



# Combat Rules

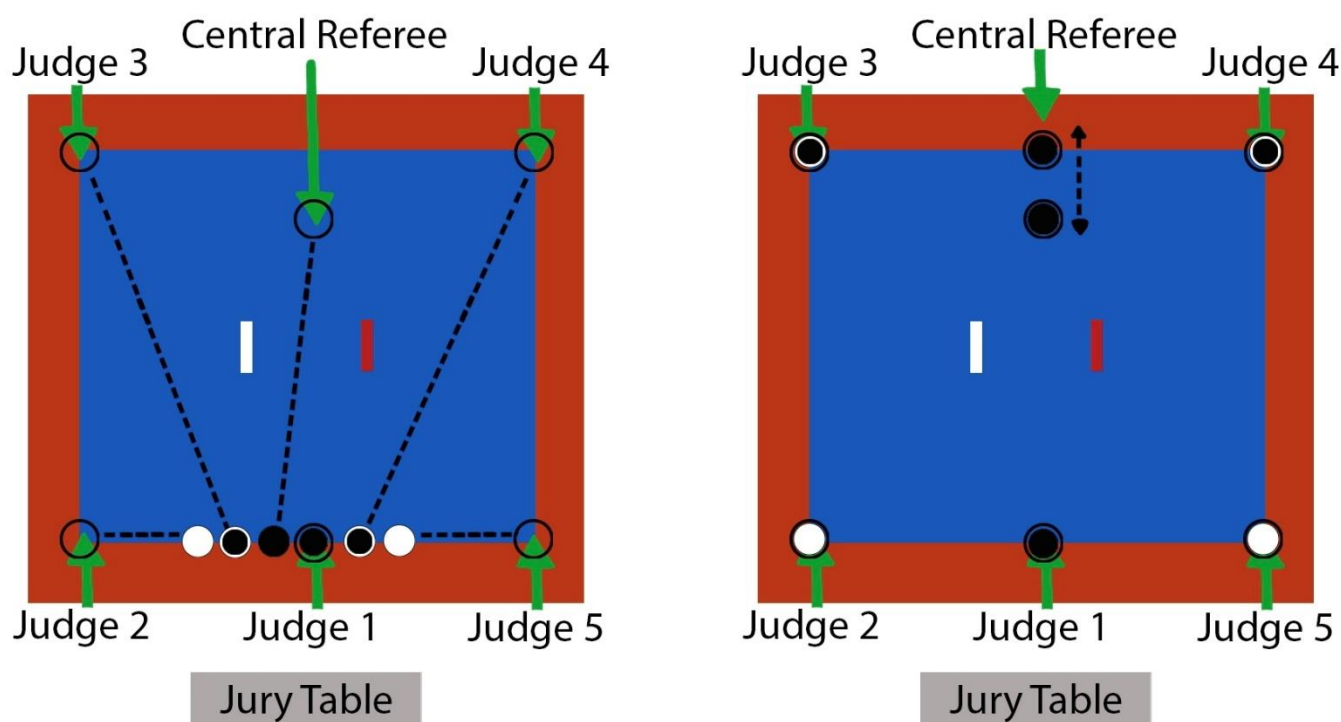
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# INCLUSIVE KARATE COMBAT

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 COMBAT RULES

- 1.1 The competition area must be flat and devoid of hazard, easily accessible and of a suitable size that the combat can be performed safely.
- 1.2 The panel of judges (1 Central Referee and 5 Judges) will adjudicate each combat match.



## 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 Combat 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**

3.1 Register your athletes using the UVENTEX system.

Example:

- If your competitor is a Wheelchair or Walking Aid, including Crutches, select Physical Disabilities.
- If you competitor has Autism, Dyspraxia, Downs Syndrome etc. select Intellectual Disabilities.

3.2 Competitors can only enter **ONE** combat category.

KIHON (BASIC) Open Grade

CHUKYU (INTERMEDIATE) Open Grade

KODO (ADVANCED) Open Grade

### **Art.4 SCORING**

4.1 The scores will be awarded by the five judges, when the referee calls Hantei. The scoring system will be from 1 to 20. The judges will make their assessment on the competitors' performance alone. *The designated attacker's role is to assist the competitor only. The attacker's performance will in no way be considered, when the judges are awarding their scores.*

4.2 The highest and lowest scores will be removed and the three remaining scores will be added together.

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

### **Art.5 TIE SITUATION:**

5.1 In the event of a tie situation the minimum score from the three remaining scores will be added to the total.

5.2 If after this the tie persists the maximum score from the remaining three scores will be added to the total.

5.3 If after this the tie persists, a point or flag system will be used. If there is more than two competitors' they will be asked to perform one additional sequence, to determine the outright winner. *(This may be repeated from their original set).*

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.

## **ART. 6 INCLUSIVE COMBAT CATEGORIES:**

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

### **CATEGORY 1. PHYSICAL DISABILITIES**

#### **6.2.1 PHYSICAL DISABILITIES:**

- a) Wheelchair
- b) Walking Aids including crutches

### **CATEGORY 2. OTHER DISABILITIES**

#### **6.2.2 AMBULATORY:**

Physical disability but able to walk unaided

#### **SENSORY IMPAIRED:**

- a) Visual both monocular and binocular
- b) Profound hearing loss


#### **INTELLECTUAL DISABILITIES:**

- a) Autism, Dyspraxia, ADHD, & Other.
- b) Downs Syndrome

#### **NEUROLOGICAL DISORDERS:**

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

6.3 The above categories are further divided into age categories.

 SECTION	KIHON: BASIC	CHUKYU: INTERMEDIATE	KODO: ADVANCED
Children aged 6-12 years	Open Grade	Open Grade	Open Grade
Cadets aged 13-17 years	Open Grade	Open Grade	Open Grade
Seniors aged 18-35 years	Open Grade	Open Grade	Open Grade
Veterans aged 36 and over	Open Grade	Open Grade	Open Grade

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

#### **ART.7 SELECTION OF COMBAT SECTION:**

7.1 The Combat competition will consist of one round. The competitors may choose which section they would like to compete in:

**KIHON (BASIC)** Open Grade

**CHUKYU (INTERMEDIATE)** Open Grade

**KODO (ADVANCED)** Open Grade

7.2 The competitor will perform their routine against their designated attacker. The attacker will perform the sequence of attacks, the competitor will defend and counter.

7.3 The designated attacker must announce their attack, before the routine is started.

#### 7.4 KIHON (BASIC): Open Grade

The Central Referee will announce Hajime and then step back to the edge of the Tatami. The designated attacker must call either Jodan or Chudan before they start the attack.

- 7.4.1 The designated attacker, will attack with two forward moving Jodan (face) punches – the competitor moves back and defends with a rising block, on the second attack the competitor must perform the rising block and counter with a mid-section punch and kiai.

Both competitor and the designated attacker will then move back to their starting position.

- 7.4.2 The designated attacker, will attack with two forward moving Chudan (body) punches - the competitor moves back and defends with an inside block/outside block, on the second attack the competitor must perform the inside block/outside block and counter with a mid-section punch and kiai.

Both competitor and the designated attacker will then move back to their starting position.

- 7.4.3 The designated attacker, will attack with two forward moving Chudan (body) front snap kicks - the competitor moves back and defends with a downward block, on the second attack the competitor must perform the downward block and counter with a mid-section punch and kiai.

Both competitor and designated attacker will then move back to their starting position. The Central Referee will call Hantei and the competitor will await the judges scores.

#### 7.5 CHUKYU (INTERMEDIATE): Open Grade

The Central Referee will announce Hajime and then step back to the edge of the Tatami. The designated attacker must call either Jodan or Chudan before they start the attack.

- 7.5.1 The designated attacker, will attack with a Jodan (face) punch and the competitor must block and counter. The attacker will repeat the Jodan (face) punch, the competitor must perform a different block and counter sequence of their choice.

Both competitor and designated attacker will then move back to their starting position after each attack.

- 7.5.2 The designated attacker, will attack with a Chudan (body) punch and the competitor must block and counter. The attacker will repeat the Chudan (body) punch, the competitor must perform a different block and counter sequence of their choice.

Both competitor and designated attacker will then move back to their starting position after each attack.

- 7.5.3 The designated attacker, will attack with a Jodan (face) or Chudan (body) kick and the competitor must block and counter. The attacker will repeat the kick and the competitor must perform a different block and counter sequence of their choice.

Both competitor and the designated attacker will then move back to their starting position after each attack. The Central Referee will call Hantei and the competitor will await the judges scores.

## 7.6 KODO (ADVANCED): Open Grade

The Central Referee will announce Hajime and then step back to the edge of the Tatami. The designated attacker must call either Jodan or Chudan before they start the attack.

7.6.1 The designated attacker will attack with six attacks and the competitor must block and counter with six different block and counter sequences of their choice.

Both competitor and designated attacker will then move back to their starting position after each attack. The Central Referee will call Hantei and the competitor will await the judges scores.

7.6.2 Weapons or props may be used for attacks.

a) All weapons must be deemed, not to be able to cause injury or self-harm. Example: Rubber/Foam knife etc.

b) All weapons/props will be inspected by a WUKF Inclusive Commission member before the category commences. If the weapon or prop is deemed to be unsafe, it cannot be used in their sequence.

## **Art.8 JUDGING CRITERIA AND GUIDELINES:**

8.1 The combat sequence must have recognisable content and characteristics of Karate-Do, however some deviation may be accepted, in accordance with the competitor's disability.

8.2 Excessive use of pauses during the movements of the sequence, may result in a point deduction from the competitors' score.

8.3 If a competitor falls during the execution of the sequence, they will be given an opportunity to repeat the sequence. A further fall may result in a point deduction from the competitors' score.

### **PHYSICAL DISABILITIES:**

8.4 Further consideration should be given to the dexterity, control and manoeuvrability of the wheelchair and walking aids to execute the sequence of movements.

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 sequence.

### **SENSORY IMPAIRED:**

8.6 Competitors may be escorted on and off the tatami by their designated attacker.

8.7 An external command by the Centre Referee may be given to these competitors, *if required*.

## **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 2/3<sup>rd</sup> 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 must be handed to a Tatami official, before the start of their category.
- 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 DESIGNATED ATTACKERS UNIFORM**

- 11.1 A plain black T-shirt and white Karate Gi pants, *No karate belt*.
- 11.2 An Inclusive sticker will be supplied at registration and must be worn on the back of the designated attacker's T-shirt.

#### **ART. 12 COACHES UNIFORM:**

- 12.1 A National Tracksuit (or trousers and national polo shirt) with their National or Federation name, an official badge on it and the ID card supplied at registration.
- 12.2 It is forbidden for a Coach to wear a Karate Gi whilst coaching, even if they have a Tracksuit Jacket over it.
- 12.3 It is forbidden to wear the tracksuit jacket around the hips, or to have a ruck sack, camera, other baggage, etc
- 12.4 Coaches who are improperly dressed will be given 2 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.
- 12.5 The WUKF Officers or Competition Director may disbar any official or competitor who does not comply with these regulations.

#### **Art.13 COACHES' RESPONSIBILITIES:**

- 13.1 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.
- 13.2 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.
- 13.3 A recent photograph of the competitor is uploaded to the form.
- 13.4 All sections of the registration form are completed to process.
- 13.5 To ensure the competitor is checked in on the correct tatami, prior to the event and support the competitor throughout.

- 13.6 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.14 PROTEST PROCEDURE**

- 14.1 Competitor's cannot personally protest, against the Referee panel's decision.
- 14.2 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.
- 14.3 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.
- 14.4 The coach can attract the attention of the Tatami Manager if there is an administration error (wrong competitor, wrong display content etc.)
- 14.5 The coach can protest in writing to the WUKF Inclusive Commission, but only after the match is finished.
- 14.6 When the category is finished and the medallists are announced no one can appeal the decision.
- 14.7 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.
- 14.8 The coach completes the 'Protest sheet' and gives it to the Tatami Manager who passes it to the WUKF Inclusive Commission.
- 14.9 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.
- 14.10 If they find that the decision is blatantly unreasonable, they may demand that the Refereeing panel revises its' decision and correct the error.
- 14.11 It is the coach who is responsible for providing the evidence for the protest.
- 14.12 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.
- 14.13 Video proof is acceptable as evidence, for administrative errors and only if the incident is clearly visible.