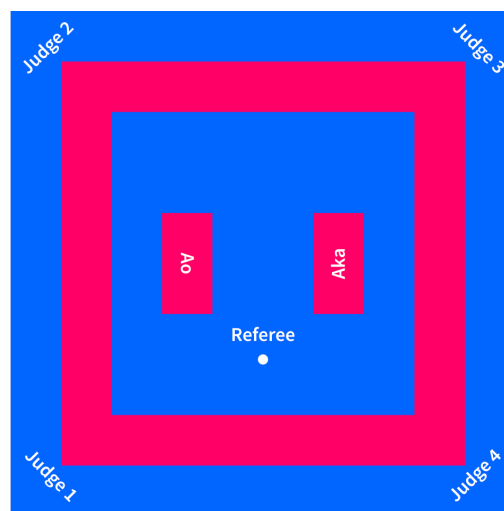
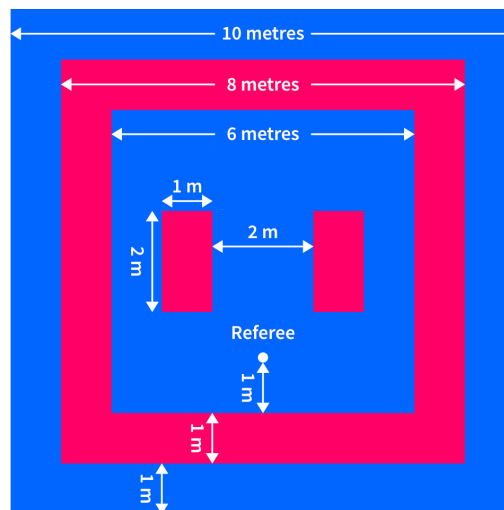
Indication of Rules Infringements

For Category 1 infringements Judges should first circle with the appropriate coloured flag then extend the crossed flags to their left for AKA, putting the red flag in front, and to their right for AO, putting the blue flag in front. This enables the Referee to clearly see which competitor is regarded as the offender.

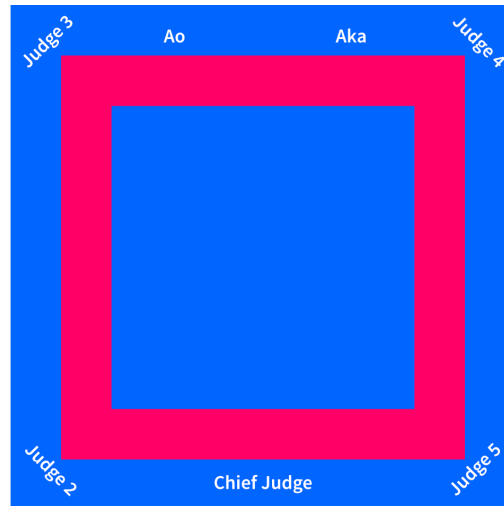
Appendix 4: Scorekeepers Marks

●—○	Ippon	Three Points Score
○—○	Waza-ari	Two Points Score
○	Yuko	One Point Score
✓	Senshu	First unopposed point advantage
□	Kachi	Winner
✕	Make	Loser
▲	Hikiwake	Draw (Tie)
C1C	Category 1 - Chukoku	Warning
C1K	Category 1 - Keikoku	Warning
C1HC	Category 1 - Hansoku-Chui	Warning of disqualification
C1H	Category 1 - Hansoku	Disqualification
C2C	Category 2 - Chukoku	Warning
C2K	Category 2 - Keikoku	Warning
C2HC	Category 2 - Hansoku-Chui	Warning of disqualification
C2H	Category 2 - Hansoku	Disqualification
KK	Kiken	Forfeiture
S	Shikkaku	Serious Disqualification

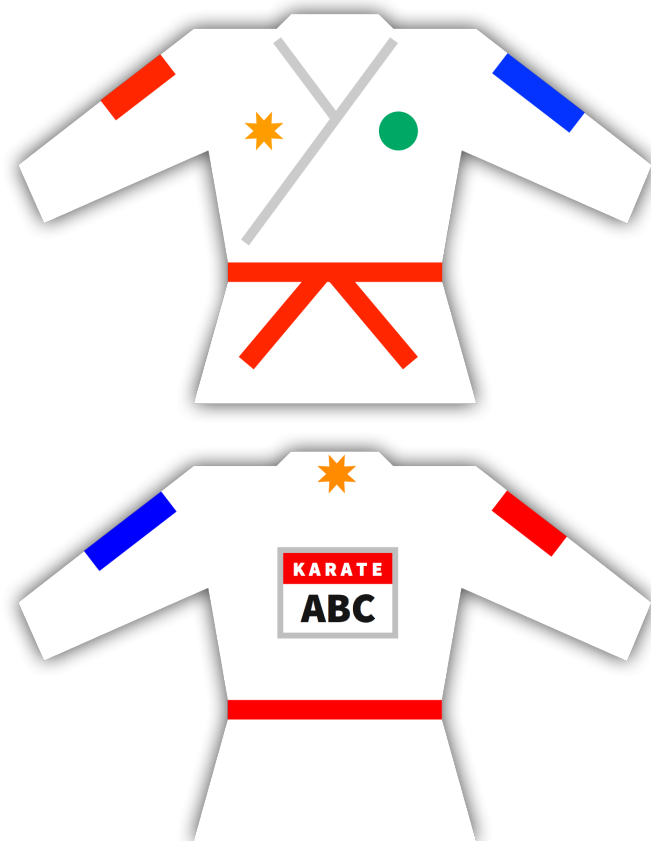
Appendix 5: Layout of the Kumite Competition Area



Appendix 6: Layout of the Kata Competition Area



Appendix 7: The Karate-Gi



Advertising space for WKF of 20 × 10 cm



Advertising space for the N.F. of 15 × 10 cm



Back reserved for the organising federation of 30 × 30 cm



Emblem of the national federation of 12 × 8 cm



Spaces for the manufacturer's trademark of 5 × 4 cm

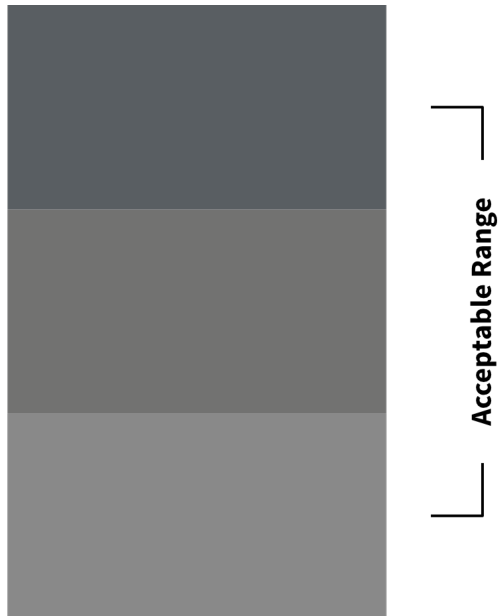
Appendix 8: World Championships; Conditions and Categories

World Cadet, Junior & Under 21 Championships			
General	Categories		
<p>The competition will last for 4 days.</p> <p>Each Nation Federation can register one (1) competitor per category.</p> <p>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).</p> <p>The Championships will be displayed in five (5) or six (6) competition areas, depending on the stadium's features.</p> <p>Kumite bouts duration will be in all cases 2 minutes for Cadet and Junior and for female under 21 and 3 minutes for male under 21.</p> <p>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.</p>	Under 21	Cadet	Juniors
	Individual Kata age 18 / 19 / 20	Individual Kata age 14 / 15	Individual Kata age 16 / 17
	Male	Male	Male
	Female	Female	Female
	Male individual Kumite age 18 / 19 / 20	Male individual Kumite age 14 / 15	Male individual Kumite age 16 / 17
	-60kg	-52kg	-55kg
	-67kg	-57kg	-61kg
	-75kg	-63kg	-68kg
	-84kg	-70kg	-76kg
	+84kg	+70kg	+76kg
	Female individual Kumite age 18 / 19 / 20	Female individual Kumite age 14 / 15	Female individual Kumite age 16 / 17
	-50kg	-47kg	-48kg
	-55kg	-54kg	-53kg
	-61kg	+54kg	-59kg
	-68		+59kg
	+68		
			Team Kata age 14-17
			Male Female
Total	12	10	13

World Senior Championships	
General	Categories

<p>The competition will last for 5 days.</p> <p>Team Kumite eliminations will be held after the individual eliminations.</p> <p>Each National Federation can register one (1) competitor per category.</p> <p>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 team events).</p> <p>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).</p> <p>For catering service of referees and officials, specific areas and timetables must be provided.</p> <p>Kumite bouts duration will be 3 minutes for male and 2 minutes for female categories.</p> <p>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.</p> <p>Note: Allocation to age category is determined by the age of the athlete at the first day of the applicable event (i.e. the first competition day for the specific category.)</p>	Individual Kata age +16
	Male
	Female
	Male individual Kumite age +18
	-60kg
	-67kg
	-75kg
	-84kg
	+84kg
	Female individual Kumite age +18
	-50kg
	-55kg
	-61kg
	-68kg
	+68kg
	Team Kata age +16
	Male
	Female
	Team Kumite age +18
	Male
	Female
Total	16

Appendix 9: Referees and Judges Trousers Colour Guide



Trousers: Color Nr. Pantone 18-0201 TPX

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

Appendix 10: Karate Competition for Those Under 14 Years of Age

Compulsory for the WKF Youth Camp

Recommended for WKF Continental and National Federations

Categories used for those under 14 years of age

- U12 Male Kumite (10 and 11-year-olds): -30 kg, -35 kg, -40 kg, -45 kg, +45 kg
- U12 Female Kumite (10 and 11-year-olds): -30 kg, -35 kg, -40 kg, + 45 kg
- U12 Male Kata (10 and 11-year-olds)
- U12 female Kata (10 and 11-year-olds)

- U14 Male Kumite (12 and 13-year-olds): -40 kg, -45 kg, -50 kg, -55 kg, +55 kg
- U14 Female Kumite (12 and 13-year-olds): -42 kg, -47kg, +47kg
- U14 Male Kata (12 and 13-year-olds)
- U14 Female Kata (12 and 13-year-olds)

Modifications to competition rules for those under 14 years of age

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 approved by WKF.
- WKF Facemask is 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 8 × 8 mts. to 6 × 6 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 approved by the WKF.
- 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 matches – 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.

Appendix 11: Video Review

Video Review Rules in WKF Kumite Competitions (Individual and Team)

Video Review Team

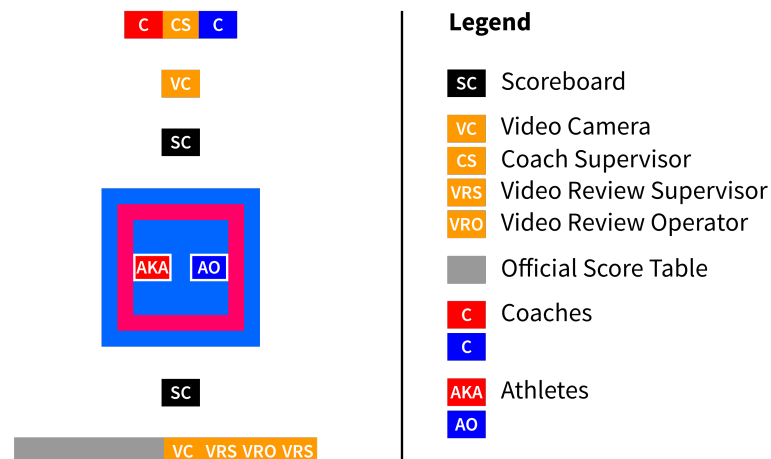
Definition	Abbreviation	Eliminations	Medal bouts
Video Review Table	VRT	3	3
Video Review Supervisor	VRS	2	2
Video Review Operator	VRO	1	1
Coach Supervisor	CS	1	2

1. **Prior to the beginning of the competition**, the Tatami Managers will appoint 2 Referees 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 score-board 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 un-

duly delayed, it is the responsibility of the VRS to ensure that the protest is handled in a time-efficient manner.

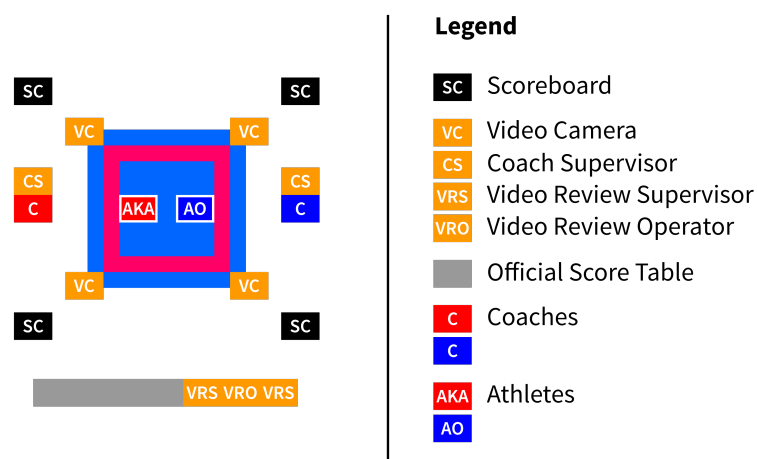
4. Point(s) can only be given if the technique(s) of one or both competitors is (are) made before the Referee stops the match «Yame».
5. For video review purposes, when a VR is used for more than one tatami, only 2 video cameras will be used in each tatami (please see image for video camera positions).

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 matches in the pool, but can do it again if the competitor goes to the 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 be taken away from the scoreboard.
13. 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 be taken away from the scoreboard.
14. 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

Appendix 13: Weigh-In Procedures

Rehearsal weighing

Athletes 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 athlete 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:

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 athlete to be aware of this information. A contestant that does not turn up for the weigh-in period, or fails to weigh within the prescribed limits for the category in which the contestant 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 athlete 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 athletes. Twelve chairs should be supplied. To protect the privacy of the athletes, officials as well as the staff members supervising the weigh-in, must be of the same gender as the athletes.

1. The official weigh-in will be done category by category and athlete by athlete.
2. All coaches and other team delegates must leave the weigh-in room before the start of the official weigh-in.
3. The athlete is allowed to stand on the scales only once during the official weigh-in period.
4. Each athlete 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 athlete.
5. The official then invites the athlete to stand on the scales.
6. The athlete shall weigh-in wearing only underclothing (men/boys – underpants, women/girls – underpants and bra). Any socks or additional complements must be removed.
7. The athletes 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 athlete's weight in kilograms (accurate to one decimal point of a kilogram).

9. The athlete 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.

Appendix 14: Round-Robin Example

Round-robin is generally used for competitions with a very limited number of participants.

Example of competition between 8 athletes per category

The 8 athletes are distributed in 2 pools of 4 athletes each.

1 gold, 1 silver and 1 bronze medal will be awarded as corresponds.

Elimination rounds

6 bouts on each pool

Semi-finals

2 bouts:

- 1st Pool A v 2nd Pool B
- 1st Pool B v 2nd Pool A

Medal bouts

2 bouts:

- Semi-final winners: bout for gold / silver
- Semi-final losers: bout for bronze

Points for each bout

1. Kumite Categories

2 points will be awarded to a competitor winning a bout

1 point will be awarded to each competitor in case of tied bout

0 points will be awarded to a competitor losing a bout

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
5. Lower number of Ippons against
6. Higher number of Waza-Aris in favour
7. Lower number of Waza-Aris against
8. Higher number of Yukos in favour
9. Lower number of Yukos against

If there is still a tie: an additional bout will take place.

2. Kata Categories

1 point will be awarded to a competitor winning a bout

0 points will be awarded to a competitor losing a bout

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 (this would be the number of flags received in favour)

3. Lower number of total scores obtained against through all bouts
(this would be the number of flags received against)

If there is still a tie: an additional bout will take place.