



WUKF Professional Karate rules

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Part 1: GENERAL COMPETITION RULES

Chapter 1: COMPETITION ADMINISTRATIVE RULES

ART. 1: COMPETITION STRUCTURE

- 1.1 WUKF Professional Karate competitions are organized in INDIVIDUAL categories only.
- 1.2 WUKF Professional Karate competitions are divided into two main types: KATA and KUMITE.
- 1.3 Each kata and kumite competition is divided into various categories: MALE and FEMALE.
- 1.4 Also, each kata and kumite competition is divided into age categories JUNIORS (18-20 years old) and SENIORS (21-55 years old).
- 1.5 WUKF Professional Karate KATA Competition is open style and open grade.
- 1.6 WUKF Professional Karate KUMITE competition is divided into following weight divisions (same for Juniors and Seniors):
Male: -60 kg, -65 kg, -70 kg, -75 kg, -80 kg, -85 kg, -90 kg, +90 kg
Female: -50 kg, -55 kg, -60 kg, -65 kg, +65 kg

ART. 2: PARTICIPATION RULES

- 2.1 All competitors must compete only in their own categories of age, weight, etc.

ART. 3: COMPETITION STAFF

- 3.1 Competition Director: is appointed by the WUKF Professional Karate Commission. He/she will govern the conduct and the development of the competition but cannot interfere with the judging rules. He/she shall be assisted by other competition personnel.
- 3.2 Competition Doctor: is appointed by the organizer of the event. He/she will govern all medical matters during the competition. He/she is authorized to give his/her opinion as to whether a competitor is fit or unfit to compete or continue with a match in the competition.
 - 3.2.1 Doctor for the events which include World Champion title matches is appointed by the WUKF Professional Karate Commission. All competitors must produce a letter/note from their own doctor saying/stating they are medically fit to compete.
- 3.3 The First Aid Crew: shall be prepared to act along with the Competition Doctor in cases of accident or sickness.
- 3.4 Security Team: They must not allow intruders into the competition area. The National Organizer of the tournament shall appoint this team.
- 3.5 No competition will start without the Competition Doctor and First Aid Crew being present.

ART. 4: OFFICIAL UNIFORMS

Referees

4.1 All Judges and Referees must wear the official uniform designed by the WUKF Professional Karate Commission. This uniform must be worn at all tournaments, courses and examinations of WUKF Professional Karate.

4.2 The Referee Official uniform is composed of:

- A cobalt-blue blazer bearing two silver buttons.
- A WUKF badge
- A white WUKF shirt
- A navy-blue tie
- A black trousers
- A black socks
- A black shoes (pomps)

4.3 Whilst officiating on the Tatami, Referees and Judges are not allowed to wear watches, bracelets, pens, mobile telephones, tie-pin or other objects that could cause injury.

Competitors

4.4 Kata competitors must wear a clean, white Karate-gi with belt of their own Karate grade.

4.5 Only female kata competitors may wear a plain white t-shirt beneath the Karate-gi jacket.

4.6 Kumite male competitors must wear clean, white Karate-gi trousers (without jacket) and red/white belt around their waist, for the identification purpose.

4.7 Kumite female competitors must wear clean, white Karate-gi trousers, sports bra and red/white belt around their waist, for the identification purpose.

4.8 Competitors must wear a full Karate-gi uniform when entering the tatami before start of the match.

4.9 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.

4.10 Muslim women may use a white Scarf or Chador.

4.11 Shoes and any type of footwear are prohibited during the kata and kumite contests.

4.12 Kata competitors are allowed to have the following advertising items on their Karate-gi: a national country badge on the jacket is permitted (maximum 10 square centimeters), the WUKF logo which will be put on the lower right side of the Karate-gi jacket, the national federation logo on the chest left breast side and sponsor trademark advertising logo panel on the back of the competitors Karate-gi top.

4.13 Kumite competitors are allowed to have the following advertising items on their Karate-gi trousers: a national country badge on the left leg under the waist, the WUKF logo on the leg under the waist, the national federation logo, sponsors trademarks.

4.14 Sponsors labels must be approved by the WUKF Professional Karate Commission before each event.

Coaches

4.15 Coaches and other accompanying personnel must wear a tracksuit (it is possible just tracksuit trousers and t-shirt which include WUKF logo) with their National and Federation name.

4.16 The WUKF Officers or Competition Director may disbar any official or competitor who does not comply with these regulations.

ART. 5: PROTECTIVE EQUIPMENT REQUIRED, AND ALL CLOTHING NEEDED

5.1 In WUKF Professional Karate kumite competitions, the following protective equipment is compulsory:

- Mitts: white for Shiro, red for Aka, corresponding to the colour of their kumite belt
- Gum shields (can be any colour)
- Groin protectors (male kumite competitors), worn under the Karate-Gi
- Chest protectors (female kumite competitors) white in colour and worn under the sports bra

5.2 In WUKF Professional Karate kumite competitions, the following protective equipment is forbidden:

- Spectacles (glass or hard plastic) for kumite.
- Shin protectors.
- Instep shin protectors.

5.3 All protective equipment must be approved by the WUKF Professional Karate Commission.

5.4 It's mandatory that the coach informs the Competition Doctor about any item or medical device (pacemaker, surveillance device, contact lenses, etc.) that a competitor wears. If the referee discovers such an item that is unauthorized by the WUKF Doctor the competitor will be disqualified.

5.5 Competitors need the written approval of the Competition Doctor to wear special glasses or any special item and devices (see §5.4).

5.6 All competitors are required to keep their finger and toe nails short, to not exceed the finger extremity, and shall not wear metallic objects that might cause injury to themselves or their opponent.

5.7 Each competitor must keep their hair clean and cut or tied up to such a length that it does not obstruct their performance or put them at risk in a match.

5.8 Females can wear discreet hair clips (not metallic) during a kata competition.

5.9 Competitors are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.

5.10 Competitors are not allowed to wear amulets or wristbands.

5.11 If the competitor come to the match area in violation of the above rules, the referee will allow 1 minute for them to redress according to the WUKF rules. Otherwise, the decision will be Kiken for this competitor. The competitor's coach is responsible for ensuring that the competitor does not violate these rules.

ART. 6: MATCH AREA SIZES

6.1 Tatami mat is compulsory.

6.2 Tatami mat must be placed on the min. 1.5 metres height platform.

6.3 The size of the match area must be 9 x 9 meters. There must be a matted safety space of 2 meters all around it.

6.3.1 Matted safety space can be just 1 meter all around it, if the organizer of the event can provide another reasonable safety solution, placed below the platform. This can be discussed with the WUKF Professional Karate Commission.

ART. 7: COMPETITION EQUIPMENT

7.1 The competition equipment will be prepared by the competition host.

7.2 5 Red flags and 5 White flags for each tatami.

7.3 Contests cards to record exact result of the match.

7.4 The WUKF computer system is compulsory. The national organizers will ensure that it is transported safely and is used properly.

7.5 Whistles, bells or gongs to announce time signals.

ART. 8: PROTEST AGAINST DECISION AND REVISION OF DECISION

8.1 Competitors cannot personally protest against the Referee panel's decision.

8.2 Only the coach of the competitor involved may protest to the Chief Referee against a decision, when the decision given by the Referee panel is thought to have violated the Rules of the match or the Rules of judging.

8.2.1 However, coaches must not interrupt the work of the Jury Table by asking to check the scores or other documents, or asking for explanations, etc.

8.2.2 The coach can attract the attention of the Chief Referee if there is an administrative error (wrong points or warning given, wrong display content, etc.) during the match.

8.2.3 The coach can protest, in writing, to the WUKF–Referee Commission, but only after the match is finished.

Protest Procedure

8.3 Before the coach makes an official protest he must pay a protest fee to the WUKF treasurer. The fee will be returned if the protest is upheld. Please (consult the list of fees on the WUKF webpage).

8.4 The coach completes the “PROTEST sheet” and gives it to the Chief Referee who will give it to the WUKF – Referee Commission.

8.5 The WUKF–Referee Commission shall review the complaint and the evidence that supports it (WUKF Referee Commission may ask for an explanation from the Chief Referee and the Referee Panel)

and give an answer to the coach who made the complaint in a maximum of 7 days time from the time they receive the protest.

8.6 If WUKF Referee Commission find that the decision is unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.

8.7 It is the coach who is responsible for providing the evidence for the protest.

8.8 The WUKF-Referee Commission, after approval from the WUKF Professional Karate Commission, will communicate the final decision to the Chief Referee. The Chief Referee will inform the coach of the final decision.

8.9 The WUKF-Referee Commission may penalize the Referee(s) who caused the protest.

8.10 The Coach can notify the Tatami Chief Referee of any administrative error as soon as it is detected.

8.10 Video proof, regarding an assumptive technical evaluation error, is not accepted as evidence for the protest.

8.10.1 Video proof is accepted, as evidence, only for administrative errors and only if the incident is clearly visible.

ART. 9: OTHER MATTERS

9.1 In the case of a situation not foreseen in these Rules or in a case where there is a doubt about the applicability of these rules to a given situation, the Chief Referee and the panel of referees shall consult among themselves to find a solution for that specific situation.

9.1.1 The decision must be approved by the WUKF-Referee Commission and WUKF Professional Karate Commission. All officials will be notified of this decision and a public announcement will be made.

9.2 All Karate-ka, including competitors, coaches, managers, or anybody connected with the competitor, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.

9.2.1 These ideals (Dojo Kun) are recited loud by competitors before the fight (at the press conference or during presentation of the athletes on the tatami).

CHAPTER 2:

JUDGING RULES

ART. 10: GENERAL MATTERS

10.1 All the referee activities will be in accordance with the WUKF Professional Karate rules and will be coordinated by the WUKF Professional Karate Referee Commission (WUKF-Prof Ref com). The WUKF-Prof Ref com will be composed of an uneven number of members (3, 5, or 7) and it shall be led by the President of the WUKF-Prof Ref com.

10.1.1 In the absence of the President of the WUKF–Prof Referee Commission, the Vice-president of the WUKF-Prof Referee Commission will take over all his duties and responsibilities.

10.1.2 In the absence of the Vice-president of the WUKF-Prof Referee Commission, all his/her responsibilities will be automatically delegated to the other members of the WUKF-Prof Referee Commission.

10.2 The Panel of referees will ensure that these rules are applied impartially on the Tatami.

10.3 The referee panel for both Kata and Kumite will be: Centre Referee (SHUSHIN) and 4 Corner Judges (FUKUSHIN).

10.4 The Jury Table personnel will be made up of the Score–keeper and Time-keeper, along with supervisor who will check for correct equipment on entry to Tatami before the contest proceeds.

ART. 11: APPOINTMENTS

11.1 The president of the WUKF-Professional Referee Commission is appointed by the WUKF Professional Karate Commission.

11.2 The composition of the WUKF-Professional Referee Commission will be proposed by the president of the WUKF-Professional Referee Commission and he will submit it to the WUKF Professional Karate Commission for the approval.

11.3 Panel of referees for each event is appointed by the organizer of event.

11.3.1 Panel of referees for the events, which includes World Champion title contests is appointed by the WUKF-Professional Referee Commission.

11.3.2 Panel of referees is coordinated and supervised by Chief Referee, appointed for each event by WUKF-Professional Referee Commission.

11.4 The Jury Table Personnel are appointed by the organizer of the competition.

ART. 12: GENERAL DUTIES OF REFEREES AND JUDGES

Referee (SUSHIN) and Corner Judges have the following duties:

12.1 To learn and to know the WUKF Rules of Professional Karate Competition.

12.2 To be objective, impartial and fair.

12.3 To show respect and understanding.

12.4 They must behave with dignity and demonstrate respect for the competitors and other officials.

12.5 Their movements during the Match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as WUKF officials.

12.6 They must concentrate their full attention on the match, observing each competitor carefully and judging correctly every action of the competitors.

12.7 During the match they must not talk with anyone other than the other Judges, the competitors and the WUKF-Professional Referee Commission.

ART. 13: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE

13.1 The Chief Referee coordinates and supervises the whole activity at the Tatami.

13.2 He/she has the ultimate responsibility of judgment.

13.3 He/she will be responsible for ensuring that matches are conducted according to these Competition Rules and if any unusual incident occurs, he/she shall base his/her decision upon these rules.

13.4 The Chief Referee can stop the match and can ask the referee panel to revise an administrative error.

13.5 He/she advises and leads the referee and judges on the tatami.

13.6 The Chief Referee is subordinate to the WUKF-Professional Referee Commission.

13.7 He/she cannot interfere with the refereeing score evaluation.

13.8 He/she prepares a written report about the referee panel and special incidents (if any) at the Tatami.

ART. 14: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN)

The Referee shall have the power:

14.1 To conduct matches, including start and stop.

14.2 To announce the decision of the panel of Judges

14.3 To explain, when necessary, the grounds on which such decisions are made.

14.4 To count to 10 seconds for a floored competitor, or competitor who clearly lost physical capacity to fight as a result of hard technique from the opponent.

14.5 To announce fouls and to issue warnings (prior to, during, and after a match).

14.6 To take other disciplinary action (e.g. dismiss/suspend a competitor from a match).

14.7 To obtain advice and information from the Corner Judges.

14.8 To decide victory by majority based on the table for judgment (see Fig. 1).

14.9 To consult the Chief Referee whenever he/she has difficulties taking decisions.

ART. 15: RESPONSIBILITIES AND DUTIES OF THE CORNER JUDGES (FUKUSHIN)

15.1 To assist, help and inform the Referee.

15.2 To exercise their right to vote on a decision during a match.

15.3 To evaluate the performance of the competitors.

15.4 The Judges shall carefully observe the actions of the competitors within their range of vision. In the following cases, they shall at once signal the Referee by means of a flag and whistle, correctly giving their opinion:

15.4.1 When they notice an injury or illness of a competitor before the Referee notices it.

15.4.2 When they perceive an action which they consider should be awarded as Yuko

15.4.3 When competitor appears about to commit, or has committed, a prohibited technique, action or behavior.

15.4.4 When both or either of the competitors have moved out of the competition area.

15.4.5 In all cases when it is necessary to call the attention of the referee.

15.5 Each Judge shall continuously evaluate the relative excellence of sportsmanship of the competitors and signal their opinion independently, in the prescribed manner.

ART. 16: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE (SCORE-KEEPER AND TIME-KEEPER)

16.1 The Jury Table Panel must be comprised of qualified personnel only, with good ability and who knows the WUKF Rules of Professional Karate Competition.

16.2 During each match, the Jury Table records and registers the points scored by each competitor, the warnings and penalties given to each competitor, and they keep an accurate record of the match time, etc.

CHAPTER 3:**TERMINOLOGY & GESTURES****ART. 17: THE MEANING OF THE TERMS USED AND THE GESTURES**

Commands, warnings, penalties and announcements used during a kumite match are the following:

SHOBU IPPON HAJIME	Start the match.	The Referee stands on the official line.
SHOBU HAJIME	Start the extended match.	The Referee stands on the official line.
ATOSHI BARAKU	A little more time left.	An audible signal will be given by the timekeeper 15 seconds before time-up
YAME	Temporary halt of match.	The timekeeper stops the clock.
TSUZUKETE	Fight on.	Resumption of fighting, ordered after an unauthorized interruption has occurred.
TSUZUKETE HAJIME	Restarting the match.	The Referee stands on the official line, steps back into Zenkutsu-Dachi and brings the palms of his hands towards each other.
SOREMADE	End of the match.	The Referee faces the palm of one hand between the competitors, with the arm outstretched.
MOTONOICHI	Original position.	Competitors return to their respective standing lines.
SHUGO	Judges called.	The Referee beckons with both hands and with the palms facing inwards.
HANTEI	Judgment.	The Referee calls for judgment by blowing his whistle, and the Judges render their decision by flag signal.
IPPON	Winning point scored by knockout	The Referee extends their arm higher than their shoulders, towards the relevant competitor
AWASETE IPPON	Winning point scored by technical knockout (10 points ahead)	The Referee extends their arm higher than their shoulders, towards the relevant competitor
SENMON-TEKI IPPON	Winning point scored by technical knockout (referee or official doctor decision for the reason of received legal	The Referee extends their arm higher than their shoulders, towards the relevant competitor

	technique(s)	
WAZA-ARI	5 points scored by knockdown technique	The Referee extends their arm at the level of their shoulders, towards the relevant competitor
YUKO	One point	The Referee extends their arm slightly downwards to the side, towards the relevant competitor
AIUCHI	Simultaneous scoring. No point awarded.	The Referee brings his fists together in front of the chest.
HIKIWAKE	A draw.	The Referee extends both arms to the side and slightly downwards with palms facing up.
AKA (SHIRO) NO KACHI	Victory of red (white).	The Referee obliquely raises an arm on the side of the winner.
TORIMASEN	Not acceptable as scoring.	The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.
ATENAI	Warning for prohibited behavior, forbidden techniques, defenseless behavior.	The Referee points one index finger in the air at a 60-degree angle on the side of the offender
CHUI	Second warning.	The Referee points one index finger in the air at a 60-degree angle on the side of the offender and then shows two fingers in the air at the same level
KEIKOKU	Final warning.	The Referee points with the index finger to the feet of the offender at an angle of 45 degrees
HANSOKU	Foul/Disqualification.	The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
KAZOERO	Counting knockdowned competitor.	The referee points his fist high up in the air saying „kazoero" and following with counting in japanese language (ichi, ni, san, shi, go, roku, sichi, hachi, ku, juu). Also, he/she indicate each second with each finger showing it clearly high up for all to see.

JOGAI	Warning for the exit from fighting area.	On the side of the offender, the Referee says Aka/Shiro Jogai and points his/her index finger in the air at a 60- degree angle.
JOGAI CHUI	Final warning for the exit from fighting area.	On the side of the offender, the Referee says AKA/SHIRO Jogai and points his/her index finger to the feet of the offender at an angle of 45 degrees.
JOGAI HANSOKU	Disqualification for the exit from fighting area.	The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
UKE IMASU	Technique blocked.	An open hand touching the elbow of the opposite arm.
NUKETE IMASU	Target missed	A closed fist crossing in front of the body
YOWAI	Technique too weak.	An open hand descending downwards.
HAYAI	Quickest/first to score.	An open hand touching the palm of the other hand, with the fingers
MAAI	Bad distance	Both the hands are raised open and parallel to the floor and facing each other.
KIKEN	Renunciation.	The Referee points with the index finger towards the feet of competitor
SHIKAKKU	Instant disbarment from the match	The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.
NAKAE	Entering the match area.	The Referee points with the open hands positions, that competitors should take at the match area.

The Central Referee's Gestures



Atenai



Chui



Keikoku



Hansoku



Jogai



Jogai Chui



Jogai Hansoku



Kiken



Shikakku



Torimasen



Yowai



Maai



Ai Uchi



Hayai

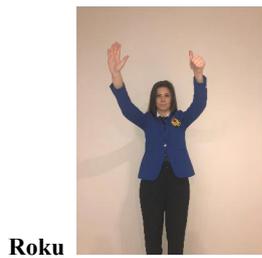
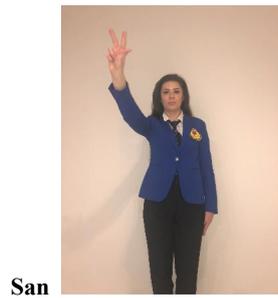


Uke Imasu



Nukete Imasu





Corner Judges Gestures

Ippon



WazaAri



Yuko



Ai Uchi



Uke Imasu



Nukete Imasu



Mienai



Maai



Jogai



Atenai



Chui



Keikoku



Hansoku



Art. 18: TABLE FOR JUDGMENT

18.1 When the Referee decides based on the signals given by the Judges, the decision shall be governed by the Table of Judgment given in Fig. 1. In the case of two judges giving a point to Shiro (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

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Fig. 1

PART 2:

KUMITE RULES

CHAPTER 5:

GENERAL KUMITE RULES

ART. 19: STARTING – SUSPENDING – ENDING THE KUMITE MATCH

19.1 Starting the match:

At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area. When called upon and presented by the Announcer, the competitors will immediately proceed at the match area perimeter. After the formal exchange of bows between competitors, officials/public and the Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee (Shushin) takes a step backward, all Corner Judges (Fukushin) turn inwards and all bow together. After the bow, the Referee invites 4 Corner Judges to take their places (outside the match area, at the corners of tatami). After this Referee invites competitors inside match area announcing „Nakae". The match shall start with the announcement by the Referee of "Shobu Ippon Hajime".

19.1.1 The coaches must be seated on the opposite side of the Jury table.

19.1.2 The competitors between the rounds of the fight must be seated next to their coaches, on the opposite side of the Jury table.

19.2 Suspending the match:

By announcing "Yame" the Referee shall halt the Match temporarily and order the contestants back to their positions. When resuming the Match, the Referee announces "Tsuzukete Hajime".

19.2.1 Atoshi Baraku:

The Time Keeper shall give one signal by a gong, buzzer, or whistle indicating Atoshi Baraku, 15 seconds to go.

19.3 Ending the match:

When it is time-up, the Time Keeper shall give two signals by a gong, buzzer, or whistle. After halting the match (Yame), the Referee shall end the match by announcing "Soremade". He then checks the scores and penalties with the Table Jury Judge and then announces the decision, together (on the same time) with event announcer. After the formal exchange of bows between contestants, the Referee Panel, officials/public (Otagai ni Rei - Shomen ni Rei), the match is deemed over.

ART. 20: CRITERIA FOR DECIDING IPPON, WAZA-ARI AND YUKO

20.1 An Ippon is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under all the following conditions:

- opponent don't stand up during 10 seconds of counting, started from the moment when he clearly loose ability to fight as a result of receiving an effective technique (knockout)
- good form (technique, position and balance)
- good sporting, non-malicious attitude

20.1.1 Awasete Ippon is awarded when:

- A competitor will receive 10 points ahead at the opponent (technical knockout)

20.1.2 Senmon-Teki Ippon is awarded when:

- the referee or official doctor decides during a round that a competitor cannot safely continue the match for the reason of received technique/s, without the need for an intervening count (technical knockout)

- when competitor is unable to put up a sufficient defense following a knockdown (technical knockout)
- following a hard technique a competitor has not fallen, but is in a semi-conscious state and cannot, in the opinion of the referee, continue the round (technical knockout)

20.2 A Waza-Ari will be awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- opponent clearly lose ability to fight as a result of receiving an effective technique, however he/she regains ability during the 10 second count (knockdown)
- good form (technique, position and balance)
- good sporting, non-malicious attitude

20.3 An Yuko is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- clear effect on the opponent's body
- good form (technique, position and balance)
- strong vigor (kime)
- coming back to kamae (guard) straight after executed technique
- good sporting, non-malicious attitude
- zanshin
- proper timing
- correct distancing

20.4 The score announcements:

The Referee announces the score in the following manner: Who scored, on which Level, with what Technique, and the Score attributed (E.g.: Aka/Shiro ... Jodan/Chudan ... Tsuki/Geri/Uchi ... Yuko/Waza-ari /Ippon).

ART. 21: VICTORY, DEFEAT OR TIE

Shall be awarded based on:

21.1 Victory by Ippon/Awasete Ippon/Senmon-Teki Ippon (knockout or technical knockout)

The competitor, who scores first with Ippon/Awasete Ippon/Senmon-Teki Ippon (knockout or technical knockout) will be declared the winner.

21.1.1 Knockout (abbreviated to KO) means the fight has ended by using winning technique or combinations of the techniques that renders an opponent unable to continue fighting as a result of exhaustion, pain, disorientation, or unconsciousness. If competitor is unable to continue the fight within a ten-second count by the referee, they are counted as having been knocked out and their opponent is awarded the Ippon (KO) victory.

21.1.2 Technical knockout (abbreviated to TKO) is declared when:

- the referee or official doctor decides during a round that a competitor cannot safely continue the match for the reason of received technique/s, without the need for an intervening count - their opponent is awarded the Senmon Teki Ippon (TKO)
- when a competitor is unable to put up a sufficient defense following a knockdown - their opponent is awarded the Senmon-Teki Ippon (TKO)
- following a hard technique a competitor has not fallen, but is in a semi-conscious state and cannot, in the opinion of the referee, continue the round - their opponent is awarded the Senmon-Teki Ippon (TKO)
- when a competitor has a 10 points lead ahead of his opponent - their opponent is awarded the Awasete Ippon (TKO)

21.2 Victory by points

In the absence of Ippon, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a Match, in the case of a competitor scoring at least one point more than the opponent, he will automatically be declared the winner (Kachi).

21.3 Defeat due to a disqualification (Hansoku, Shikaku)

When a competitor commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending competitor:

21.3.1 In the case of a competitor, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat because of warnings already incurred.

21.3.2 Failing to obey the orders of the Referee.

21.3.3 If a competitor becomes over-excited, to such an extent that they are considered by the Referee to be a danger to themselves.

21.3.4 If the act or the acts of a competitor are considered as malicious, willfully violating the rules prohibiting them.

21.3.5 Other acts which are deemed in violation of the Rules of the Match. Any unruly behavior from people connected with the competitor, such as the Coach, Manager, supporters, etc. may result in the disqualification of the competitor and/or the team.

21.3.6 Hansoku may be imposed directly, without following the penalty scale, if in the match any action from a competitor willfully uses a forbidden technique, bringing a handicap/injury to the other competitor and the chances for winning are very badly diminished, for example: facial injury, broken nose, broken hand / finger / knee, etc.

21.3.7 Any competitor who receives Shikkaku in the fight will not receive any reward for this contest, including financial reward.

21.4 Defeat due to a retirement (Kiken).

21.4.1 A competitor who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the loser by Kiken.

21.5 If the score of both competitors is equal, the Referee announce tie (Hikiwake).

ART. 22: SCORING AREAS AND SCORING TECHNIQUES

22.1 The scoring areas shall be limited to the following: Head, Abdomen, Neck, Chest, Side and Back (excluding the shoulders).

22.1.1 The throat is not a scoring point; it is forbidden to attack the throat.

22.2 An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.

22.3 An attack, even if effective, delivered after the Time-up bell signals the end of the match, shall not be recognized as such, nor shall it constitute a basis for decision.

22.4 Techniques delivered outside the prescribed match area shall be invalid.

22.5 However, if a competitor delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred.

22.6 Scoring techniques of the same value simultaneously delivered by both competitors shall not score (Aiuchi).

ART. 23: WARNINGS AND PENALTIES

In WUKF Professional Karate kumite competition, there are 3 categories of warnings and penalties:

23.1 ATENAI - Prohibited behavior, forbidden techniques, defenseless behavior, refusing to fight;

23.2 JOGAI - Exit from fighting area;

23.3 SHIKAKKU - Disbarment from the entire competition.

23.1 ATENAI category

23.1.1 The following actions and behaviors are prohibited and will be penalized:

- a) Time-wasting. This includes refusing to fight, running away from the opponent and repeated match interruption by clinching or unnecessary bodily contact against the opponent.
- b) Exaggerated actions (unsporting behaviors, etc) and reactions (i.e. faking injury, provocation or needless utterances, simulations, or falling unnecessarily).
- c) Any disrespectful and unnecessary actions and behavior, likely to bring Karate into disrepute are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, disagree with the referee decisions during the match, refusing to go to competitor's line during counting of the opponent etc). This includes Coaches, Managers and anybody connected with the competitor (there is same scale of warnings and penalties for coaches, managers, etc. like for the competitors).

23.1.2 The following techniques which are done with contact are forbidden:

- a) Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins.
- b) Attacks to the groin or the throat.
- c) Open hand techniques to the face, throat, and neck; Hiza Geri; Empi or Atama Uchi.
- d) Dangerous leg sweeping techniques (Ashi Barai without a follow-up technique or foot sweeps that land high on the leg and that could cause knee injury).
- e) Dangerous throws (without any assurance of the opponent landing safely).
- f) Grabbing (unless immediately followed up by a technique).
- g) All techniques executed out of canon of the proper technique

23.1.3 Any situation where the competitor shows a lack of regard for his/her own safety or integrity, as follows:

- a) Attacks with an unguarded head in front.
- b) Attacks without following the target with the eyes.
- c) Turning away after an attack (as a tactical or theatrical move) to draw the Referee's attention to the technique.
- d) The competitor is defenseless, and their back is exposed

23.1.4 The announcement: "Aka/Shiro – ATENAI ...".

23.1.5 The possible Atenai warnings and penalties are:

- a. First warning: Atenai
- b. Second warning: Atenai Chui

- b. Final warning: Atenai Keikoku
- c. Disqualification: Atenai Hansoku

23.2 JOGAI category

23.2.1 Any situation where the competitor touches the floor outside the match area with any part of his/her body, as follows:

- a. If the competitor goes out deliberately or to avoid an opponent's technique.
- b. If one competitor delivers an unsuccessful technique and then exits immediately afterwards, Jogai will be recorded.
- c. If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded.
- d. If there is a successful technique, Yame should occur at the instant of the score. The exit therefore occurs outside of the match time and must not be penalized.
- e. If Shiro exits the Tatami or has exited as Aka's score is made (with aka remaining within the Tatami) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.
- f. The point at which "Yame" is called is helpful in determining if this Jogai situation has occurred.
- g. Jogai is not imposed if the competitor was pushed outside the match area by the opponent.
- h. Warnings must increase in severity until a penalty (Hansoku) is imposed.

23.2.2 The possible Jogai warnings and penalty per round are:

- a. First warning - Jogai (with Yuko score awarded for opponent)
- b. Final Warning - Jogai Chui (with Waza ari score awarded for opponent)
- c. Disqualification: Jogai Hansoku

23.2.3 Jogai's scale apply per each round - beginning new round both competitors start with no Jogai's on their account, even if there were any in previous round.

23.2.4 The announcement: "Aka/Shiro, JOGAI...".

23.3 SHIKAKKU category

23.3.1 It is disbarment from the entire competition and it is given in the following cases:

- a. When the competitors do not obey the orders of the Referee and become aggressive.
- b. When they commit an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.
- c. When the competitor(s), their coach or any member(s) of their support squad make obscene or offensive gestures, make threats or give verbal abuse to the officials or other competitors.
- d. When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.

23.3.2 The announcement: The Referee will announce "Aka/Shiro – SHIKAKKU".

23.3.3 Before Shikakku can be imposed, the Referee must consult the Chief Referee.

23.3.4 The competitor who receives Shikakku will not receive any reward for this contest, including financial reward.

ART. 24: INJURIES AND ACCIDENTS

24.1 In the case of an injury of a competitor, the Referee shall at once halt the match, assist the injured competitor and, at the same time, call the Competition Doctor.

24.2 Only the competition doctor can make decisions concerning all matters about injuries, accidents or the physical condition of the competitors.

24.3 If an injury sustained during competition as a result of a legal maneuver is severe enough to terminate a bout, the injured competitor loses by Senmon-Teki Ippon (TKO).

24.4 When a competitor, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the match or requests for permission to quit the match, they shall be declared the loser by Kiken.

24.5 If two competitors harm each other with the forbidden techniques, or if they are suffering from Injuries previously incurred and they are declared by the Competition Doctor as unable to continue, the result of the match will be:

- a) The fight is won by the competitor that has accumulated the most points.
- b) If the score is the same, then the Referee will announce a Tie (Hikiwake).

24.6 In the case of an injury or injuries sustained during a Kumite Match, for reasons not ascribable to either competitor, disable a competitor the final result will be decided by:

- a) The competitor who quits the Match shall be declared the loser by Kiken.
- b) In a case where both competitors quit and the reasons causing the injuries are not ascribable to either of the competitors, then the fight is won by the competitor that has accumulated the most points.

24.7 In a case where a competitor is deemed unable to continue the match owing to an injury or any other physical reasons, based on the advice of the Competition Doctor, the Referee shall end the match and suspend the injured competitor from the match and will attribute the victory as follow:

- a) If the injury is ascribable to his opponent, he shall be declared the winner.
- b) If the injury is not ascribable to his opponent, he shall be declared the loser.

ART. 25 KNOCKDOWN, COUNTING, KNOCKOUT

25.1 An athlete will be considered "knockdown" if that competitors touches the floor with any part of his/her body other than his/her feet as the result of a opponent's technique or series of techniques.

25.2 In the case of a knockdown, the Corner Judges shall immediately show their decision by flags.

25.2.1 In the case of a knockdown caused by technique classified by the Corner Judges as executed on a proper way, the Corner Judges show by their flags Waza-Ari.

25.2.2 If a competitor knocks down his/her opponent by executing an improper (out of criteria of score) or illegall technique, the Corner Judges should signal a foul (Atenai group).

25.3 In the case of a knockdown, after fast decision made by table of judgement the Referee should take an immediate action:

- a) Counting and awarding the score according to situation (Ippon or Waza-Ari)

b) Stopping the match and penalizing competitor who caused knockdown by improper technique

25.4 In the case of knockdown, which requires counting, the Referee shall immediately announced command Kazoero and begin to count the seconds. When competitor is “down” the referee shall count aloud from one (1) to ten (10) in the Japanese language:

1.	Ichi	=	one
2.	Ni	=	two
3.	San	=	three
4.	Shi	=	four
5.	Go	=	five
6.	Roku	=	six
7.	Sichi	=	seven
8.	Hachi	=	eight
9.	Ku	=	nine
10.	Juu	=	ten

25.4.1 When the 10 seconds knock down rule is being applied by the referee, he/she must count out loud in such a manner that the competitor who has been knocked down may/must be aware of the count.

25.4.2 Counting should start after an interval of one second from the time when competitor has fallen to the floor.

25.5 If competitor is down, his opponent must go to his line (Moto no Ichi). He may only continue against the opponent who has gotten up after being knocked down and after the referee announce Waza-Ari (if apart causing knockdown executed technique reached all criterias of good technique and attitude) or Atenai/Atenai Keikoku/Atenai Chui (if forbidden technique have been used) and command „Tsuzukete Hajime”.

25.5.1 If the competitor (does not) go to his/her line (Moto no Ichi) on the command of the Referee, the Referee shall stop counting until the competitor has done so. The counting shall be then continued where it has been interrupted.

25.5.2 If a competitor still refuse to go to his/her line (Moto no Ichi), even after the counting has been stopped, he/she will be disqualified by Atenai Hansoku.

25.6 If during the count a competitor that has been Knocked Down and he/she get up fully conscious to fight, the referee will award Waza-Ari to their opponent and re start the match (Tsuzukete Hajime), however the contest shall not be continued until the referee has reached the count of Hachi (8), even if the competitor is ready to continue before then.

25.7 After the Referee has counted to Juu (10) the fight ends and shall be decided as a knockout.

25.7.1 Straight after the Referee has counted to Juu (10), the referee will announce Ippon and simultaneously Corner Judges change flag position from Waza-Ari to Ippon.

25.8 In the event of competitor being “down” at the end of a round, the Referee shall continue to count, even if counting goes beyond the duration of a round.

25.8.1 If at this situation the Referee count up to 10, the knockdowned competitor shall be deemed to have lost the contest by a knockout.

25.8.2 If at this situation the competitor is fit to resume fight before the count of 10 is reached, the Referee shall immediately use the command „Yame", award competitor who scored with Waza-Ari, and stops the round.

25.9 If competitor is “down” as the result of an executed technique and the fight is continued after the count of Hachi (8) has been reached, but the athlete falls again without having received any technique, the referee shall stop the match and announce technical knockout.

25.10 If both competitors will go down at the same time, counting will be continued as long as one of them is still down.

25.10.1 If both competitors remain down until Ju (10) the contest will be stopped and:

- a) The fight is won by the competitor that has accumulated the most points up to the time of knockdown;
- b) If the score is the same, then the Referee will announce a Tie (Hikiwake).

ART. 26 CRITERIA OF THE PROPER TECHNIQUE

26.1 To be awarded with Ippon, Waza-Ari or Yuko, every allowed technique should be executed with the criteria of the proper technique which is:

- good form (technique, position and balance)
- strong vigor (kime)
- coming back to kamae (guard) straight after executed technique
- good sporting, non-malicious attitude
- zanshin
- proper timing
- correct distancing

26.2 Every technique executed in a non Sports Karate way, especially regarding to good form and coming back to kamae straight after executed technique will not get any score (even if it will cause knockdown of the opponent) and will be penalize.

ART. 27 DURATION OF THE FIGHT

27.1 Kumite match duration is 3 rounds of 3-minutes effective time.

27.2 There is 1-minute break between each rounds.

PART 3:

KATA RULES

CHAPTER 6:

GENERAL KATA RULES

ART. 28: JUDGEMENT OF A MATCH

28.1 The Panel of Judges (1 Referee and 4 Corner Judges) will adjudicate each kata match using flag system.

28.2 All matches shall be conducted exclusively upon the instructions of the Referee.

28.3 The Referee and each corner judge must have two flags (a red and a white flag).

28.4 When the Referee calls for Hantei, victory will be decided by the majority, based on the Table for judgment (see Fig. 1).

ART. 29: STARTING THE KATA PERFORMANCE

29.1 When called upon and presented by the Announcer, the competitor(s) will immediately proceed inside the match area perimeter, bow to the Referee and bow to each other

29.2 After the bows, Aka (red) competitor will enter the centre of the match area to bow again and clearly announce the name of the kata he/she will perform.

29.3 The Referee will clearly repeat the name of the kata.

29.4 After that, the competitor will commence his/her performance, and upon completion, will return to their original position, bow and leave the centre of the match area to the area perimeter.

29.5 After that, the same procedure of starting kata performance will happen for Shiro (white) competitor.

ART. 30: ENDING THE KATA PERFORMANCE

30.1 Upon completion of the Kata, the Referee shall call Hantei for the Corner Judge's decisions. Immediately and simultaneously the Referee and the Corner Judges will raise their flags with their decisions.

30.2 After the announcement of the result, the competitors will bow to the Referee and to each other and leave the match area.

CHAPTER 7:

CRITERIA FOR DECISION

In a Kata Match, each performance will not be deemed simply good or bad, but will be judged according to the essential elements specified in Basic performance and in advanced performance:

ART. 31: BASIC PERFORMANCE

31.1 The following basic points must appear in each performance of a Kata:

- a) Kata sequence.
- b) Control of power.
- c) Control of tension and contraction.
- d) Control of speed and rhythm.
- e) Direction of movements.
- f) Understanding Kata technique
- g) Show proper understanding of the Kata Bunkai.
- h) Coordination.
- i) Stability and balance.
- j) Pauses.
- k) Kiai.
- l) Breathing.
- m) Concentration.
- n) Spirit.

ART. 32: ADVANCED PERFORMANCE

32.1 Referee and 4 Corner Judges will note the specific important points and the degree of difficulty of the performed Kata. Judgment will be based on:

- a) The mastery of techniques by the competitor.
- b) The degree of difficulty and risk in the performance of the Kata.
- c) The Budo attitude of the competitor.

ART. 33: WUKF PROFESSIONAL KARATE OFFICIAL KATA LIST

Available on the WUKF Professional Karate webpage