



Kata Rules

Version 3 - February 2022

INCLUSIVE KARATE KATA

WUKF Inclusive Karate enables opportunities for karateka with disabilities to compete, at the highest level, together we can do the best Karate in the world.

Art.1 GENERAL INCLUSIVE KATA RULES

- 1.1 The competition area must be flat and devoid of hazard, easily accessible and of a suitable size that the kata can be performed safely.

Art.2 COMPETITION EQUIPMENT

- 2.1 The competition equipment will be prepared by the competition host and the WUKF organiser.
- 2.2 5 Red Flags and 5 White Flags for each Tatami.
- 2.3 5 Kata Score boards for each Tatami.
- 2.4 Recording Equipment: Score sheets and Recording forms, pens, calculators etc.
- 2.5 Red and White belts for each Tatami.
- 2.6 The WUKF computer system is compulsory. The national organisers will ensure that it is transported safely and is used properly.

Art. 3 REGISTRATION OF COMPETITOR

Register your athletes using the WUKF ONE system.

In addition to this, it is **mandatory** for a person to compete within the Inclusive Kata, that the following information will need to be uploaded, when prompted, during completion of the entry form.

- 3.1 A short video of the competitor performing a kata of their choice. *(It is important to upload the file, to ensure your competitor will have the best opportunity to be categorised correctly).* **Failure** to do this may disadvantage your athlete, as the Rainbow Adjustment Score will automatically be set to 0.0, the adjustment score for a slight severity of disability.

Art.4 RAINBOW ADJUSTMENT SYSTEM AND SCORING

4.1 Once the coach has submitted the documentation and video to the Inclusive Commission all competitors, with the information provided will be assessed and categorised by the panel prior to the event.

RAINBOW ADJUSTMENT SYSTEM BELOW:

Colour Code	Severity of disability	Adjustment Score Awarded
Yellow	Slight	0.0
Orange	Minor	0.1
Pink	Moderate	0.2
Blue	Severe	0.3
Purple	Profound	0.4

4.2 The adjustment will be made once the highest and lowest scores have been removed and the remaining scores added together in each round.

Example: Competitor with Moderate disability

Round 2 scores **7.1**, **6.8**, **7.0**, **6.7**, **7.1** = 20.8 + **0.2** Rainbow Adjustment Score = 21.0

Round 3 scores **8.0**, **7.9**, **7.9**, **8.2**, **8.1** = 24.0 + **0.2** Rainbow Adjustment Score = 24.2


Highest and Lowest Scores (in Red) removed.

The 2nd and 3rd round scores will be added together for the final score.

21.0 + 24.2 = 45.2 Final Score

4.3 During WUKF competitions the Inclusive Commission may check or re-classify the competitors, to maintain a fair and equal platform for all the participants.

4.4 The panel of judges (1 Central Referee and 4 Corner Judges) will adjudicate each kata match.

4.5 The highest and lowest scores will be removed and the three remaining scores will be added together and the  .Rainbow Adjustment Score will then be added.

4.6 The total scores from round 2 and 3 will be added together, to find the overall winner.

4.7 The WUKF Inclusive Commission may change from "a point system" to a "flag system"

Art.5 TIE SITUATION:

Round 1 and 2

- 5.1 In the case of a tie, the minimum score from the remaining three scores will be added, (The deleted scores will not be taken into account)
- 5.2 If after this the tie persists the maximum score from the remaining three scores will be added.
- 5.3 If after this, the tie persists, a further kata must be performed, this may be a kata repeated from a previous round.
- 5.4 In the event of a continuing tie, Hantei will be called and flags will be used to determine the winner, AKA red, SHIRO White.

Round 3

- 5.5 In the case of a tie, a further kata must be performed. Hantei may be called and flags used to determine the outright winner.

ART. 6 INCLUSIVE KATA CATEGORIES:





- 6.1 Competitors can **ONLY** be entered into **ONE** category, irrespective of whether they have multiple disabilities.
- 6.2 Within WUKF Inclusive Kata there are five recognised categories, within these categories there are sub-sections (see below)
 - 6.2.1 **PHYSICAL DISABILITIES:**
 - a) Wheelchair
 - b) Walking Aids including crutches
 - 6.2.2 **AMBULATORY:**

Physical disability but able to walk unaided
 - 6.2.3 **SENSORY IMPAIRED:**
 - a) Visual both monocular and binocular
 - b) Profound hearing loss
 - 6.2.4 **INTELLECTUAL DISABILITIES:**
 - a) Autism, Dyspraxia, ADHD, etc.
 - b) Downs Syndrome

6.2.5 NEUROLOGICAL DISORDERS:

- a) Epilepsy
- b) Tourette's
- c) Multiple Sclerosis
- d) Stroke
- e) Cerebral Palsy
- f) Parkinson's etc.

6.3 The above categories are further divided into age and grade categories. Depending on the number of competitors, all categories may be split into two pools. Pool 'A' Diamond and Pool 'B' Sapphire.

SECTION 	GRADE 	DIAMOND 	SAPPHIRE 
Children aged 6-12 years	All Grades	Slight - Moderate	Severe - Profound
Cadets aged 13-17 years	All Grades	Slight – Moderate	Severe - Profound
Seniors aged 18-35 years	All Grades	Slight - Moderate	Severe - Profound
Veterans aged 36 and over	All Grades	Slight - Moderate	Severe - Profound

6.4 In certain circumstances some categories may be amalgamated or divided, to enhance the competition.

ART.7 SELECTION OF KATA:

7.1 The Kata competition will consist of three rounds. The competitors can perform any Kata listed, from the current official WUKF Kata list.

1st Round: The **12 highest scoring** competitors will go through to the 2nd round.

2nd Round: The **6 highest scoring** competitors will go through to the 3rd round

3rd Round: The **three highest scoring** competitors will receive medals.

Please Note: If there are less than 12 competitors, the category format may be amended.

7.2 Competitors **4th Kyu** and below may repeat the same kata if they so wish.

Competitors **3rd Kyu** and above **must select a different kata in each round, they CANNOT repeat.**

7.3 In the event of a tie, all competitors will be able to repeat a kata previously performed.

Art.8 JUDGING CRITERIA AND GUIDELINES:

- 8.1 Any kata performed may be an adaption of the kata selected, so long as it is taken from the current WUKF approved Kata list.
- 8.2 The Kata must have recognisable content and characteristics of the original kata.
- 8.3 Whilst some deviation may be accepted, in accordance with the competitor's disability the criteria set out below must be fulfilled.
- a) The performance of the kata must adhere to the essence of the original kata
 - b) Any kata performed must adhere to the original directional pattern of the kata.
 - c) The competitor must demonstrate the BASIC and ADVANCED performance points/requirements as listed in appendix 1.
 - d) Excessive use of pauses during the kata. The kata should be performed with minimal interruption and with a natural flow throughout.

PHYSICAL DISABILITIES:

- 8.4 Further consideration should be given to the dexterity, control and manoeuvrability of the wheelchair and walking aids to execute the techniques within the kata.
- 8.5 The competitor may flick the front wheels up in the air to indicate where a kick would ordinarily be performed at that point in the kata.

SENSORY IMPAIRED:

- 8.6 Competitors may be escorted on and off the tatami by a guide or coach.
- 8.7 IN ALL CASES THE KATA MUST BE PERFORMED BY THE COMPETITOR INDEPENDENTLY.

ART.9 REFEREES UNIFORM:

- 9.1 All Judges and Referees must wear the official WUKF uniform.
- 9.2 The WUKF Referee Official uniform is composed of:
- * A navy-blue blazer bearing two silver buttons
 - * A WUKF Continental badge
 - * A WUKF Qualification badge
 - * A white WUKF shirt
 - * A red WUKF / Continental tie
 - * Light Grey Trousers
 - * Black socks covering 2/3rd of the shin
 - * Black soft sole shoes
- 9.3 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, or use their mobile telephones.

Art.10 COMPETITORS UNIFORM

- 10.1 All competitors must wear a clean, white Karate-Gi (jackets and pants) which can include the manufacturer's brand/logo and a discreet WHITE trademark logo but no additional stripes.
- 10.2 A competitor is allowed to have only the following advertising items on his Karate Gi jacket: a national country badge is permitted (maximum 10 square centimetres), the WUKF logo which will be put on the lower righthand side of the Gi jacket, the federation logo on the left side of the chest and only one sponsorship advertising logo panel on the back of the competitors Gi top. It must be at shoulder height and measure a maximum of 30x15 cm.
- 10.3 The Karate Gi jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips, but does not reach the knees.
- 10.4 The belt must be of an overall length that leaves around 15-30 cm of extra length on both ends after it has been properly tied around the waist, but it must not reach the knees.
- 10.5 The sleeves of the jacket must reach halfway down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
- 10.6 The trousers must be long enough to cover two-thirds of the shin and must not reach the ankle bone. The trousers must not be rolled up.
- 10.7 Muslim women may wear a white scarf or Chador.
- 10.8 A plain white tshirt may be worn beneath the Karate Gi. This is compulsory for females and allowed for male competitors.
- 10.9 The competitor must wear a belt of their own Karate grade.
- 10.10 For identification purposes, when flags are being used, each of the competitors shall wear a Red (AKA)/White (SHIRO) belt, replacing the belt of their grade.
- 10.11 The competition number may be worn on the upper back of the Gi jacket.
- 10.12 Competitors identification badge (to be handed to a Tatami official, on check in to your event).
- 10.13 Competitors can wear discreet hair clips (not metallic)
- 10.14 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.
- 10.15 Competitors are not allowed to wear Hachimaki, amulets or wristbands, earrings, or any other jewellery.

ART. 11 COACHES UNIFORM:

- 11.1 A National Tracksuit (or trousers and national polo shirt) with their National or Federation name, an official badge on it and the ID card given in the registration room.
- 11.2 It is forbidden for a Coach to wear a Karate Gi whilst coaching, even if they have a Tracksuit Jacket over it.
- 11.3 It is forbidden to wear the tracksuit jacket around the hips, to have a ruck sack, camera, other baggage, etc
- 11.4 Coaches who are improperly dressed will be given 1 minute to change. If after this period the coach has not been able to change his/her uniform, the Referee will invite him/her to leave the match area.
- 11.5 The WUKF Officers or Competition Director may disbar any official or competitor who does not comply with these regulations.

Art.12 COACHES' RESPONSIBILITIES:

- 12.1 It is the responsibility of each coach to ensure that their competitor/s is/are accompanied throughout the competition and that any medication that may be required, is always easily accessible.
- 12.2 It is the coaches' responsibility to ensure all details uploaded to the form, are legible and correct. Intentional misrepresentation may lead to your athlete being disqualified from the event.
- 12.3 A recent photograph of the competitor is uploaded to the form.
- 12.4 All sections of the registration form are completed to process.
- 12.5 To ensure the competitor is checked in on the correct tatami, prior to the event and support the competitor throughout.
- 12.6 A hard copy of a signed medical document from a registered health practitioner must be brought to the event by the coach and produced if requested by the WUKF Inclusive commission. This must be in writing and in **English** and **must** name the type of disability. (Failure to produce when requested, may lead to the competitor being withdrawn from the event)

Art.13 PROTEST PROCEDURE

- 13.1 Competitor's cannot personally protest, against the Referee panel's decision.
- 13.2 Only the coach of the person involved may protest to the Tatami Manager 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.
- 13.3 Coaches must not interrupt the work of the Jury Table by asking to check the participation lists or other documents, or asking for explanations, etc.
- 13.4 The coach can attract the attention of the Tatami Manager if there is an administration error (wrong competitor, wrong display content etc.)
- 13.5 The coach can protest in writing to the WUKF Inclusive Commission, but only after the match is finished.
- 13.6 When the category is finished and the medallists are notified no one can appeal the decision.
- 13.7 Before the coach makes an official protest, she/he must pay a protest fee to the WUKF treasurer. The fee will be returned if the protest is upheld. Coaches can consult the list of fees on the WUKF Webpage.
- 13.8 The coach completes the 'Protest sheet' and gives it to the Tatami Manager who passes it to the WUKF Inclusive Commission.
- 13.9 The WUKF Inclusive Commission shall review the complaint and the evidence that supports it and may ask for an explanation from the Tatami Manager and the Referee Panel on that Tatami.
- 13.10 If they find that the decision is blatantly unreasonable, they may demand that the Refereeing panel revises its' decision and correct the error.
- 13.11 It is the coach who is responsible for providing the evidence for the protest.
- 13.12 The WUKF Inclusive Commission, after approval from the WUKF ExCom, will communicate the final decision to the Tatami Manager, who will inform the coach of the final decision.
- 13.13 Video proof is acceptable as evidence, for administrative errors and only if the incident is clearly visible.

APPENDIX 1.

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:

BASIC PERFORMANCE:

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

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

ADVANCED PERFORMANCE:

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.

(See WUKF WebSite – www.wukf-Karate.org)

SHOTOKAN	SHITO RYU	GOJU RYU	WADO RYU	SHORIN RYU
SHITEI	SHITEI	SHITEI	SHITEI	SHITEI
Heian 1-5	Pinan 1-5	Gekisai Dai Ichi	Pinan 1-5	Pinan 1-5
		Gekisai Dai Ni		Fukyu Gata 1-2
		Saifa		
SENTEI	SENTEI	SENTEI	SENTEI	SENTEI
Tekki Shoda	Matsumura no Rohai	Seisan	Kushanku	Wankan
Bassai Dai	Naianchi Shodan	Seipai	Niseishi	Rohai
Empi	Saifa	Seiunchin	Jion	Passai
Kanku Dai	Jiuroku	Shisochin	Passai	Chinto
Jion	Bassai Dai		Jitte	Wanshu
Hangetsu	Kosokun Dai			
	Tomari no Wanshu			
	Ji'in			
	Seienchin			
	Wanshu			
	Aoyagi			
	Miojio			
TOKUI	TOKUI	TOKUI	TOKUI	TOKUI
Ji'in	Jion	Kururunfa	Chinto	Gojushiho
Tekki Nidan	Kosokun Sho	Suparimpai	Naihanchi	Seisan
Tekki Sandan	Ciatanyara No Kushanku	Sanseru	Rohai	Kusanku
Gankaku	Sochin (Aragaki ha)		Wanshu	
Bassai Sho	Matsumura No Bassai		Seishan	
Sochin	Tomari Bassai		Anan	
Kanku Sho	Niseichi			
Nijushiho	Sanseiru			
Gojushiho Sho	Chinto			
Gojushiho Dai	Shisochin			
Chinte	Nipaipo			
Unsu	Kururunfa			
Meikyo	Seipai			
Wankan	Seisan			
Jitte	Gojushiho			
	Unshu			
	Suparimpei			
	Anan			
	Jitte			
	Pacho			
	Haiku			
	Paiku			
	Papuren			

UECHI RYU	KYOKUSHINKAI	BUDOKAN	GOSOKU RYU

SHITEI	SHITEI	SHITEI	SHITEI
Kashima	Pinan 1-5	Heian 1-5	Kihon Ichi No Kata
Sechin			Kihon Yon No Kata
Kanshu			Kime Ni No Kata
Seiryu (Kiyohide)			Ryu No Kata
			Uke No Kata
SENTEI	SENTEI	SENTEI	SENTEI
Sesan	Geksai Dai	Empi	Ni No Kata
Kanchin	Tsuki No Kata	Tekki 1-2	Kime No Kata
Sanseryu	Yantsu	Bassai Dai	Gosoku
	Tensho	Kanku Dai	Gosoku Yondan
	Saifa	Jion	
	Sanchin no kata	Hangetsu	
		Ji'in	
TOKUI	TOKUI	TOKUI	TOKUI
Kanshiva	Seisnchin	Meikyo	Denko Getsu
Seichin	Kanku Dai	Tekki Sandan	Ri Kyu
Kanshu	Geksai Sho	Bassai Sho	Tamashi
Seiryu	Sushi Ho	Kanku Sho	Jyu Hachi No Tachi
Sesan	Garyu	Jitte	Gosoku Godan
Kanchin	Seipai	Sochin	Jyu No Michi
Sanseiryu		Unsu	
		Gankaku	
		Ninjushiho	
		Gojushiho - Sho	
		Gojushiho - Dai	
		Chinte	
		Wankan	

SHUKOKAI	SANKUKAI	SHISUI RYU	ISSHIN-RYU
SHITEI	SHITEI	SHITEI	SHITEI
Pinan 1-5	Heian 1-5	Heian 1-5	Wansu
		Fukyu 1-2	Naihanchi
		Tekki Shodan	Seisan

SENTEI	SENTEI	SENTEI	SENTEI
Annanko	Hiji No Kata	Ananku	Chinto
Jurokono	Jiin	Bassai Dai	Seiunchin
Jiin	Annanko	Izumaki Sho	
Ni Seishi	Shinsei	Jion	
Bassai Sho	Bassai Dai	Empi	
Kosokun Dai	Seienchin	Kanku Dai	
Bassai Dai		Hangetsu	
Wanshu		Tekki Nidan	
Seriu		Wansu	
Jion		Shisui no Wankan	
Saifa		Seienchin	
Seienchin		Sanchin	
Shiho Kosokun		Shisui no Passai	
		Yuchinin	
		Saifa	
		Jion no Ichi	
TOKUI	TOKUI	TOKUI	TOKUI
Kururunfa	Matsukaze	Ji'in	Sunsu
Kosokun Sho	Kosokun Dai	Jitte	Kusanku
Seipai	Kururunfa (Hyakuhachi)	Kanku Sho	
Suparimpei	Seipai	Sochin	
Papuren	Tajima	Chinte	
Gojushiho	Goju Yon	Gangaku	
Unshu	Sanchin	Gangaku Sho	
Ciatanyara No Kushanku	Tensho	Wankan	
Tomari Bassai	Saifa	Wandan	
Nipaipo		Nijushiho	
Anan		Unsu	
		Gojushiho Sho	
		Gojushiho Dai	
		Seipai	
		Meikyo Shodan	
		Meikyo Nidan	
		Meikyo Sandan (Rohai)	
		Bassai Sho	
		Tekki Sandan	

NANBUDO	KEN RYU	KOKUSAN RYU	RYUEI RYU
SHITEI	SHITEI	SHITEI	SHITEI
Heiwa Shodan	Ken 1-5	Shobi Da 1-5	Niseishi
Heiwa Nidan	Ken Dai 1-2		Sanseru
Heiwa Sandan			Seiunchin
Nanbu Shodan			
Nanbu Nidan			

SENTEI	SENTEI	SENTEI	SENTEI
Nanbu Sandan	Tsukeru	Shobi Da Shi Nidan	Seisan
Nanbu Yondan	Arashi	Shobi Da Go Nidan	Pachu
Nanbu Godan	Kasai	Fudo Da Ni	Heiku
Heiwa Yondan	Hikari	Fudo Da San	Paiku
Heiwa Godan	Rayu	Shingetsu	
Seiencin	Otakebi	Myodo	
Yakuhachi	Senshi Gekido	Eiso	
Jiin		Seiryuku	
Bassai Dai		Toshi	
Matsukase		Meishi	
Gojuyon		Gekkyo	
Ikkyoku			
Annanko			
TOKUI	TOKUI	TOKUI	TOKUI
Hiji no Kata	Hiza	Shitori	Anan
Saifa	Fu Yurino Senshi	Meishi Nidan	Anan Dai
Seipai	Isoide Kawa	Sekijitsu	Ohan
Shinsei	Kltaru Kaze	Shikata	Ohan Dai
Tensho	Ageru	Shisho	
Tajima	Chikara	JInseisen	
Sampo Sho		Jlzaishin	
Shin Tajima		Koku	
Sandokai		Kogunro	
Kosokun Dai		Ranshun	
Haguiame		Kaen	