



Kobudo Rules

Version 1 February 2022

INCLUSIVE KOBUDO KARATE

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 KOBUDO RULES

- 1.1 The competition area must be flat and devoid of hazard, easily accessible and of a suitable size that the Kobudo kata can be performed safely.
- 1.2 A “Point System” will be used in the Individual Kobudo Match and the winner will be the one with the highest total score. The WUKF Inclusive Commission may change from a “Point System” to a “Flag System”.
- 1.3 The Kobudo competition will be organized only in Individual competition matches.
- 1.4 Only weapons approved by the WUKF Inclusive Commission are allowed to be used in the Kobudo competition.
- 1.5 The Kobudo competition will run as an Open Style competition.
- 1.6 All age categories will be run in two divisions:
LONG WEAPONS – Bo, Ekku
SHORT WEAPONS – Nunchaku, Kama, Tonfa, Sai and Tinbe.
It is possible to use a different weapon in each round from their chosen division. example: in the short weapon division: 1st round Kama, 2nd Round Nunchaku, Final Sai, Tie – Tonfa etc.
- 1.7 Categories may be separated into male and female competitors.
- 1.8 In certain circumstances some categories may be amalgamated or divided, to enhance the competition

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 Kobudo 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 Kobudo 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:

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

ART. 6 INCLUSIVE KOBUDO CATEGORIES:

- 6.1 Competitors can **ONLY** be entered into **ONE** category, irrespective of whether they have multiple disabilities.
- 6.2 Within WUKF Inclusive Kobudo there are five recognised categories, within these categories there are sub-sections (see below ART. 6)

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, grade and male/female. 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 KOBUDO KATA:

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

Kobudo Katas not listed may be used. They must be traditional Okinawa or Japanese based. To be considered they must be submitted prior to the commencement of the competition.

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 All competitors may repeat the Kobudo Kata (even in a tie situation).
- 7.3 Sequence and movements may be modified by the athlete, to adapt to their impairment.

Art.8 JUDGING CRITERIA AND GUIDELINES:

- 8.1 Any Kobudo kata performed may be an adaption of the Kobudo kata selected, so long as it is taken from the current WUKF approved Kobudo Kata list.
- 8.2 The Kobudo kata must have recognisable content and characteristics of the original Kobudo 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 Kobudo kata must adhere to the essence of the original Kobudo kata
 - b) Any Kobudo kata performed must adhere to the original directional pattern of the Kobudo kata.
 - c) The Kobudo Kata must be performed with competence and must demonstrate a clear understanding of the traditional principles it contains. Kobudo Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. 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.

d) Excessive use of pauses during the Kobudo kata. The Kobudo kata should be performed with minimal interruption and with a natural flow throughout.

e) The competitor must always maintain control of the weapons during the performance. In the event that the competitor drops the weapon, there will be no penalty.

f) For the safety of the competitors and official's control of the weapon is required at all times.

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 Kobudo 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 Kobudo 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 KOBUDO 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, or black Karate-Gi (jackets and pants) which can include the manufacturer's brand/logo and a discreet 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 anklebone. The trousers must not be rolled up.
- 10.7 Muslim women may wear a white scarf or Chador.
- 10.8 A plain white t-shirt may be worn beneath a White Karate-Gi and a plain Black t-shirt beneath a Black 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 (1 minute) 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, only for administrative errors and only if the incident is clearly visible.

Art.14 KOBUDO WEAPONS

BO

14.1 The Bo shall be made of hardwood, such as oak or ebony, in a round shape and without tapered ends.

EKKU

14.2 The Ekku must be made of hardwood.

NUNCHAKU

14.3 Nunchaku will consist of two hardwood sticks joined together by a chain, rope, or thong. Both ends must be equal in length and can be round or octagonal in shape.

14.4 In tournament for Kobudo kata, competitors use only one nunchaku. Kata with two (pair) are not allowed.

14.5 Sansetsukon are not allowed in tournament. Lighting effects are prohibited in tournament.

TONFA

14.6 Tonfa must be entirely made of hardwood, with a minimum length, when grasped by the handles, to reach the end of the competitor's elbow.

SAI

14.7 Two Sai may be used for competitions (Katas using three Sai are not allowed).

14.8 The Sai may be made of steel.

14.9 The action of throwing a Sai or piercing the floor with a Sai during the performance is prohibited.

KAMA

14.10 Two Kama may be used for competition.

14.11 The handles of the Kama must be wooden and the blades made from unsharpened steel. No rope, chord, string, etc. are permitted, or Kamas with holes in the blades.

14.12 It is forbidden to use Kama with sharp blades and tips. The Kama blade must be blunted, taped, or otherwise secured to prevent an injury to the competitor.

TINBE

14.13 Tinbe is a combined weapon consisting of the shield and spear.

14.14 The shield can be made from steel, aluminium, or another material

14.15 The spear can be made from a wooden stick with metallic tip or swords, or a completely metal rounded short stick, without a tip, or metal machete-style tools. It is forbidden to use a spear with sharp blades and tips.

OFFICIAL KOBUDO KATA LIST

Kobudo Katas not listed may be used. They must be traditional Okinawa or Japanese based. To be considered they must be submitted prior to the commencement of the completion. This submission must be in writing and will be considered during kobudo seminar.

Bo (Kun/Kon) / Nunti Bo	Ekku / Eku	Nunchaku	Sai	Kama	Tonfa	Tinbe
Kubo no kun	Ekku	Kina no Nunchaku	Sai Ichi No Dan	Kama	Hama Higa no Tonfa	Tinbe
Katin no kun	Matsumura no Ekubo	Maezato (Miyazato/Taira) no Nunchaku	Sai Ni No Dan	Kingawa (Kanegawa) no Nicho Gama Sho/Dai	Matayoshi no Tonfa 1, 2	Kuniyoshi no Tinbe
Ruru no kun	Chikin Sunakake (Tsukensunakake) no Ekubo	Ogusuku (Uhugushiku/Kihon) no Nunchaku	Tawada no Sai Sho (Mabuni no Sai)	Matayoshi (Gushikawa Tairagua no Nichogama) no Nichogama 1, 2	Yakaa no Tonfa	Kanegawa no Tinbe
Tokumine no Kon/Chatanyara Sho no kon	Ufuchiku no Ekubo	Akamine no Nunchaku	Chikinshitahaku (Tsukenshitahaku) no Sai	Kishaba no Nichogama	Yara Gua no Tonfa	Daijo (Kama) no Tinbe
Shushi no Kon Sho/Dai	Tsukenakachu no Ekubo	Kuniyoshi no Nunchaku 1, 2	Toyei (Chatanyara Sho) no Sai	Tōyama (Tozan) no Nicho Gama	Matsuhiga no Tonfa	Matayoshi no Tinbe
Yunigawa (Yonekawa) no Kon	Irei no Ekubo	San bon Nunchaku	Matsumura no Sai	Kina no Nichogama	Kuniba no Tonfa	Tokushin No Tinbe
Sakugawa no Kon	Akahachi no Ekubo	Nichonunchaku	Chatanyara no Sai	Kuzushi Sho/Dai no Nichogama	Kuzushi Sho/Dai no Tonfa	
Sakugawa no Kon Sho/Dai	Yabiku-nago no Ekubo	Denko Nunchaku	Ananku no Sai	Ogusuku (Uhugushiku) no Nichogama	Kina no Tonfa	
Arakaki no Kon	Hato no Ekubo	Shihohai no Nunchaku	Hamahiga no Sai	Soken no Nichogama	Chikina no Tonfa	
Shushi (Suji) No Kon	Tokushin No Eku	Shinzato no Nunchaku	Arakaki no Sai	Kishaba no Nichogama	Ishimine no Tonfa	
Tomari Shirotaru no Kon		Irei no Nunchaku	Kugusuku (Kojo) no Sai	Irei no Nichogama	Kuniba no Tonfa	
Shirotaru no Kon		Sakagami no Nunchaku	Matsuhiga no Sai	Kuniyoshi no Nichogama	Ufuchiku no Tonfa	
Shirotaru no Kon Sho			Sai San No Dan	Moha Gama (Kama no TI)	Nakazato no Tonfa	
Choún no Kon			Tawada no Sai			
Choun no Kon Sho			Yakaa no Sai			
Sueyoshi (Shishi) no Kon			Jigen no Manji Sai			
Soeishi (Shishi) no Kon			Hantagua (Hakutagawa Kouragua) no Sai			
Chinenshikiyanaka no Kon			Chihara no Sai			
Urashi (Urasoe) no Kon			Shinbaru no Sai			
Ginowan no Kon			Jigen no Manjisai			

Sesoko no Kon			Ufuchiku no Nuntesu (Manjisai)			
Chikin (Tsuken) Dō (1, 2, 3) [# designation inconsistent]			Kishaba no Sai Dai/Sho			
Chatanyara no Kon			Ufuchiku no Sai			
Kongo no Kon			Kyan no Sai (Ryuku Kenpo)			
Hantagua no Kon			Sai San			
Ufutun no Kon			Kuniyoshi no Sai			
Sakiyama no Kon			Ogusuku/Uhugushiku no Manjisai			
Matsuhiga no Kon Sho/Dai			Shihohai no Sai			
Tawada no Kon			Ishikawagua no Sai			
Ryubi no Kon			Soken no Sai 1, 2			
Miyazato no Kon			Agema no Sai			
Kochinda no Kon			Tokuyama no Sai			
Matsukaze no Kon			Shishiryu (Kudaka) No Sai			
Rohai no Kon			Kina no Sai			
Shimajiri no Kon Sho/Dai			Kyan no Sai (Chomo Hanashiro no Sai)			
Chikinsunakake (Tsukensunakake) no Kon			Tokushin No Nunti Sai			
Matsumura no Kon			Chotoku Kyan no Sai			
Kudaka no Kon						
Shihonuki no Kon						
Oshiro (Ogusuku) no Kon						
Sunakake no Kon (Bo 1)						
Kashin no Kon (Kashinbo)						
Tsuyushii no Nuntibo						
Uhugushiku (Ogusuku) no Nuntibo						
Matayoshi no Nuntibo (1, 2)						
Tokushin no Bo						
Tokushin No Nunti Bo no Kon						
Tokushin No Yari no Kon						