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# **WUKF COMPETITION RULES GENERAL KARATE**

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**Version 26 – MARCH 15, 2023**

# Karate for All

MARCH 15, 2023

WORLD UNION OF KARATE DO FEDERATIONS  
Rue de Hermee, 257 - 4040 Herstal, Belgium



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# World Union of Karate-Do Federations

## Rules of Karate Competition

approved by WUKF ExCom – March 2023

### Chapter 1: COMPETITION ADMINISTRATIVE RULES

#### ART.1: COMPETITION STRUCTURE

- 1.1 WUKF competitions are divided into two main types: **KATA and KUMITE**
- 1.2 Each kata and kumite competition will be divided into various categories: male and female, individual and teams;
- 1.3 Also, each kata and kumite competition will be divided into various age categories as follows:

**Table 1**

Category	Age	Age				Obs.
CHILDREN	8 years old and under	9 years old	10 years old	11 years old	12 years old	(under 13 years old)
MINI-CADETS	13 years old					(under 14 years old);
CADETS B	14-15 years old					(under 16 years old);
CADETS A	16-17 years old					(under 18 years old);
JUNIORS	18-20 years old					(under 21 years old);
SENIORS	21-35 years old					(under 36 years old);
VETERANS	36 years old and above					

#### 1.4 The WUKF KATA Competition categories

- 1.4.1 CHILDREN's kata competition will be organized as **ALL STYLES** (together), divided by belt colors (Kyu grades - JKA System of belts), as follows:

- Green to Blue (6 – 4 Kyu)
- Brown to Black (3 Kyu - DAN)

- 1.4.2 In WUKF CHILDREN Kata competition, competitors will be allowed to perform only SHITEI and SENTEI Kata.

**Exception:** For Children aged 12 years old and who are 3<sup>rd</sup> Kyu and above, can perform Tokui Kata in the final Round.

- 1.4.3 For mini cadets, cadets, juniors, seniors and veterans, there will be 2 types of Kata categories:

- Main styles (separated): Shotokan, Wadoryu, Goju-Ryu, Shito-Ryu and Shorin Ryu;
- Other styles (all together): Uechi Ryu, Kyokushinkai, Shukokai, Sankukai, Gosoku Ryu, Budokan,

- 1.4.3.1 The main styles categories that do not achieve the valid number of competitors (see Art. 2.1) will be included in “Other styles” category.

- 1.4.3.2 In each Kata Category (Individuals and Teams), the styles that do not achieve the valid number of competitors and nationalities (see Art. 2.1) will be included in the Other Styles Kata category.



1.4.4 Veteran's Kata competition will be organized as **ALL BELTS** (together) (not OPEN Grades!) and **ALL STYLES** (together)

1.4.4.1 Veterans can compete only in one Veteran kata category.

1.4.5 A competitor can compete in One Kata Style ONLY and perform kata only from a style that has a kata list agreed by the WUKF RefCom and has been included in the Official WUKF Kata List.

1.4.6 In all Kata categories, competitors MUST perform a kata from his/her style that they were registered in on the registration day. Their style must be written on their ID badge and must be shown on the Jury Table Computer display.

1.4.7 The meaning of the Shitei, Sentei, and Tokui kata

- a) if in one round the kata allowed is a Shitei kata, any kata from the Shitei list can be performed
- b) if ..... Sentei kata, any kata from the Shitei and the Sentei lists can be performed
- c) if ..... Tokui kata, any kata from the Shitei or Sentei or Tokui lists can be performed

1.4.8 Individual Kata and Team Kata will be organized into rounds, as follows:

- a) If there are 30 or less competitors in Round 1 of a Kata Category ( $N \leq 30$ ).  
Round 1: the 12 highest scoring competitors will go through to the 2<sup>nd</sup> round.  
Round 2: the 6 highest scoring competitors will go through to the final round.  
Round 3: the best three competitors will receive the medals.
- b) If there are more than 30 competitors in Round 1 of a Kata Category ( $N > 30$ )  
Round 1: the 18 highest scoring competitors will go through to the 2<sup>nd</sup> round.  
Round 2: the 6 highest scoring competitors going through to the final round.  
Round 3: the best three competitors will receive the medals.

1.5 WUKF KUMITE competition will be divided into:

- SHOBU IPPON (Individual, Team and Team Rotation)
- SHOBU NIHON (Individual and Team Rotation);
- SHOBU SANBON (Individual, Team and Team Rotation)

1.5.1 In WUKF kumite competition for CHILDREN the age categories will be: -7; 7; 8; 9 years old, there will be no belt or height divisions in these age categories.

1.5.2 Height categories will apply in the following age categories:

- 10 years old -145cm/+145cm Male/Female
- 11 years old -150cm/+150cm Male/Female
- 12 years old -155cm/+155cm Male/Female

1.5.3 All Kumite competitors, in specified kumite categories must have their Weight, or their Height checked on the day of Registration.

1.5.4 If a competitor does not have their ID Badge stamped as them having their Weight, or their Height checked or if their actual Weight or Height is different to that on the ID Badge, the competitor will not be allowed to compete in that category.

## ART.2: PARTICIPATION RULES

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- 2.1 A WUKF category (kata and kumite) **will be valid** with a minimum of **3** competitors (3 for individual categories and 3 teams for team categories). The merging rules will be made by a team composed by the representatives of Coach Commission and Referee Commission and ExCom Commission.  
If there is only 1 competitor in a kata category, 1 round of kata will have to be performed.
- 2.2. Special circumstances will be considered by the WUKF ExCom.
- 2.3 The competitors will have to choose to compete in either Kumite Ippon or in Kumite Sanbon. Competitors are not allowed to compete in any mixture of Ippon categories and Sanbon categories. (eg: No ippon individual and sanbon team, no individual sanbon and rotation ippon, etc)
- 2.3.1 One competitor must choose only one category for Kata or/and one category for Kumite (both for individuals and teams).  
**Exception:** Competitors can also enter an 'Individual Open Category' in both Kumite and Kata
- 2.3.1.1 Competitors must choose to compete in either general or inclusive categories. Juniors and veterans can't compete in senior categories.
- 2.3.1.2 Veterans can compete in an individual Ippon event and in a Sanbon team event.
- 2.4 All competitors must compete **ONLY** in their own categories of age, height, weight, kyu grade/belt colour, etc., with some exceptions, specified below.
- Exceptions:**
- a) With exception to Veteran teams, all other kata and kumite teams can use **THREE (3)** competitors from the same age category, or **ONE (1)** competitor from the age category plus **TWO (2)** competitors from the previous younger age category. Of course, the team could be made by 2 Juniors and 1 Cadet A too.  
Example: Junior Kata Team can be made with 1 Junior + 2 Cadets A, but a mini cadet is not allowed.
- 2.4.1 Special circumstances will be considered by the WUKF ExCom.
- 2.5 Each Federation can register a maximum number of teams and a maximum number of individual competitors in each Kumite and/or Kata category according to Table 2 below:

**Table 2**

Number of individual competitors registered	Maximum number of teams allowed to be registered per category	Maximum number of athletes allowed to be registered per category
Up to 10	1	2
11 - 50	2	6
51 - 100	4	8
101 - 150	6	10
Over 150	8	12

## ART. 3: COMPETITION STAFF

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- 3.1 **Competition Director:** is appointed by the World Union of Karate-Do Federation's Executive Committee (WUKF-ExCom.). 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 WUKF-ExCom. He/she will govern all medical matters during the competition. He/she will record a competitor's injury on an "INJURY Form". 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 a round and/or the competition.





- 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

### THE REFEREE'S UNIFORM

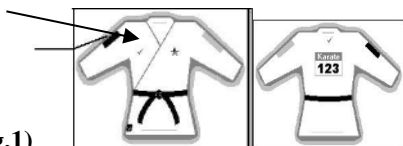
- 4.1 All Judges and Referees must wear the official uniform designed by the WUKF-ExCom. This uniform must be worn at all tournaments, courses and examinations.
- 4.1.1 It is mandatory that the Blazer Jacket is worn in all kata competitions. However, in conditions of excessive heat, the WUKF Referee Commission will decide when all Referees and Judges, in all tatamis, can remove their Blazer Jackets.
- 4.2 The 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 blue WUKF shirt for Refcom
  - A red WUKF / continental tie.
  - Light grey trousers
  - Black socks covering 2/3<sup>rd</sup> of the Shin.
  - Black soft sole shoes.
- 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 or use their mobile telephone.

### THE COMPETITOR'S UNIFORM

- 4.4 All competitors must wear a clean, white Karate-Gi (jacket and pants), which can include the manufacturer's brand/logo and a discreet white trademark.
- 4.4.1 Gi's with embroidery, such as stripes or the manufacturer's name is allowed.
- 4.5 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 right side of the Gi's jacket, the federation logo on the left side of the chest (*Fig.1*) and with 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 30 x 15 cm (*Fig.2*).

Country badge

Federation logo



(Fig.1)

(Fig.2)

- 4.6 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.
- 4.7 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.
- 4.8 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.
- 4.9 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.
- 4.10 Muslim women may use a white Scarf or Chador.
- 4.11 Only female competitors can wear a plain white t-shirt beneath the Karate-Gi jacket.
- 4.12 In Kata events the competitors must wear a belt of their own Karate grade.
- 4.13 For identification purposes, when flags are being used in Kata and Kumite matches, each of the competitors shall wear a red/white belt around their waist, replacing their belt of grade.
- 4.14 If a competitor is inappropriately dressed for a match, prior to entrance to tatami, the Referee will allow the competitor 2 minutes to change his uniform to comply with the WUKF rules. If after this period (2 minutes) the competitor has not been able to change his uniform the decision of the Referee will be disqualification for this competitor. The competitor's coach is responsible for ensuring that the competitor is appropriately dressed for the competition.
- Exception: for replacement or repair of damages during match proper.**
- 4.14.1 The competition number may be worn on the back of the Gi jacket. However, if requested, the competitor and/or coach must be able to show it before the category or pool starts.
- 4.14.2 Other world karate bodies logos are not allowed on uniforms and equipment used in competitions. It must be removed or covered with WUKF stickers provided to each tatami. The WUKF logo label is not mandatory, but recommended.

## THE COACH'S UNIFORM

- 4.15 During the competition, all coaches must wear 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 at the Registration Room.
- 4.15.1 It is forbidden for a Coach to wear a Karate Gi whilst coaching, even if they have Tracksuit Jacket over it.
- 4.15.2 Also, it is forbidden to wear the tracksuit jacket around the hips, to have back sacs, camera, other badges, etc.
- 4.16 Coaches who are improperly dressed will be given 2 minutes to change. If, after this period (2 minutes) the coach has not been able to change his/her uniform, the Referee will invite him/her to leave the match area.
- 4.17 At the Tatami, coaches are not allowed to assist competitors to wear or adjust their Karate-Gi or other clothes.
- 4.18 The WUKF Officers or Competition Director may disbar any official or competitor who does not comply with these regulations.



## ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION

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In WUKF competitions, the following protective equipment can be used:

- 5.1. **Mitts:** white for Shiro, red for Aka, corresponding to the colour of their kumite-belt for that round.
  - 5.1.1 Special mitts can be worn, with the approval of WUKF-ExCom.
- 5.2 **Gum shields** may be white or colourless (transparent). Referees must check the colour before the match starts. If coloured, the competitor must change it.
- 5.3 **Groin protectors** must be worn under the Karate-Gi.
- 5.4 **Chest protectors** (for female Mini-Cadet, Cadet, Junior, Senior and Veteran kumite) must be white in colour or colorless (transparent) and worn under the Gi Jacket.
- 5.5 **Body protector** (for children Nihon Kumite) must be white or double face red/white (recommended), corresponding to the colour of their kumite belt for that round. It can be worn over the Gi Jacket.
  - 5.5.1 **Head Guard** (for children Nihon Kumite) must be white.  
However, a child can wear a red coloured head guard to correspond to the colour of their kumite belt for that round.
- 5.6 All protective equipment must be approved by the WUKF-ExCom. The following rules apply to the wearing of protective equipment:
- 5.7 **Compulsory equipment:**
  - Mitts (Sanbon and Ippon kumite / special WUKF mitts design for Ippon Kumite)
  - Gum shields (Ippon Kumite, Sanbon Kumite)
  - Groin protectors (Male Sanbon, Male Nihon and Male Ippon Kumite)
  - Chest protectors (Female Kumite)
  - Body protectors (Children Nihon Kumite)
  - Helmets (Children Nihon Kumite)
  - WHITE Instep protectors ONLY (Nihon and Sanbon Kumite)
- 5.8 **Allowed Equipment**
  - Sport glasses and contact lenses on their own risk during kata.
  - Gum shields (Nihon Kumite)
  - Shin protectors (Sanbon Kumite)
- 5.9 **Forbidden Equipment:**
  - Spectacles (glass or hard plastic) for kumite.
  - Shin protectors for Ippon kumite.
  - Instep shin protector for Ippon Kumite
- 5.9.1 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.
- 5.9.2 Competitors need the written approval of the Competition Doctor to wear special glasses or any special item and devices (see §5.9.1).

## NAILS, METALLIC OBJECTS, HAIR and BANDAGES

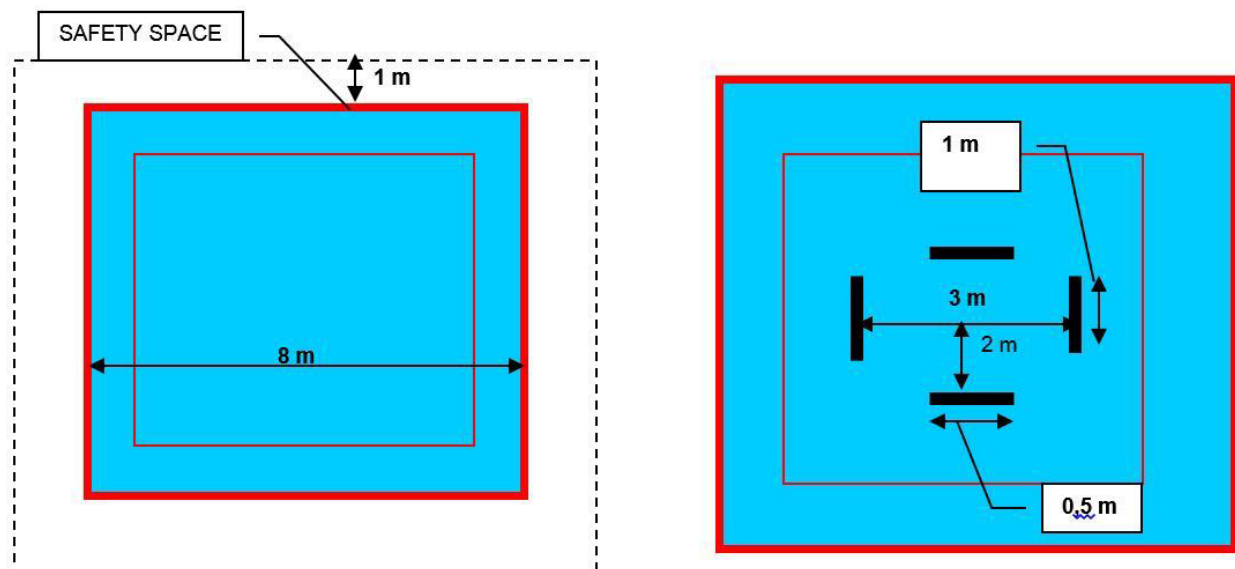


- 5.10 All competitors are required to keep their finger and toenails short, to not exceed the finger or toe extremity, and shall not wear metallic objects or false eyelashes that might cause injury to themselves or their opponent.
- 5.11 Each competitor must keep their hair clean and cut or tied up to such a length that it does not obstruct their performance or put them at risk in a match.
- 5.12 Females can wear discreet hair clips (not metallic) during a Kata Competition.
- 5.13 Competitors are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.
- 5.14 Competitors are not allowed to wear Hachimaki, amulets or wristbands.
- 5.15 If the competitor come to the match area in violation of the above rules, the referee will allow 2 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

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- 6.1 Tatami **mats** are compulsory. They must be bordered as in Fig. 3.
- 6.2 **Kumite**: The size of the Match area must be 8 x 8 meters for Ippon and Sanbon Kumite and a minimum of 6 x 6 meters for Nihon Kumite. There must be a matted safety space of at least 1 meter all around each tatami.
- 6.3 **Kata**: The size of the area shall be large enough so that participants are able to safely perform the Kata.



(Fig.3)

## ART. 7: COMPETITION EQUIPMENT

- 7.1 The competition equipment will be prepared by the competition host and the WUKF organizer.



- 7.2 5 Red flags and 5 White flags for each tatami.
- 7.3 5 Kata Score boards for each tatami.
- 7.4 Recording equipment: Score sheets and Recording forms, pens, calculators, etc.
- 7.5 Red and White belts for each tatami.
- 7.6 The WUKF computer system is compulsory. The national organizers will ensure that it is transported safely and is used properly.
- 7.7 Whistles, Bells or Gongs to announce time signals.

## **ART. 8: PROTEST AGAINST DECISION AND REVISION OF DECISION**

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- 8.1 Competitors cannot personally protest against the Referee panel's decision.
- 8.2 Only the coach of the team 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.
  - 8.2.1 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.
  - 8.2.2 The coach can attract the attention of the Tatami Manager if there is an administrative **error** (wrong competitor instead of another, points or warning given wrongly, 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.
  - 8.2.4 WHEN the category is finished, and the medalists are notified no one can appeal the decision.

### **PROTEST PROCEDURE:**

- 8.3 The coach announces to the Tatami Manager that he intends to make an official protest to the WUKF-Referee Commission once the match is finished.
- 8.4 The Tatami Manager will stop the whole round and will inform the WUKF-Referee Commission about it.
- 8.5 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.
- 8.6 The coach completes the "PROTEST sheet" and gives it to the Tatami Manager who will give it to the WUKF Referee Commission.
- 8.7 The WUKF-Referee 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 in that tatami.
- 8.8 If they find that the decision patently unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.
- 8.9 It is the coach who is responsible for providing the evidence for the protest.
- 8.10 The WUKF-Referee Commission, after approval from the WUKF-ExCom, will communicate the final decision to the Tatami Manager. The Tatami Manager will inform the coach of the final decision.



- 8.11 The WUKF–Referee Commission may penalize the Referee(s) who caused the protest.
- 8.12 The Coach can notify the Tatami Manager of any administrative error as soon as it is detected (wrong competitor instead of another, points or warning wrong given, wrong display content, etc.).
- 8.13 To reduce any charting error, the winner of each match must confirm his name to the Jury Table prior to leaving the area.
- 8.14 Video proof, regarding an assumptive technical evaluation error, is not accepted as evidence for the protest.
- 8.14.1. Video proof is accepted, as evidence, only for administrative errors and only if the incident is clearly visible.

## **ART. 9: OTHER MATTERS**

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- 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 Tatami Manager 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-ExCom. 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.
- 9.3 Coaches, Federation Presidents and Spectators are not permitted to loiter around the tatami area, nor the Table Jury area nor are they permitted to speak to or distract or interfere with the work of the Jury Table officials.
- 9.4 Coaches are not permitted to accompany a Kata Competitor onto the tatami.  
**Exception:** With permission from the Tatami Manager, a coach can accompany a disabled competitor onto the tatami in order to allow the competitor to compete. Example: visually impaired competitors.

## **CHAPTER 2: JUDGING RULES**

### **ART. 10: GENERAL MATTERS**

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- 10.1 All the referee activities will be in accordance with the WUKF rules and will be coordinated by the WUKF-Referee Commission (WUKF-Refcom). The WUKF-Refcom will be composed of an uneven number of members (3, 5, or 7) and it shall be led by the President of the WUKF-Refcom.
- 10.2 In the absence of the President of the WUKF–Referee Commission, the Supervisor of the WUKF-Referee Commission will take over all his duties and responsibilities.
- 10.2.1. In the absence of the Supervisor of the WUKF-Referee Commission all the responsibilities will be automatically delegated to one of the WUKF-Referee Commission Vice presidents.
- 10.3 All activities at the tatami will be led by one Tatami Manager. The Tatami Manager is a title/ nomination assigned at each event and who will lead the activity in and around their tatami.



- 10.3.1 The Tatami Manager Assistant will help the Tatami Manager.
- 10.4 The referee panel for Sanbon Team Kumite will be: Central Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Moving Kansa and the Arbitrator (**KANSA**).
- 10.4.1 The referee panel for Ippon Team Kumite will be the Central Referee (**SUSHIN**) and 4 Corner Judges.
- 10.5 The Jury Table personnel will be made up of the **Recording Official** and the **IT Official**.
- 10.6 All Referees must choose to be a Competitor or to be a Referee. They cannot compete and arbitrate in the same tournament.  
**Exception:** Veteran competitors can arbitrate in the same competition, AFTER their own “Veteran Competition” has finished, on the given day.
- 10.7 The Referee, Judge(s), Moving Kansa and Kansa (arbitrator) must avoid conducting a kumite match if a competitor from their own federation or country is involved. The Referee, Judge, Moving Kansa or Arbitrator must inform the Tatami Manager about this situation. Depending on the situation, the Tatami Manager may replace the official with a neutral one (if possible) or he/she may decide to use this official.
- 10.8 All of the Referee Panel members must ensure the order around the tatami and all other actions which will lead to the good work of the competition.
- 10.9 The Panel of referees will ensure that these rules are applied impartially on the Tatami.

## **ART. 11: APPOINTMENTS**

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- 11.1 The president of the WUKF-Referee Commission is appointed by the WUKF Executive Committee (WUKF-ExCom).
- 11.2 The composition of the WUKF-Referee Commission will be proposed by the President of the WUKF-Referee Commission and he will submit it to the WUKF-ExCom for approval.
- 11.3 The Tatami Manager and the panel of referees for each Tatami are appointed by the WUKF-Referee Commission.
- 11.3.1 The Tatami Manager is subordinate to the WUKF-Referee Commission.
- 11.4 The Tatami Manager Assistant is appointed by the Tatami Manager from his Panel, from the Chief Referees or Seniors Referees.
- 11.5 The Central Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Moving Kansa, Arbitrator (**KANSA**), Corner Judges will be appointed by the Tatami Manager, from the panel of referees before or at the time of each match.
- 11.6 The Jury Table Personnel are appointed by the host of the competition and the WUKF organizer and must be approved by WUKF-ExCom.

## **ART. 12: GENERAL DUTIES OF REFEREES AND JUDGES**

The Tatami Manager, Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Moving Kansa, Arbitrator (**KANSA**), Corner Judges have the following duties:



- 12.1 To learn and to know the WUKF Rules of 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 correctly judging every action of the competitors.
- 12.7 During the match they must not talk with anyone other than the Tatami Manager, his/her assistant, the other Judges, the competitors, and the WUKF-Referee Commission.

### **ART. 13: RESPONSIBILITIES AND DUTIES OF THE TATAMI MANAGER (TM) and TM ASSISTANT (ASSISTANT)**

- 13.1 To assure the management of the tatami activities (organizing, coordinating and supervising)
- 13.2 TM has the ultimate responsibility for all the activity in and around the tatami.
- 13.3 Cannot interfere with the Refereeing score evaluation.
- 13.4 He will be responsible for ensuring that matches are conducted according to these Competition Rules and if any unusual incident occurs. TM shall base his decision upon these rules.
- 13.5 Can stop the match and can ask the referee panel to revise an *administrative* error.
- 13.6 Advises and leads the referees and judges on his/her tatami.
- 13.7 Will appoint the Central Referee, Mirror Judge and Kansa or Corner Judges prior to match.
- 13.8 If it becomes necessary to replace one of them during a Match, the TM shall immediately stop the match and select a substitute without a loss of time.
- 13.9 Supervising the activity of Jury Table
- 13.10 Observe and evaluate the referee's performances during the day. TM prepares a daily written report about the referee panel and special incidents (if any) at his Tatami.
- 13.11 Must be diplomatic to resolve disagreements that occur in and around his/her tatami.
- 13.12 Must find solutions to all problems, situations and promote resolution quickly in accordance with Rules.
- 13.13 Assign various tasks to referees (control, calling competitors, lists, chairs, coffee, order, etc.)

#### **Responsibilities that the Tatami Manager must delegate to the panel of referees:**

- 13.14 Ensuring order and security in/around the tatami.
- 13.15 Verify the Coaches' and competitor's ID badges.
- 13.16 Verify the Competition Categories, Competitors' presence.
- 13.17 Verify the category list and possible competitor's Injury sheet.
- 13.18 The TM Assistant must accomplish all the tasks delegate by TM and, he must be prepared to replace TM and take over all the responsibilities and duties above, in the absence of the Tatami Manager.

### **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 announce fouls and to issue warnings (prior to, during, and after a match).
- 14.5 To take other disciplinary action (e.g. dismiss/suspend a competitor from a match).
- 14.6 To obtain advice and information from the Mirror Judge, Moving Kansa, Arbitrator and/or Corner Judges.
- 14.7 To decide victory by majority based on the table for judgment (*see Table 4*).
- 14.8 To extend the duration of the Match.
- 14.9 To consult the Tatami Manager whenever she/he has difficulties taking decisions.

### **ART. 15: RESPONSIBILITIES AND DUTIES OF THE MIRROR JUDGE (FUKUSHIN), CORNER JUDGES, MOVING KANSA AND ARBITRATOR (KANSA)**

- 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, whistle, and/or hand correctly giving their opinion:
  - a) When they notice an injury or illness of a competitor before the Referee notices it.
  - b) When they perceive an action which they consider should be awarded as Ippon or Waza-ari.
  - c) When competitor appears about to commit, or has committed, a prohibited technique, action or behavior.
  - d) When both or either of the competitors have moved out of the competition area.
  - e) 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.
- 15.6 If the Mirror Judge notices something unusual and not covered in these rules, he/she can signal the Central Referee to stop the match with an extended palm facing towards the Central Referee

#### **THE MOVING KANSA:**

- 15.7 He/she moves outside the match area, on the edge of the tatami
- 15.8 He/she informs the Tatami Manager of any discipline problems.
- 15.9 He/she must observe and announce (by whistle) any Jogai but only concerning the line in front of him.
- 15.10 He/she will concentrate on the match and will give his/her opinion only when the Referee requests it.
- 15.11 He/She can exercise their right to vote on a Hantei decision"

#### **THE ARBITRATOR (KANSA):**



15.12 He/she is responsible for the official result of the match and shall write on the Scoreboard.

15.13 He/she informs the Tatami Manager of any problems.

15.14 He/she shall keep an explicit scoreboard, correctly registering the points, warnings and penalties.

15.15 He/she controls and verifies the Jury Table display notes (Scores, Warnings and Penalties).

15.16 He/she announces Atoshi Baraku by whistle or words if the Referee doesn't hear the signal from jury table.

15.17: He/she cannot exercise their right to vote on a Hantei decision"

#### 15.18 KANSA SCOREBOARD (Fig.4)

Competitor's number	SHIRO POINTS AND PENALTIES					HANTEI (Result)	AKA POINTS AND PENALTIES					Competitor's number
1125	ATENAI	A	ACH		AH	<div> <div></div> <div>X</div> <div> <div></div> <div></div> </div> </div>	ATENAI	A	ACH		AH	345
	KINSHI	K 1	K 2	KCH	KH		KINSHI	K 1	K 2	KCH	KH	
POINTS	○	●										POINTS

WAZA ARI

IPPON

NO KACHI (WINNER)

HIKIWAKE (EQUAL)

MAKE (LOOSER)

### ART. 16: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE (Recording Official and the IT Official)

16.1 The **IT Official** will keep on the computer, an accurate record of the match time, points and penalties.

16.1.1 The **IT Official** must be a qualified person who knows the Jury table IT program and WUKF Rules, with good communication abilities.

16.2 The **Recording Official** will announce the name of each competitor or team for each match and ensures that the correct competitor or team is on the Tatami, she/he will record on paper, the score, she/he will calculate the total score of the kata competitors according to each round.

16.3 Before each Round, the **Recording Official** will check the draw sheet and any attached relevant Injury Sheet.

16.3.1 They must review the Injury sheet and inform the Tatami Manager about any competitor's injuries.

16.3.2 The **Recording Official** must attach the "Injury sheet" to the Category Draw sheet (recorded into the software too) at the end of the match.



## CHAPTER 3: TERMINOLOGY & GESTURES

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### ART. 17: THE MEANING OF THE TERMS USED AND THE RELATED GESTURES

(commands, penalties, announcements) used during a kumite match are the following:

Table 3

<u>Commands</u>	<u>Meanings</u>	<u>Gestures</u>
<b>AIUCHI</b>	Simultaneous scoring. No point awarded.	The Referee brings his fists together in front of the chest.
<b>AKA (SHIRO) NO KACHI</b>	Victory for red/white.	The referee raises the arm stretched higher than the shoulder, towards the winner.
<b>ATENAI</b>	Warning for any excessive contact	The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.
<b>ATOSHI BARAKU</b>	A little more time left	An audible signal will be given by the timekeeper 15 seconds before time-up.
<b>AWASETE IPPON</b>	Two Waza-ari recognized as one Ippon.	The referee raises the arm stretched higher than the shoulder, towards the relevant competitor.
<b>CHUI</b>	Final warning.	The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.
<b>ENCHO-SEN</b>	Extension.	The Referee restarts the match with the command "Shobu Hajime".
<b>HANSOKU</b>	Foul/Disqualification.	The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
<b>HANTEI</b>	Judgment.	The Referee calls for judgment by blowing his whistle, and the Judges render their decision by hand or flag signal.
<b>HAYAI</b>	Quickest/first to score.	An open hand touching the palm of the other hand, with the fingers.
<b>HIKIWAKE</b>	A draw	The Referee extends both arms to the side and slightly downwards with palms facing up.
<b>IPPON</b>	One point.	The referee raises the arm stretched higher than the shoulder, towards the relevant competitor.
<b>JOGAI</b>	Exit from the fighting area.	The Referee points the index finger at a 45-degree angle to the area boundary on the side of the offender and then points one index finger in the air at a 60 degree angle on the side of the offender and imposes a Kinshi (in Sanbon kumite) / Jogai (in Ippon kumite).



<b>KIKEN</b>	Renunciation.	The Referee points with the index finger towards the feet of competitor.
<b>KINSHI</b>	Warning for prohibited Behavior	The Referee points one index finger in the air at a 60-degree angle on the side of the offender.
<b>MAAI</b>	Bad distance.	Both the hands are raised open and parallel to the floor and facing each other.
<b>MOTONOICHI</b>	Original position.	Referee and Judges return to their respective standing lines.
<b>MUBOBI</b>	Defenseless Behavior	In Ippon Shobu on the side of the offender, the Referee says AKA/SHIRO Mubobi and points his/her index finger in the air at a 60-degree angle. (see Art. 18 and Art. 20.1)
<b>NUKETE IMASU</b>	Target missed.	A closed hand crossing in front of the body.
<b>SHIKAKKU</b>	Disbarment from the tournament	The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.
<b>SAI SHIAI</b>	A new match	In Ippon Kumite, if there is a draw, another match will be held. This re-match is called Sai Shiai
<b>SHOBU SANBON</b> (Nihon / Ippon) <b>HAJIME</b>	Start the match.	The Referee stands on the official line.
<b>SHOBU HAJIME</b>	Start the extended match.	The Referee stands on the official line.
<b>SHUGO</b>	Judges called.	The Referee beckons with both hands and with the palms facing inwards.
<b>SOREMADE</b>	End of the match.	The Referee faces the palm of one hand between the competitors, with the arm outstretched.
<b>TORIMASEN</b>	Not acceptable as scoring.	The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.
<b>TSUZUKETE</b>	Fight on.	Resumption of fighting ordered after an unauthorized interruption has occurred.
<b>TSUZUKETE HAJIME</b>	Restarting the match.	The Referee stands on the official line, steps back into Zenkutsu-Dachi with the open hands extended to the sides and at the command he/she brings the palms of his hands towards each other. Then he steps back



<b>UKE IMASU</b>	Technique blocked.	An open hand touching the elbow of the opposite arm.
<b>UNCONTROLLED ATTACKS</b>	Attacks which exceed the target	On the side of the offender, the referee clenches his fist and extends his punch past the side of his own head. Then the Referee points his index finger in the air at a 60-degree angle and imposes a Kinshi warning or penalty (Sanbon and Nihon Kumite) or Mubobi in Ippon Kumite.
<b>WAISTING TIME</b>	Refusing to fight	On the side of the offender, the Referee will use his index finger to make a small circling motion towards the floor. The Referee then points his index finger in the air at a 60-degree angle and imposes a Kinshi warning or penalty (Sanbon and Nihon Kumite) or Mubobi in Ippon Kumite
<b>WAZA-ARI</b>	Half point.	The Referee extends their arm the arm stretched slightly downwards to the side towards the relevant competitor.
<b>YAME</b>	Temporary halt of the match.	The timekeeper stops the clock.



## ART. 18: THE CENTRAL REFEREE'S GESTURES

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**ART.18.1** The Central Referee's gestures must be clear and large (Fig. 5)





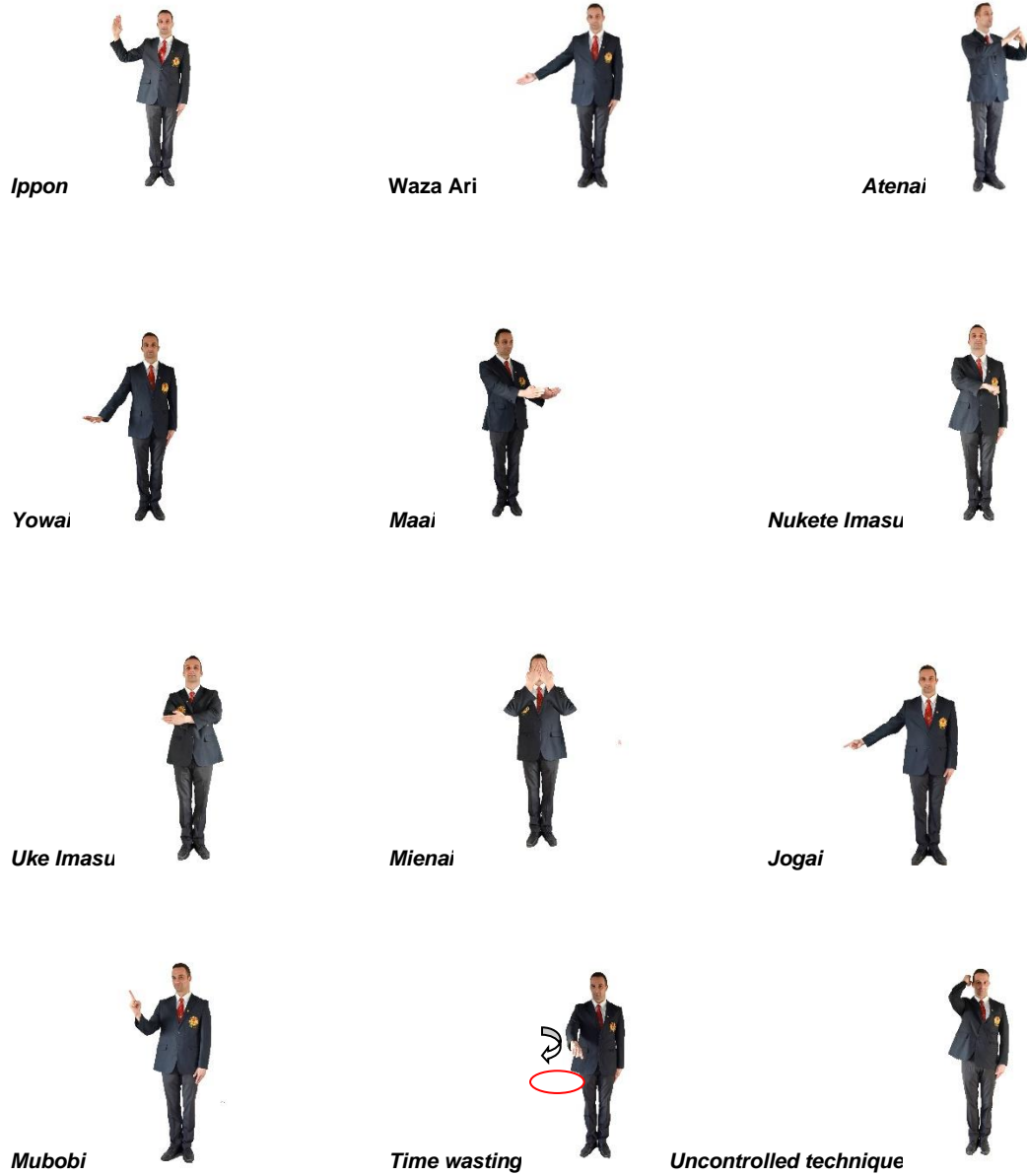
**Fig. 5**



## ART. 19: THE MIRROR JUDGES' GESTURES

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**Art. 19.1** The Mirror Judges gestures must be short, clear, discreet and courteous (Fig.6)



**Fig. 6**

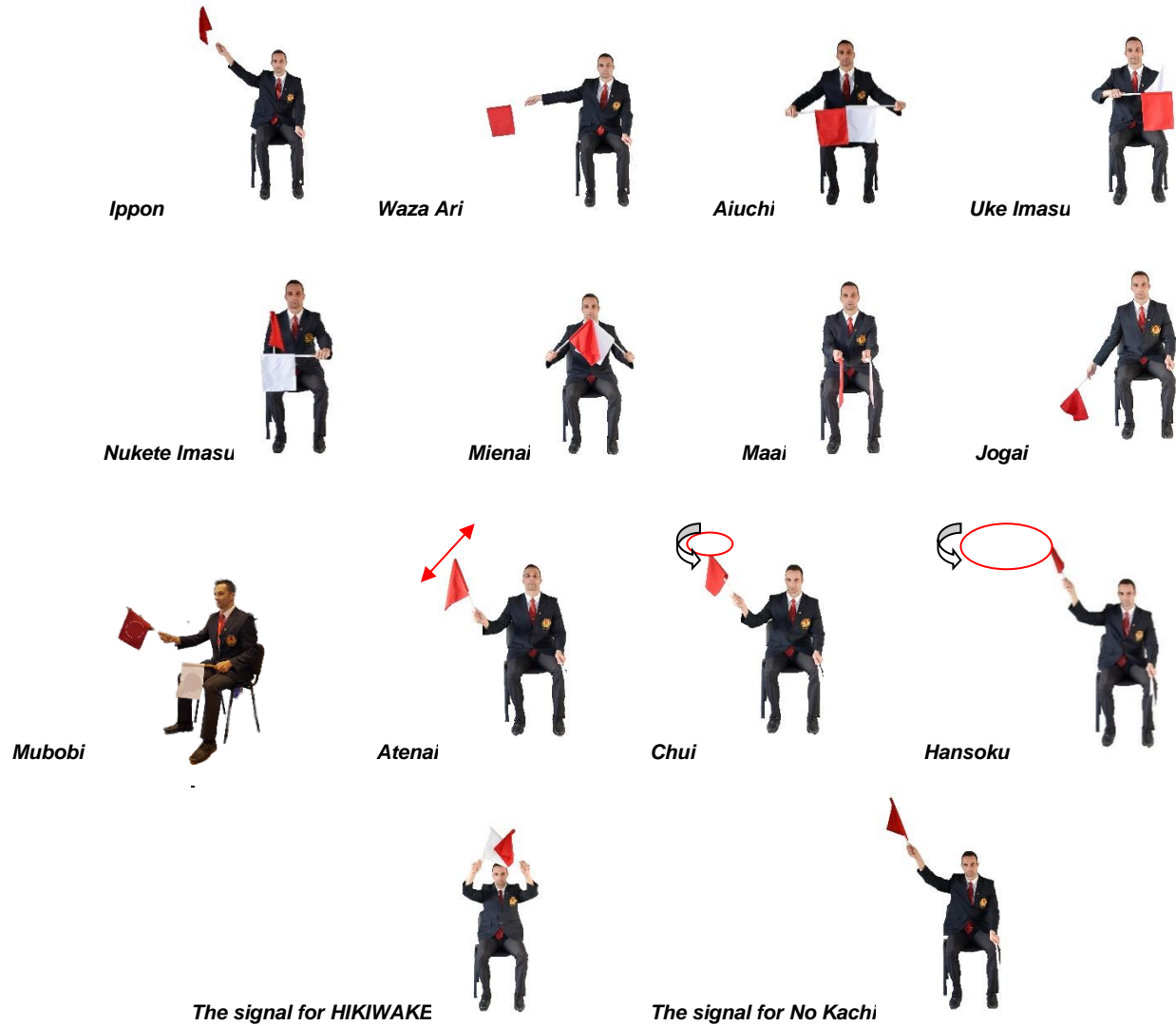




## ART. 20: THE FLAG SIGNALS

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**Art. 20.1** In kumite Shobu Ippon, the Corner Judges' signals can be made by flags and whistle (**Fig. 7**).



**Fig. 7**

**Art. 20.2** The Whistle signals used by the Central Referee shall be the following:

- a) Long/normal + short/strong = Hantei.
- b) Short/strong = the command to lower the flags or the Score Boards.



## CHAPTER 4: DECISIONS

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### Art.21: Decision with majority

If the Referee and the Mirror Judge are not in agreement about a score, warning or penalty, the Referee must ask the Kansa for her/his opinion. **The ultimate decision will be made by the majority.**

- 21.1 If the Mirror Judge signals MIENAI toward the Referee, the Central Referee may impose his decision without consulting the Kansa.

### Art. 22: Restarting the round

In all cases, during a round, when a wrong competitor (accidentally) takes the place of another one or there is a missing competitor, the result of that **match** will be annulled. The **match** will restart at the point the mistake occurred and will involve only those competitors affected by the mistake. But, if the round is finished, the results cannot be changed.

### Art.23: Table for judgment in Ippon Shobu Kumite

When the Referee decides based on the signals given by the Judges, the decision shall be governed by the Table of Judgment given in **Table 4**.

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Table 4

- 23.1 Matters relating to judgment not prescribed in these rules shall be discussed between the Referee and Judges and the decision reached shall be referred to the Tatami Manager and to the WUKF-Referee Commission for approval. All officials will be notified of these decisions and a public announcement will be made.



## **PART 2: KUMITE RULES**

### **CHAPTER 5: GENERAL KUMITE RULES**

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#### **ART. 24: STARTING – SUSPENDING – ENDING THE KUMITE MATCH**

**24.1** The competitors must line up at the beginning of the round. If one, or more, of them is absent, they will be called twice on the microphone. If they do not come by the time the round has finished, they will be declared KIKEN.

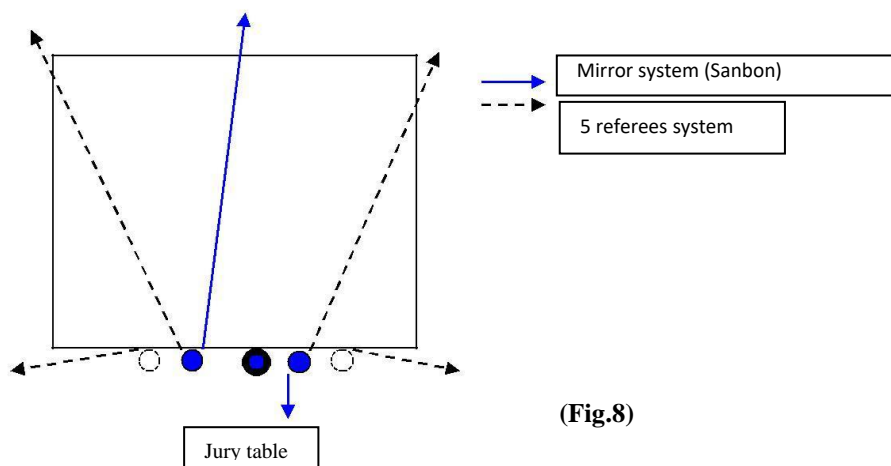
**24.1.1** Coaches must sit on the opposite side of the Tatami facing towards the Jury table.

**24.1.2** Competitors' and coaches' badges must be given to the referees who will ensure the entry of coaches and competitors into the tatami.

#### **24.2 STARTING THE MATCH:**

**24.2.1** At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area. After the formal exchange of bows between competitors, officials/public and the Referee Panel (Shomenni Rei – Otagaini Rei), the Referee takes a step backward, all Judges turn inwards and all bow together.

**24.2.2** After the bow, the Referee invites the Judge and Kansa in the Shobu Sanbon “Mirror system”, or the “4 Corner Judges” in the Shobu Ippon “Flag System” to take their places (outside the match area), as shown below in **Fig. 8**:



(Fig.8)

**24.2.3** At the command of “Nakae or Motonoichi”, the panel of referees and the competitors enter the match area. The match shall start with the announcement by the Referee of "Shobu Sanbon / Nihon / Ippon Hajime".

#### **24.3 SUSPENDING THE MATCH**

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

##### **24.3.1 ATOSHI BARAKU**

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

#### **24.4. ENDING THE MATCH**

When it is time-up, the Recording Official 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/she then checks the scores and



warnings with the Kansa in Sanbon Kumite or the Table Jury Judge in Ippon Kumite and then announces the decision. After the formal exchange of bows between competitors, the Referee Panel, officials/public (Otagaini Rei - Shomenni Rei), the match is deemed over.

## **ART.25: CRITERIA FOR DECIDING IPPON AND WAZA-ARI**

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**25.1** A **point** is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following criteria:

- good form (technique, position, and balance).
- strong vigour (kime),
- good sporting, non-malicious attitude,
- zanshin,
- proper timing,
- correct distancing

**25.2** In **Shobu Ippon**, a Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

**25.3.** In Shobu Ippon, effective techniques delivered under the following conditions shall be considered as an Ippon:

- When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
- When an attack is delivered immediately as the opponent was unbalanced by the attacker.
- When a combination of successive and effective techniques is used.
- Combined techniques that would have merited a Waza-ari will be elevated to an ippon.
- When the opponent has lost their fighting spirit and turned their back to the attacker and the attacker scores with a valid technique.
- Effective attacks delivered on the undefended parts of the opponent.

**25.4** In Shobu Sanbon, a Waza-ari will be given to all techniques, with the exception of 2 techniques, which will receive an Ippon. This means that the maximum point, for any punch and/or chudan kick, will be a Waza-ari.

**25.5** In Sanbon, an Ippon point will only be awarded for a controlled kick to the head (Jodan Geri) or safe take down or break the balance followed by scoring technique, within 3 seconds, while the competitor is on the floor.

**25.6** For both Waza-ari and Ippon, an effective kick must come from the floor and balance must be kept (points can't be given for kicking, while jumping on one leg).

**25.7** 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 ... Waza-ari /

## **ART. 26: VICTORY OR DEFEAT**

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Shall be awarded based on:

- 26.1. Victory by Ippon / Sanbon score.
- 26.2. Victory by decision (Hantei).
- 26.3. Defeat due to a disqualification (Hansoku, Shikaku).
- 26.4. Defeat due to a retirement (Kiken).



### 26.1. **VICTORY by IPPON or by SANBON SCORE**

The competitor, who scores first with one Ippon (or two Waza-ari) for Shobu Ippon or 3 Ippon (or 6 Waza-ari, or score a combination of Ippon and Waza-ari) for Shobu Sanbon, will be declared the winner.

### 26.2 **VICTORY by DECISION (Hantei)**

26.2.1 In the absence of Ippon / Nihon / Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a Match, a decision (Hantei) is taken based on the following considerations:

26.2.2 In the case of a competitor (in Nihon / Sanbon Kumite) scoring at least one WazaAri more than the opponent, she/he will automatically be declared the winner (Kachi).

26.2.3 In Individual Sanbon Kumite, if Hikiwake is given, an Encho-Sen (extension) will follow.

#### 26.2.4 **HANTEI procedure:**

In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He/she will call “Hantei” and simultaneously with all the other judges and on the whistle signal, she/he raises his/her arm towards the competitor of her/his preference: AKA / SHIRO or she/he will cross his/her arms in front of his/her head for a draw. After confirming the result of the voting, he/she goes inside the competition area and announces the decision.

#### 26.2.5 **CRITERIA FOR HANTEI**

##### **A:**

- a) Whether there have been any Waza-ari or Ippon.
- b) Whether there have been any warnings (Atenai / Kinshi).

##### **B:**

- c) The comparative excellence in the fighting attitude.
- d) The ability and skill.
- e) The degree of the vigor and fighting spirit.
- f) The number of attacking moves.
- g) The comparative excellence in the strategy used.
- h) Fair play

### 26.3 **DEFEAT DUE TO A FOUL - DISQUALIFICATION (Hansoku)**

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

26.3.1 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.

26.3.2 Failing to obey the orders of the Referee.

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

26.3.4 If the act or the acts of a competitor are considered as malicious or wilfully violating the rules.



26.3.5 Other acts which are deemed in violation of the Rules of the Match. Any unruly behaviour 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.

26.3.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other competitor and the chances for winning are very badly diminished, for example: facial injury, broken nose, broken hand / finger / knee, etc.

26.3.7 Any competitor (or team) who receives HANSOKU in the semi-finals will still receive a bronze medal.

26.3.8 Any competitor (or team) who receives HANSOKU in the final will still receive a silver medal.

26.3.9 Any competitor (or team) who receives SHIKAKKU in the semi-final or final will not receive a medal.

#### 26.4 **DEFEAT DUE TO RETIREMENT (Kiken)**

26.4.1 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.

### **ART. 27: SCORING AREAS AND SCORING TECHNIQUES**

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

27.1.1 The throat is not a scoring point; it is forbidden to attack the throat (in the front or on the sides).

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

27.3 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.

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

27.5 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.

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

### **ART. 28: WARNINGS AND PENALTIES**

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In WUKF Nihon and Sanbon kumite competition, there are 3 categories of warnings and penalties:

28.1 **ATENAI** - Excessive contact.

28.2 **KINSHI** - Prohibited behaviour and actions.

28.3 **SHIKAKKU** - Disbarment from the entire competition.

#### **28.1 ATENAI category**

28.1.1 Techniques which make excessive contact, having regard to the scoring area attacked.

28.1.2 The following techniques which are done with contact:

- 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) Jumping techniques (like Tobi Yoko Geri or Uraken Uchi).
- e) 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).
- f) Dangerous throws (without any assurance of the opponent landing safely).
- g) Techniques and kicks that by design cannot be controlled and thus present a safety concern to the competitors, such as Kakato Geri and others, are prohibited.

28.1.3 The announcement: “**Aka/Shiro – ATENAI ...**”.

28.1.4. However, depending on the severity of the offence, Atenai Chui or Atenai Hansoku can be imposed directly, if the majority of the Referee Panel agree



28.1.5 The gesture for Atenai is: **(Fig 9)**

28.1.6 The possible warnings and the penalty are:

- a. first warning: Atenai
- b. Final warning: Atenai Chui
- c. Disqualification: Atenai Hansoku

## 28.2 THE KINSHI category

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

### 28.2.1 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. When a fighter runs away, avoiding the fight, during the last 15 seconds (Atoshi Baraku) of a match, Kinshi rule will be imposed.

28.2.2 **Exaggerated actions** (unsporting behavior, etc) and reactions (i.e. faking injury, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).

28.2.3 **Any behavior likely to bring Karate into disrepute** (this includes Coaches, Managers and anybody connected with the competitor).

28.2.4 **Any disrespectful and unnecessary actions** 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, etc).

28.2.5 **Any situation where the competitor shows a lack of regard for his/her own safety by having his/her back turned to the opponent.**

28.2.6 **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, Kinshi 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 Kinshi 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 Kinshi warning or penalty will be imposed.
- f. The point at which "Yame" is called is helpful in determining if this Kinshi situation has occurred.
- g. Kinshi 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.

28.2.7 Grabbing (unless immediately followed up by a technique).

28.2.8 Uncontrolled and dangerous attacks (such as hook punches, kicking through the opponent), but Kinshi is NOT given if a controlled technique misses the head. Kinshi is not giving for avoiding an attack.

28.2.9 The possible warnings and penalty are:

- a. First warning: Kinshi
- b. Second warning: Kinshi
- c. Final warning: Kinshi Chui
- d. Disqualification: Kinshi Hansoku

28.2.10 The announcement: **“Aka/Shiro, KINSHI”**



28.2.11 The gesture for Kinshi is: (Fig.10)

28.2.12 However, depending on the severity of the offence, Kinshi Chui or Kinshi Hansoku can be imposed directly, if the majority of the Referee Panel agree.

### 28.3 SHIKKAKU

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

28.3.1 When the competitors do not obey the orders of the Referee and become aggressive.

28.3.2 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-Do.

28.3.3 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.

28.3.4 When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.

28.3.5 The announcement: The Referee will announce “Aka/Shiro – SHIKKAKU.





(Fig 11)

28.3.6 The gesture for Shikkaku is:

28.3.7 Before Shikkaku can be imposed, the Referee must consult the Tatami Manager and then the WUKF-Referee Commission.

28.3.8 The competitor who receives Shikkaku will lose all the positions he / she won before in that round /category. He/she/they will not receive a medal.

#### **28.4 Coaches – warnings and penalties**

28.4.1 The coaches will be penalized for bad behaviour (verbal abuse, physical aggressiveness against officials or against their own students).

28.4.2 The penalty scale for coaches will have 3 (three) steps: Kinshi; Kinshi Chui and Kinshi Hansoku. In special situations Kinshi Hansoku can be imposed directly.

28.4.3 The decision to warn or penalize a coach will be taken by the Referee panel and the Tatami Manager.

28.4.4 After the decision to warn a coach has been taken the Tatami Manager will mark an X on the back of coach's badge and certify this with his signature.

28.4.5 After the third mark, the WUKF-Referee Commission will forbid him or her to act as a coach during the remainder of the competition.

28.4.6 The WUKF-Referee Commission could also impose a suspension for a period of time, from all competitions under the WUKF umbrella.

### **ART. 29: INJURIES AND ACCIDENTS**

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.

#### **29.1 DOCTOR'S DECISIONS**

29.1.1 Only the Competition Doctor can make decisions concerning all matters about injuries, accidents, or the physical condition of the competitors.

29.1.2 A competitor who wins a match through the disqualification of their opponent for causing them an injury cannot fight again without the written permission of the Competition Doctor, in the Injury sheet (Fig.12).

29.1.3 When a competitor wins through a disqualification of their opponent for causing them an injury, the Tatami Manager will send a judge with the injured winner to the Competition Doctor.

29.1.4 The Doctor will complete the "Injury sheet" (Fig.12) which will be given to the Jury Table and it will be attached to the draw sheet for that Round.



29.1.5 It is the Jury Table's responsibility to monitor the competitor's progress to the next round and to show the Injury Sheet to the Tatami Manager.

29.1.6 At the start of the next round, the Tatami Manager will consult (visually and verbally) with the injured competitor and if the Tatami Manager suspects that the competitor is unable to continue, he/she will call the Competition Doctor, ask him/her to examine the competitor again.

29.1.7 Depending on the Competition Doctor's decision the competitor will or will not be allowed to continue the round.

29.1.8 No point shall be awarded if the competitor injures his opponent even if the injury is only very minor.

**Fig 12: Injury sheet**

Date:	Hour:	Tatami No.	Name of Chief Referee of the tatami
<b>Number &amp;Competitor's name:</b>	Federation:	Country:	Nature of injury
Doctor's Remark	Recommendation	Continue?	Doctor's signature/Stamp
		<b>YES / NO</b>	

## **29.2 VICTORY or DEFEAT after an injury**

29.2.1 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.

29.2.2 If two competitors harm each other, 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 call for HANTEI to decide the winner.
- c) In Team competition the Referee will announce a Tie (HIKIWAKE). If the situation is in a decisive ENCHO-SEN in Team Competition, then the Referee will call HANTEI to establish the final result.

29.2.3 In the case of an injury or injuries sustained during a Kumite Match, for reasons not ascribable to either competitor, disable a competitor or in a case where both competitors are injured at the same time for reasons for which both are responsible, 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 HANTEI will decide the final result.



29.2.4 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.

### 29.3 SERIOUS INJURIES

In case of a serious injury, WUKF Discipline Commission may impose additional penalties.

29.3.1 The procedure applied in those cases will be found in **ART. 79 APPENDIX**

## PART 3: KUMITE SANBON

### CHAPTER 6: INDIVIDUAL KUMITE SANBON

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- The Individual Match is decided by "Shobu Sanbon".
- The competitors try to score three points (6 WAZA-ARI, 3 IPPON, or score a combination of both before their opponent, within the time limit.
- In all Kumite Sanbon, the Mirror system will be used to adjudicate each match.

### ART. 30: CATEGORIES ALLOWED

**Table 5**

MALE				FEMALE			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini cadets A	13 years	- 45 kg		Mini Cadets A	13 years	- 50 kg
	Mini Cadets B	13 years	- 55 kg		Mini Cadets B	13 years	- 55 kg
	Mini Cadets C	13 years	- 65 kg		Mini Cadets C	13 years	- 60 kg
	Mini Cadets D	13 years	+ 65 kg		Mini Cadets D	13 years	+ 60 kg
Cadets B - all belts				Cadets B - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets B 1	14 to 15 years	- 55 kg		Cadets B 1	14 to 15 years	- 50 kg
	Cadets B 2	14 to 15 years	- 65 kg		Cadets B 2	14 to 15 years	- 55 kg
	Cadets B 3	14 to 15 years	- 75 kg		Cadets B 3	14 to 15 years	- 60 kg
	Cadets B 4	14 to 15 years	+ 75 kg		Cadets B 4	14 to 15 years	+ 60 kg
Cadets A - all belts				Cadets A - all belts			
	Cadets A 1	16 to 17 years	- 55 kg		Cadets A 1	16 to 17 years	- 50 kg
	Cadets A 2	16 to 17 years	- 65 kg		Cadets A 2	16 to 17 years	- 55 kg
	Cadets A 3	16 to 17 years	- 75 kg		Cadets A 3	16 to 17 years	- 60 kg
	Cadets A 4	16 to 17 years	+ 75 kg		Cadets A 4	16 to 17 years	+ 60 kg



Juniors - all belts				Juniors - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Juniors A	18 to 20 years	- 65 kg		Juniors A	18 to 20 years	- 55 kg
	Juniors B	18 to 20 years	- 75 kg		Juniors B	18 to 20 years	- 60 kg
	Juniors C	18 to 20 years	- 85 kg		Juniors C	18 to 20 years	- 65 kg
	Juniors D	18 to 20 years	+ 85kg		Juniors D	18 to 20 years	+ 65 kg
Seniors - all belts				Seniors - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Seniors A	21 to 35 years	- 65 kg	-	Seniors A	21 to 35 years	- 55 kg
	Seniors B	21 to 35 years	- 75 kg		Seniors B	21 to 35 years	- 60 kg
	Seniors C	21 to 35 years	- 85 kg		Seniors C	21 to 35 years	- 65 kg
	Seniors D	21 to 35 years	+ 85 kg		Seniors D	21 to 35 years	+ 65 kg
Veterans - all belts				Veterans - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Veterans A	36 to 40 years	Open		Veterans A	36 to 40 years	Open
	Veterans B	41 to 45 years	Open		Veterans B	41 to 45 years	Open
	Veterans C	46 to 50 years	Open		Veterans C	46 to 50 years	Open
	Veterans D	51 to 60 years	Open		Veterans D	51 to 60 years	Open
	Veterans E	61 years and over	Open		Veterans E	61 years and over	Open

## ART. 31: DURATION OF AN INDIVIDUAL KUMITE SANBON MATCH

31.1	Children (male/female)	1 min 30 sec.(effective time)
31.2	Mini cadets/Cadets (male/female)	2 min. (effective time)
31.3	Juniors and seniors (male /female)	3 min. (effective time)
31.4	Veterans (male/female)	2 min. (effective time)

## ART. 32: TIE AND EXTENSION

### 32.1 THE TIE

32.1.1 In the event of a tie (equal score, including 0-0) after time-up, in an individual Match, HANTEI will be called.

32.1.2 The decision can be NO KACHI for Aka or Shiro (based on the criteria used in Hantei or it could be HIKIWAKE. In individual kumite sanbon, if Hikiwake is given, an Enchosen (extension) will follow. Ippon should be considered as criteria for deciding the winner.

### 32.2 THE EXTENSION (Encho-Sen)

32.2.1 The Referee command for starting the extension will be “Encho-Sen - Shobu Hajime”.

32.2.2 The time of Encho-Sen will be 1 minute.

32.2.3 This extension will be decided by the first to score (sudden death).

32.2.4 All scores and warnings are carried into the extension.

32.2.5 If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension. The Referee Panel must decide AKA or SHIRO NO KACHI.



## CHAPTER 7: TEAM SANBON KUMITE

Each individual match is decided according to the "Sanbon Kumite Rules" for individual kumite match.

### ART. 33: CATEGORIES ALLOWED

**Table 6**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets B	14 to 15 years	Open		Cadets B	14 to 15 years	Open
	Cadets A	16 to 17 years	Open		Cadets A	16 to 17 years	Open
	Juniors	18 to 20 years	Open		Juniors	18 to 20 years	Open
	Seniors	21 to 35 years	Open		Seniors	21 to 35 years	Open

### ART.34: TEAM SANBON MATCH

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- 34.1 Before each Team Match, a team representative must hand to the Jury Table/Entrance officials an official Order list giving the names and the fighting order of the team members written on a Team Order sheet. (see Table 7).

**Table 7**

SCOTLAND TEAM 'A' (the competitor's number)	Round 1	Round 2	Round 3	Round 4
1004	1	3		
1024	2	1		
1029	3	2		

34.1.1 The fighting order can be changed for each round, but once notified, it cannot then be amended.

34.1.2 The use of a reserve constitutes a change in fighting order.

34.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.

34.2 Matches between individual members of each team shall be held in a predetermined order.

### ART. 35: THE SANBON TEAM MEMBERS

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35.1 The team will be composed of 3 competitors.

35.1.1 A team that does not have 3 competitors at the start of the 1st round of the competition will not be allowed to compete and will be declared Kiken.

35.1.2 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.



- 35.2 At the beginning of the match, only the team (3 members), without the reserve, will line up in the Tatami.
- 35.3 If, during a round, one member of the team is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to use their reserve in order to compete in the next round.
- 35.4 If during a round, another team member is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete in the remainder of that team category with only 2 competitors.

## **ART. 36: CRITERIA FOR DECIDING THE WINNING TEAM SANBON KUMITE**

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- 36.1 The winner of a team match shall be decided on the results of the individual matches.
- 36.1.2 If at the end of prescribed time in a bout there is no score or there is equal score, the decision will be HIKIWAKE. Hantei will not be called.
- 36.2 The criteria for deciding the winner of a Team Match are the following (in order of descending importance):
- a) Numbers of wins each team has.
  - b) The total score each team has (Ippon and Waza-ari are added together).
  - c) The number of Ippon each team has (the winning team is the one who scored more Ippon).
  - d) Extra Match.
- 36.3 Victories through a foul, disqualification, or voluntary withdrawal (Kiken) of the opponent shall be counted, in team matches, as 3 Ippon. The opponent (the loser) will keep the score registered at the time of the disqualification.

## **ART. 37: TIE AND THE EXTRA MATCH**

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- 37.1 When, after considering 36.2/a/b/c above, there is a tie between teams an extra match will be conducted between one representative from each contending team.
- 37.2 If this extra match results in a TIE, an extension (Encho-Sen) will take place. The extension (Encho-Sen) will be decided by the first to score (sudden death). If, at time-up at the end of Encho-Sen there is still no score, a decision (Hantei) must be taken by the Referee panel. The Central Referee, Mirror Judge and Moving Kansa cannot give Hikiwake but must decide No Kachi for either Aka or Shiro.



## CHAPTER 8: ROTATION TEAM SANBON KUMITE

In principle, the rules are similar to **SHOBU SANBON INDIVIDUAL** and the mirror system will be used to adjudicate each match.

### ART. 38: CATEGORIES ALLOWED

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38.1 The rules are the same as for SHOBU SANBON INDIVIDUAL, but with some differences.

**Table 8**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini cadets	13 years	Open		Mini cadets	13 years	Open
	Cadets B	14 to 15 years	Open		Cadets B	14 to 15 years	Open
	Cadets A	16 to 17 years	Open		Cadets A	16 to 17 years	Open
	Juniors	18 to 20 years	Open		Juniors	18 to 20 years	Open
	Seniors	21 to 35 years	Open		Seniors	21 to 35 years	Open
	Veterans	36 years and over	Open		Veterans	36 years and over	Open

### ART. 39: DURATION

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39.1 In Kumite Team Rotation the duration of each match will be 6 minutes running time.

39.2 The clock will stop only when the Referee requests "Time".

### ART. 40: THE ROTATION TEAM MATCH

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40.1 The Sanbon Rotation team will be composed of 3 competitors in each round.

40.1.1 A team that does not have 3 competitors at the start of each round of the competition will not be allowed to compete and will be declared Kiken.

40.2 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.

40.3 The team spirit requires that each competitor must fight at least once and for at least 15 seconds during the prescribed time (6 minutes).

40.4 If at the end of the match (after 6 minutes), one of the competitors has not fought, the team involved will be disqualified (Hansoku).



- 40.4.1 In the case of the last fight, a competitor can fight for less than 15 seconds if the change was requested by the Coach and validated by Change Judge according to Art. 43.3.
- 40.5 **EXCEPTION:** if one competitor reaches an advantage of “6 points” (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), ahead of the other team and before the time-up bell is sounded, his/her team will be declared the winner even though the other two members of his team did not fight.

## ART.41: CRITERIA FOR DECIDING THE WINNING TEAM

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- 41.1 There will be no limit to the number of points that may be scored. Each team may score as many points as its competitors are capable of, during the 6 minutes.
- 41.2 At Time-Up, the winner will be the team who scored more points (total score) than the opponent team, during the 6 minutes of time.
- 41.3 However, if one of the teams reaches an advantage of “6 points” (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), within the 6 minutes prescribed time, it will be declared the winner.

## ART. 42: TIE IN ROTATION TEAM

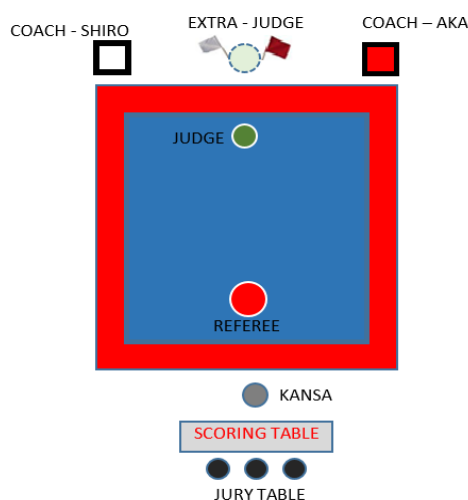
- 42.1 If, after 6 minutes, there is a tie, the team who has the most Ippon will be declared the winner.
- 42.2 If the tie persists, HANTEI will be called. The decision could be AKA/SHIRO NO-KACHI or HIKIWAKE. In the situation of HIKIWAKE there will be 2 minutes extension of time (Encho-Sen) and the team who scores the first point will be declared the winner. Each coach will choose 1 competitor from their team to initiate the extension. This competitor may be changed after the extension has begun.

## ART. 43: SUBSTITUTIONS IN ROTATION TEAM

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- 43.1 One Change-Judge will be used for the Rotation Team; he/she will be positioned outside of the tatami on the opposite side of the Jury table having 2 flags (AKA and SHIRO) (see **Figure 13** below).

**Fig. 13**



- 43.1.1 The sole function of the Change-Judge is to indicate to the referee when and which competitor should be changed.

- 43.1.2 The Change-Judge will have no opinion on scores, warnings or penalties nor shall he/she participate in Hantei.

- 43.2 During the match, the coach or, in exceptional circumstances and with WUKF RefCom permission, the team captain, may make as many substitutions between the 3 team members as they desire. A competitor who has already been replaced may come back to fight again in the same round and whenever requested during the match.

- 43.3 Requests to change must be made by the Coach and validated by the Change Judge **BEFORE** Atoshi Baraku.

- 43.4 The competitor who is to be substituted must be ready and have all the required equipment and protectors when the referee calls him onto the Tatami.





## **SUBSTITUTION PROCEDURE**

- 43.5 Coaches must sit down in identified chairs placed on either side of the Change-Judge (see Fig. 13 above)
- 43.6 Whilst one member of the team is on the Tatami, the other 2 members of the team will always have to be equipped and ready to be called onto the Tatami.
- 43.7 When the Coach intends to make a substitution, he/she must request “**CHANGE**” to the Change-Judge.
- 43.8 The Change-Judge must validate the request and ensure (checking the official scoring screen) that there is at least 15 seconds between changes.
- 43.9 The Change-Judge, using the whistle, the flag, and the command “Change”, will indicate to the Referee that he/she will have to stop the match to allow a substitution.
- 43.10.1 Only the Referee can decide when to stop the match and allow the substitution, by calling ‘Change’. The substitution will have to be made in a maximum of **3 seconds**. If the change exceeds these 3 secs, the Referee will penalize the team involved for time wasting, with Kinshi and not permit the substitution.
- 43.10.2 If a competitor is substituted without the referee’s command, the team will be penalized with Kinshi.
- 43.11 When a substitution occurs, at least another 15 seconds must elapse before another change request is made.
- 43.12 When a substitution occurs, the opponent will have to fight for at least another **15 seconds** before she/he may also be substituted.
- 43.13 Both competitors cannot be substituted at the same time. The Change-Judge must be very attentive as to which team was first to request a change.

## **ART. 44: PENALTIES IN ROTATION TEAM**

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- 44.1 All the warnings incurred by the competitors in a team will be carried forward and added to any incurred by the substitute in the same round.  
**Example:** If a competitor has been warned with ATENAI CHUI for excessive contact, the competitor who comes onto the Tatami as the substitute will automatically have this same warning applied to them and if s/he then commits another Atenai, s/he will be penalized with Atenai Hansoku
- 44.2 In a team match, if a competitor is penalized with HANSOKU, the whole team will be disqualified.
- 44.3 In a team match, if a competitor is penalized with SHIKAKKU, the whole team will be eliminated for the entire tournament.
  - 44.3.1 Before applying the SHIKAKKU penalty the Referee will have to consult the Tatami Manager and the WUKF Referee Commission.



## **PART 4: KUMITE NIHON**

**Two points Match:** the competitors try to score two Ippon (4 Waza-ari or combination of waza-ari and Ippon) before their opponent within the time limit. Competitors must be aged between 6 to 12 Years on the day of the competition.

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### **CHAPTER 9: INDIVIDUAL KUMITE NIHON**

#### **ART. 45: CATEGORIES ALLOWED**

**Table 9**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Height	Nr.	Category	Age	Height
	Children A	8 years	Open	-	Children A	8 years	Open
	Children B	9 years	Open	-	Children B	9 years	Open
All belts				All belts			
Nr.	Category	Age	Height	Nr.	Category	Age	Height
	Children C	10 years	-1.45 m	-	Children C	10 years	-1.45 m
	Children D	10 years	+1.45 m		Children D	10 years	+1.45 m
	Children E	11 years	- 1.50 m		Children E	11 years	- 1.50 m
	Children F	11 years	+1.50 m		Children F	11 years	+1.50 m
	Children G	12 years	- 1.55 m		Children G	12 years	- 1.55 m
	Children H	12 years	+1.55 m		Children H	12 years	+1.55 m

#### **ART. 46: DURATION**

46.1 Duration of match: **1'30"** (one minute and 30 seconds effective time)

#### **ART. 47: PROTECTIONS**

47.1 Compulsory protections: Helmet, Body Protector or Chest Protector, White instep protectors, Groin protection and Mitts.

47.2 Allowed protections: Gum shield, Shin protectors.

#### **ART. 48: FORBIDDEN CONTACT AND TECHNIQUES**

48.1 Excessive contact to the Face or Helmet.

48.1.1 "Light" touches by the hand or foot to the helmet are allowed. However, the techniques must not push or move back the head of the opponent. If this happens then a Warning or penalty must be given.

48.2 Excessive contact (impact) to the Chest.

48.2.1 If there is a body contact and then an obvious marking, the referee must immediately punish the offender with a warning or penalty.



48.3 Grabbing, grappling or dangerous throws are not allowed.

## **ART.48A: CRITERIA FOR DECIDING IPPON AND WAZA-ARI**

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**48A.1 An Ippon** is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- good form (technique, position, and balance).
- strong vigour (kime),
- good sporting, non-malicious attitude,
- zanshin,
- proper timing,
- correct distancing

**Some examples** of effective techniques delivered under the following conditions shall be considered as an Ippon:

- When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
- When an attack is delivered immediately as the opponent was unbalanced by the attacker.
- When a combination of successive and effective techniques is used.
- Combined techniques that would have merited a wazari will be elevated to an ippon.
- When the opponent has lost their fighting spirit and turned their back to the attacker and the attacker scores with a valid technique.
- Effective attacks delivered on the undefended parts of the opponent.
- For effective Jodan Geri techniques.

**48A.2** A Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

## **ART. 49: HANTEI IN INDIVIDUAL KUMITE NIHON**

49.1 If after the time up the score is equal, Hantei will be called. The decision must be only Aka or Shiro No Kachi. In kumite Nihon, the decision of Hikiwake will not be given.



## **CHAPTER 10: ROTATION TEAM NIHON KUMITE**

### **ART. 50: CATEGORIES ALLOWED**

**Table 10**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Children A	Under 11 years	Open		Children A	Under 11 years	Open
	Children B	11-12 years	Open		Children B	11-12 years	Open

**50.1** All the articles of Chapter 8, “Rotation team Sanbon Kumite”, remain valid for ROTATION TEAM NIHON KUMITE, with exception to the following:

50.1.1 The duration of each Kumite Team Rotation match will be **4 minutes running time**.

50.1.2 However, if one of the teams reaches **an advantage of “4 points”** (2 Ippon, or 4 waza-ari, or a combination of Ippon and Waza-ari) within the 4 minutes prescribed time, it will be declared the winner.

50.1.3 The rules regarding forbidden contact and techniques (Art. 48) still apply in Shobu Nihon Team Rotation.

### **50.2 HANTEI IN KUMITE TEAM ROTATION NIHON**

50.2.1 If after Time-Up, the score is equal, Hantei will be called. The decision must be only Aka or Shiro No Kachi. In kumite Nihon, the decision of Hikiwake will not be given.



## PART 5: KUMITE IPPON

**IPPON KUMITE is a one-point match.** To win, the competitor must score one point - by Ippon or 2 Waza-ari, before their opponent, within the time limit.

### CHAPTER 11: INDIVIDUAL IPPON KUMITE

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#### ART. 51: CATEGORIES ALLOWED KUMITE INDIVIDUAL SHOBU IPPON

51.1 There will be no kumite ippon categories for children.

**Table 11**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age (years)	Weight/Height	Nr.	Category	Age (years)	Weight/Height
	MiniCadets A	13	- 1.65 m		MiniCadets A	13	- 1.55 m
	MiniCadets B	13	+ 1.65 m		MiniCadets B	13	+ 1.55 m
	Cadets B	14 to 15	OPEN		Cadets B	14 to 15	OPEN
	Cadets A	16 to 17	OPEN		Cadets A	16 to 17	OPEN
	Juniors	18 to 20	OPEN		Juniors	18 to 20	OPEN
	Seniors A	21 to 35	- 70 kg		Seniors	21 to 35	OPEN
	Seniors B	21 to 35	+ 70 kg				
	Veterans A	36 to 40	OPEN		Veterans A	36 to 40	OPEN
	Veterans B	41 and over	OPEN		Veterans B	41 and over	OPEN

#### ART. 52: DURATION OF A MATCH

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52.1 The duration of a match shall be 2 minutes “running time”. The clock will stop only when the Referee requests “Time”.

#### ART. 53: THE ADJUDICATION SYSTEM

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53.1 In general, in Shobu Ippon Kumite, the “Flag System” will be used to indicate judges' opinions.

53.1.1 In this “Flag System” there will be the Central Referee and 4 Corner Judges who will adjudicate the match. The 4 Corner Judges will signal their opinions to the Central referee with flags (**see Art.20**).



- 53.2 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 must ask the judges again for their decision. Then the referee gives the final decision.
- 53.2.1 **Observation:** we will apply this in all the situations where we have 2 judges with the same decision and the Central Referee thinks or sees otherwise. No matter what the decisions are of the other two judges.
- 53.3 If there is no clear winner, that means that no one scores one Ippon or two Waza-Ari before the time limit, the Central Referee must call for HANTEI . The result of Hantei (majority) could be (**see Table 12 below**):

**Table 12**

<b>AKA</b>	<b>SHIRO</b>	<b>HANTEI DECISION</b>
WA	-	AKA NO KACHI
-	WA	SHIRO NO KACHI
WA	WA	AKA/SHIRO NO KACHI OR HIKIWAKE
-	-	AKA/SHIRO NO KACHI OR HIKIWAKE
WA&1 CHUI	-	AKA NO KACHI OR HIKIWAKE
-	WA & 1 CHUI	SHIRO NO KACHI OR HIKIWAKE

- 53.3.1 Only the Corner Judges will give their opinions. The Central Referee will not take part IN THE SAME TIME.
- Explanation:** Central referee does not participate to the vote AT THE SAME TIME with the judges. But when he announces the decision, he gives also his vote, according the majority.
- For example:
- a) 3 or 4 flags same colour: no problem.
  - b) 2 red and 2 white or 2 red and 2 hikiwake: then Central referee gives his vote, not necessary hikiwake
- 53.4 If the Hantei decision is HIKIWAKE, the Central Referee announces SAI SHIAI (new match).
- 53.4.1 In the event of another draw at the end of the Sai Shiai, the Central Referee will announce HANTEI. The Judges must decide the winner, based on Sai Shiai match only.
- 53.4.2 Now, the Central Referee must participate in the vote at the same time as the other Judges.

## **ART.54: SAI SHIAI**

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- 54.1 In the event of a draw in an individual Match there will be another full Match (Sai Shiai).
- 54.2 All scores and warnings are not carried into the Sai Shiai, as it must be considered as a new Match.
- 54.3 In the event of another draw at the end of the Sai Shiai, the Central Referee will announce HANTEI. The Judges must decide the winner, based on Sai Shiai match only.
- 54.3.1 After the Sai Shiai, the decision of Hikiwake cannot be given.



## ART. 55: PROHIBITED ACTS AND TECHNIQUES

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In this category the following attacks and techniques are prohibited and will be penalized:

### 55.1 ATENAI category

55.1.1 Techniques which make excessive contact, having regard to the scoring area attacked.

55.1.2 The following techniques which are done with contact:

- 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. Jumping techniques (like Tobi Yoko Geri or Uraken Uchi).
- e. 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).
- f. Dangerous throws (without any assurance of the opponent landing safely).
- g. Techniques and kicks that by design cannot be controlled and thus present a safety concern to the competitors, such as Kakato Geri and others, are prohibited.

55.1.4 The announcement: “**Aka/Shiro – ATENAI ...**”.



55.1.5 The gesture for Atenai is:

(Fig. 14)

55.1.6 The possible warnings and penalty are:

- d. first warning: Atenai
- e. Final warning: Atenai Chui
- f. Disqualification: Atenai Hansoku

### 55.2 MUBOBI

**Any situations when the competitor shows a “lack of regard for their own (or for the opponent) safety or integrity”, as follows:**

- a) Attacks with an unguarded head in front.
- b) Uncontrolled attacks (which exceed past or over the target).
- c) Attacks without following the target with the eyes.
- d) Turning away after an attack (as a tactical or theatrical move) to draw the Referee’s attention to the technique. The competitor is defenceless, and their back may be exposed.
- e) **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.



- f) **Exaggerated actions** (unsporting behaviour, etc) and reactions (i.e. faking injury, obscene or offensive gestures, verbal abuse, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).
- g) **Any behaviour likely to bring Karate into disrepute** (this includes Coaches, Managers and anybody connected with the competitor).
- h) **Any disrespectful and unnecessary actions** are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, disagree with the decisions of the referee panel during the match time, etc).
- i) **Grabbing** (unless immediately followed up by a technique).

### 55.3 JOGAI

**Touching the floor, outside the match area, with any part of the competitor's body**

- a) If the competitor goes out deliberately or to avoid an opponent's technique.
- b) If a competitor delivers an unsuccessful technique and then exits immediately afterwards, Yame will be called and the 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 score. The exit therefore occurs outside of 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 the warning or penalty will be imposed.
- f) The point at which "Yame" is called is helpful in determining if this situation has occurred.
- g) A warning/penalty will not be imposed if a competitor is pushed outside the match area by the opponent.

### 55.4 Warnings and penalties are the following:

- a. 1<sup>st</sup>Warning: (Atenai, Jogai, or Mubobi)
- b. Final warning: Chui.
- c. Disqualification: Hansoku.

#### 55.4.1 There will be no accumulation of punishment between:

- a. Atenai, Chui, Hansoku.
- b. Jogai, Jogai Chui, Jogai Hansoku.
- c. Mubobi, Mubobi Chui, Mubobi Hansoku.

#### 55.4.2 Warnings must be accompanied by an increase in the severity of the Warning (Atenai or Chui) imposed until a Penalty (Hansoku) is imposed.

#### 55.4.3 No point shall be awarded if the competitor injures his opponent, in the performance of the technique, to the extent that he/she could have received a warning.





#### 55.5 **SHIKAKKU**

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

55.5.1 When the competitors do not obey the orders of the Referee.

55.5.2 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.

55.5.3 When they make obscene or offensive gestures or give verbal abuse to officials or other competitors.

55.5.4 When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.

55.5.5 The announcement: The Referee will announce “Aka/Shiro – SHIKAKKU”.



55.5.6 The gesture for Shikakku is:

**(Fig 15)**

55.5.7 Before Shikakku can be imposed, the Referee must consult the Tatami Chief Referee and the WUKF Referee Commission.

55.5.8 The competitor who receives Shikakku will lose all the positions he / she won before in that round / category. He/she will not receive a medal.



## **CHAPTER 12: TEAM IPPON KUMITE**

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### **ART. 56: CATEGORIES ALLOWED**

**Table 13**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets B	14 to 15 years	OPEN		Cadets B	14 to 15 years	OPEN
	Cadets A	16 to 17 years	OPEN		Cadets A	16 to 17 years	OPEN
	Juniors	18 to 20years	OPEN		Juniors	18 to 20years	OPEN
	Seniors	21 to 35 years	OPEN		Seniors	21 to 35 years	OPEN

### **ART. 57: TEAM IPPON MATCH**

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- 57.1 Before each Team Match, a team representative must hand to the Jury Table an official list giving the names and the fighting order of the team members.
- 57.1.1 The fighting order can be changed for each round, but once notified, it cannot then be amended.
- 57.1.2 The use of a reserve constitutes a change in fighting order.
- 57.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.
- 57.2 Matches between individual members of each team shall be held in a predetermined order.

### **ART. 58: THE IPPON TEAM MEMBERS**

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- 58.1 The team will be composed of 3 competitors and 1 reserve.
- 58.1.1 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.
- 58.2 At the beginning of each match, only the team (3 members), without the reserve, will line up in the match area.
- 58.2.1 A team that does not have 3 competitors at the start of the 1st round of the competition will not be allowed to compete and will be declared Kiken.
- 58.3 If, during a round, one member of the team is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to use their reserve in order to compete in the next round.



- 58.3.1 If during a round, another team member is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete in the remainder of that team category with only 2 competitors.

## **ART. 59: CRITERIA FOR DECIDING THE WINNING IPPON TEAM**

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- 59.1 The winner of a team match shall be decided based on the criteria in Art. 59.3.
- 59.2 The criteria for deciding the winner of a team match is based on the number of individual wins each team has at the end of a match.
- 59.3 Team matches are decided based on the following criteria (in order of descending importance):
- 1) Numbers of wins.
  - 2) Numbers of Ippon.
  - 3) Numbers of Waza-ari (only Waza-ari scored by the winners if individual Matches are counted).
  - 4) Extra Match (Sai Shiai).
- 59.4 When a team ties with its opposing team under the methods of decision as indicated in 59.3 above, the decision shall be made based on the result of a Sai Shiai match, conducted between one representative from each of the contending team. If there is still no score, a decision (Hantei) must be taken by the Judges panel. The Judges must vote for the winner, based on Sai Shiai match only.
- 59.5 Victories through a foul, disqualification or voluntary withdrawal of the opponent shall be counted as 1 Ippon and the opponent (the loser) will keep the score registered at that moment.
- 59.6 If in a match, a competitor scores by waza-ari and after with Ippon, in the decision, the Ippon will be considered.



## **CHAPTER 13: ROTATION TEAM IPPON KUMITE**

### **ART. 60: CATEGORIES ALLOWED**

60.1 Rotation Team Ippon Kumite categories will only be for Mini Cadets, Cadets, Juniors, Seniors and Veterans.

**Table 14**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini Cadets	13 years	OPEN		Mini Cadets	13 years	OPEN
	Cadets B	14 to 15 years	OPEN		Cadets B	14 to 15 years	OPEN
	Cadets A	16 to 17 years	OPEN		Cadets A	16 to 17 years	OPEN
	Juniors	18 to 20years	OPEN		Juniors	18 to 20years	OPEN
	Seniors	21 to 35 years	OPEN		Seniors	21 to 35 years	OPEN
	Veterans	36 years and over	OPEN		Veterans	36 years and over	OPEN

### **ART. 61: DURATION OF A MATCH**

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61.1 The duration of the Rotation Team Ippon kumite match will be 4 minutes running time. The clock will stop only when the Referee requests "Time".

### **ART. 62: THE ROTATION TEAM IPPON MEMBERS**

62.1 The team will be made up of three competitors and one reserve.

62.2 There must be a minimum of three competitors on the team to compete.

62.3 The team spirit imposes that every competitor must fight at least once and for at least 15 seconds during the prescribed time (4 minutes).

62.4 Each team may have one competitor in reserve that can be used in case of an injury - but only in the following round.

62.5 When a new competitor enters the Tatami, both competitors must compete for a minimum of 15 seconds before another change can occur.

62.6 If at the end of the match (after 4 minutes), one of the competitors has not fought, the team involved will be disqualified (Hansoku).



- 62.7 If, in an action, one (or two) member(s) is (are) scored by Ippon, he (they) will be eliminated and will no longer be able to attend this match. He (they) will sit down close to the tatami. However, (s)he may compete in a Sai Shiai.

## **ART. 63: POINTS IN ROTATION TEAM**

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- 63.1 The first team that scores 6 waza-aris or 3 ippon will be declared the winner.
- 63.2 At the end of the 4 minutes the winner will be the team that scored the most points. If there is the same score the team that scored more ippons will be declared the winner.
- 63.3 If there is no clear winner, the referee will call SOREMADE. After that (s)he will call for HANTEI. According to the decision of the corner judges the Referee will announce the outcome of the match, Aka/Shiro No Kachi or Hikiwake. In case of Hikiwake there will be a Sai Shiai (4 minutes or 6 waza-ari or 3 ippon).
- 63.3.1 If at the end of the Sai Shiai there is still no clear winner, the Referee will call for Hantei. The Judges decisions must be either Aka No Kachi or Shiro No Kachi.
- 63.3.2 In Hantei, each judge will base his/her decision on the following criteria:
- a) Number of Ippon scored.
  - b) Number of Waza-ari scored.
  - c) If there have been any warnings for contact (Atenai).
  - d) If there have been any warnings for Jogai;
  - e) If there have been any warnings for Mubobi.
  - f) Showing of fighting spirit.
  - g) Number of offensive moves.
  - h) Fair play.

## **ART. 64: SUBSTITUTIONS IN ROTATION TEAM**

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- 64.1 The coach can substitute a competitor at any time, but the competitor must be ready to enter the fighting area (Tatami) as soon as the Referee allows it.
- 64.2 Substitution procedure (see Art.43/ § 43.5 – § 43.13)
- 64.3 Only the Referee can decide when to stop the match and allow the substitution, by calling ‘Change’. The substitution will have to be made in a maximum of **3 seconds**. If the change exceeds these 3 seconds, the Referee will penalize the team involved for time wasting, with Mubobi and not permit the substitution.
- 64.4. If a competitor is substituted without the referee’s command, the team will be penalized with Mubobi.



## **PART 6: KATA RULES**

**NB:** A “Point System” will be used in the Individual and Team Kata Match. The winner will be the one with the highest total score. The WUKF-ExCom may change from a “point System” to a “Flag System”.

### **CHAPTER 14: GENERAL KATA RULES**

#### **ART. 65: JUDGEMENT OF A MATCH**

- 65.1 The Panel of Judges (1 Central Referee and 4 or 6 Corner Judges) will adjudicate each kata match.
- 65.2 All matches shall be conducted exclusively upon the instructions of the Central Referee.
- 65.3 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a white flag).
- 65.4 In the “Flag System”, when the Central Referee calls for Hantei, victory will be decided by the majority, based on the **Table for judgment (see Table 4)**.

#### **ART. 66: STARTING THE KATA PERFORMANCE**

- 66.1 The Tatami Manager will delegate a Referee to inform the Competitors and Coaches how many rounds there will be in the category.
- 66.2 The competitors must perform a different kata in each round (including the ties).  
**Exception:** see **Table 15** in the Children Individual kata category and in Art. 72.1.2
- 66.3 When called upon by the Announcer, the competitor(s) will immediately proceed inside the match area, bow to the Central Referee, and they will **CLEARLY announce the name** of the Kata that they will perform to the Judges. For Team Kata, the lead competitor of the team, who is nearest to the Central Referee, will announce the name of the kata.
- 66.4 The Central Referee will clearly repeat the name of the Kata to the athlete and the Jury Table official. The jury table official shall check and indicate to the Central Referee if the announced kata is NOT allowed for the round OR if it is of the wrong Style for the round, the referee must immediately inform the athlete, so he/she can announce a new kata to perform, to avoid disqualification. This could happen once ONLY.
- 66.5 After that, the competitor (s) will begin their performance, and upon completion, will return to their original position(s) and await the Judge's decision.
- 66.6 All the Kata Team members must adopt the "Triangle" formation (the lead competitor in front and in line with the Central Referee).



## ART. 67: ENDING THE KATA PERFORMANCE

- 67.1 Upon completion of the Kata, the Central Referee shall call Hantei for the Corner Judge's decisions. Immediately and simultaneously the Central Referee and the Corner Judges will raise their Score Boards with their decisions. The Caller-Announcer shall call out the Central Referee's score and each Corner Judge's scores clearly to the Recording Official.
- 67.2 The Recording Official shall record the announced scores on the proper form, and calculate the final score as follows: out of five scores received, the highest and lowest shall be deleted and the remaining three (five) scores shall be totalled.
- 67.3 The Caller-Announcer shall clearly announce the total score.
- 67.4 After the announcement of the total score, the competitor (s) will bow to the Central Referee and leave the match area.
- 67.5 Tatami Chief or the central referee can call SHUGO for the disqualification of an athlete or to discuss an issue. Judges are to award points only based on the judging criteria.

## ART. 68: ROUNDS IN KATA COMPETITION

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- 68.1 The KATA competition for both, individuals and teams, will be organized by rounds, according to ART.1 / 1.4.8 (as a reminder please see below)
- c) If there are 30 competitors or less in Round 1 ( $N \leq 30$ ):
- Round 1:** the 12 highest scoring competitors going through to the 2<sup>nd</sup> round.
  - Round 2:** the 6 highest scoring competitors going through to the final round.
  - Round 3:** the best three competitors will receive the medals.
- d) If there are more than 30 competitors in Round 1 ( $N > 30$ ):
- Round 1:** the 18 highest scoring competitors to the 2<sup>nd</sup> round.
  - Round 2:** the 6 highest scoring competitors going through to the final round.
  - Round 3:** the best three competitors will receive the medals.
- 68.1.1 If there are less than 12 competitors in the first round, then the 1st Round can be omitted. Therefore, the event will become a two-round event.

## ART. 69: TIE IN KATA COMPETITION

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- 69.1 In the event of a tie in the 1st or the 2nd round, to define the list of competitors for the next round, the minimum score from the remaining 3 (5) scores (after the minimum and maximum scores were deleted) will be added to the total scores for that round. The deleted scores will not be taken into account for any other classification.
- 69.2 If, after this the tie persists, the maximum score from the remaining 3 (5) scores is then added to the total scores for that round.
- 69.3 In the case of a continuing tie, the competitors must perform an additional and different Kata from this round.



- 69.4 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last Kata performed. The Central Referee and all the Judges will use flags to determine the winner.
- 69.5 After a tie situation, only the original score received in that round will be used to determine the order for the next round.
- 69.6 The deleted scores will not be used to determine results in any of the rounds. Only the three (five) remaining scores will be used to determine results.
- 69.7 If all the competitors who compete in a tie situation are disqualified, each competitor must perform an imposed kata from the Shitei list of their Kata style.

## **ART. 70: THE FINAL RESULT IN KATA COMPETITION**

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- 70.1 Only the remaining scores from the 2nd and 3rd rounds will be added together for the final result.
- 70.2 In the event of a tie, the competitors must perform an additional and different Kata which they have not performed in previous rounds.
- 70.3 If, after this, the tie persists the minimum score from the remaining 3 (5) scores will be added to the total.
- 70.4 In the case of a continuing tie, the maximum score from the remaining 3 (5) scores will be added to the total.
- 70.5 In the case of a continuing tie, each competitor will be identified with a Red or White belt and using flags, the Central Referee will call for Hantei. Each member of the Referee panel must decide Aka or Shiro based on the last kata each competitor performed.





## CHAPTER 15: CHILDREN'S KATA COMPETITION

### ART. 71: CATEGORIES ALLOWED IN CHILDREN'S KATA COMPETITION

Competitors in children's' categories are encouraged to study the basic Kata first and then gradually study the higher Kata.

#### 71.1 Children's Individual Kata Categories

7.1.1 Children's Individual Kata categories will be open to all Karate Styles sub-divided by the competitor's Belt/Grade and the Kata for each round will be chosen from the prescribed list in **Table 15**:

**Table 15**

All styles							
No. of Cat.							
Male	Female	Age Category	Belt	Round 1	Round 2	Round 3	Observations
		<b>Children A</b> (8 Years)	<b>6-4 kyu</b> (green-blue)	Shitei	Shitei	Sentei	Must NOT repeat a kata
		<b>Children A</b>	<b>Over 3 kyu</b> (brown - black)	Shitei	Sentei	Sentei	Must NOT repeat a kata
		<b>Children B</b> (9 Years) Also, with 2 belt categories)	id.	id.	id.	id.	id.
		<b>Children C</b> (10 Years) Also, with 2 belt categories)	id.	id.	id.	id.	id.
		<b>Children D</b> (11 Years) Also, with 2 belt categories)	id.	id.	id.	id.	id.
		<b>Children E</b> (12 years) (Also with 2 belt categories)	<b>6-4 kyu</b> (green-blue)	Shitei	Shitei	Sentei	id.
		<b>Children E</b>	<b>Over 3 kyu</b> (brown - black)	Shitei	Sentei	Tokui	id.



## 71.2 CHILDREN'S TEAM KATA CATEGORIES

71.2.1 There will be two age groups in Children Kata Team categories. These will be: Under 11 years and 11-12 years old as specified in **Table 16**.

**Table 16**

MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Belts	Nr.	Category	Age	Belts
61	Children <b>A</b>	Under 11 years	All styles	183	Children <b>A</b>	Under 11 years	All styles
62	Children <b>B</b>	11 to 12 years	All styles	184	Children <b>B</b>	11 to 12 years	All styles

71.2.2 Kata allowed in each round for Children Team Kata Categories are:

- **Round 1:** a scheduled **Shitei Kata**; (*see Art. 1.4.7*)
- **Round 2:** a scheduled **Shitei Kata**; (*see Art. 1.4.7*)
- **Round 3:** a scheduled **Sentei Kata** (*see Art. 1.4.7*)

71.2.3 In Children's Team Kata, it is forbidden to repeat a kata once it has been performed, even in a Tie situation.



## Chapter 16: MINI-CADETS, CADETS AND JUNIORS KATA COMPETITION

### ART. 72: CATEGORIES ALLOWED

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#### 72.1 Mini-Cadet's Individual Kata Categories

Mini-Cadets Individual Kata categories will be sub-divided by Karate Style and by the competitor's Belt/Grade (See Table 17)

**Table 17**

Table 17 Mini-Cadets KATA – Individual							
MALE				FEMALE			
Nr.	Style	Age	Belts	Nr.	Style	Age	Belts
	SHOTOKAN	13 years	All belts		SHOTOKAN	13 years	All belts
	GOJU RYU	13 years	All belts		GOJU RYU	13 years	All belts
	SHITO RYU	13 years	All belts		SHITO RYU	13 years	All belts
	WADO RYU	13 years	All belts		WADO RYU	13 years	All belts
	SHORIN RYU	13 years	All belts		SHORIN RYU	13 years	All belts
	OTHER STYLES	13 years	All belts		OTHER STYLES	13 years	All belts

72.1.1 Kata allowed in each round for Mini-Cadets Individual Kata competition are:

Round 1: a scheduled Shitei or Sentei Kata (see Art. 1.4.7)

Round 2: a scheduled Shitei, Sentei or Tokui Kata. (see Art. 1.4.7)

Round 3: a scheduled Shitei, Sentei or Tokui Kata. (see Art. 1.4.7)

72.1.2 In Mini-Cadets Individual Kata competition, competitors are not allowed repeat a kata, not even in a tie situation.

#### 72.2 Cadet and Junior Kata Individual Kata Categories

72.2.1 Cadet and Junior Individual Kata categories will be sub-divided by Karate Style as specified in Table 18.



**Table 18**

MALE				FEMALE			
Nr.	Style	Age	Belt	Nr.	Style	Age	Belt
	SHOTOKAN	14 – 15 years 16 – 17 years 18 - 20 years	All belts		SHOTOKAN	14 – 15 years 16 – 17 years 18 - 20 years	All belts
	GOJU RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts		GOJU RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts
	SHITO RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts		SHITO RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts
	WADO RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts		WADO RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts
	SHORIN RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts		SHORIN RYU	14 – 15 years 16 – 17 years 18 - 20 years	All belts
	OTHER STYLES	14 – 15 years 16 – 17 years 18 - 20 years	All belts		OTHER STYLES	14 – 15 years 16 – 17 years 18 - 20 years	All belts

**72.2.2 Kata allowed in Cadet and Junior Individual Kata competition**

Round 1: a scheduled Shitei or Sentei Kata (*see Art. 1.4.7*)

Round 2: a scheduled Shitei, Sentei or Tokui Kata. (*see Art. 1.4.7*)

Round 3: a scheduled Shitei, Sentei or Tokui Kata. (*see Art. 1.4.7*)

**72.2.3 In Cadet and Junior Individual Kata competition, it is forbidden to repeat a kata once performed, even in a Tie situation.**



## CHAPTER 17: SENIORS AND VETERANS KATA COMPETITION

### ART.73: CATEGORIES ALLOWED

73.1 Competitors in SENIOR Kata categories will be aged between 21 to 35 years old.

73.1.1 Senior Individual Kata categories will be sub-divided by Karate Styles (See Table 19).

**Table 19**

MALE				FEMALE			
SENIORS - all belts				SENIORS - all belts			
Nr.	Category	Age	Belts	Nr.	Category	Age	Belts
	SHOTOKAN	21 to 35 years	All belts		SHOTOKAN	21 to 35 years	All belts
	GOJU RYU	21 to 35 years	All belts		GOJU RYU	21 to 35 years	All belts
	SHITO RYU	21 to 35 years	All belts		SHITO RYU	21 to 35 years	All belts
	WADO RYU	21 to 35 years	All belts		WADO RYU	21 to 35 years	All belts
	SHORIN RYU	21 to 35 years	All belts		SHORIN RYU	21 to 35 years	All belts
	OTHERS	21 to 35 years	All belts		OTHERS	21 to 35 years	All belts

73.2 Competitors in VETERANS Kata categories will be aged 36 years or over.

73.2.1 Veteran Individual Kata categories will be open Styles and all belts (See Table 20).

**Table 20**

MALE				FEMALE			
VETERANS - all belts				VETERANS - all belts			
Nr.	Category	Age	Style	Nr.	Category	Age	Style
	<b>Veterans A</b>	36 to 40 years	OPEN		<b>Veterans A</b>	36 to 40 years	OPEN
	<b>Veterans B</b>	41 to 45 years	OPEN		<b>Veterans B</b>	41 to 45 years	OPEN
	<b>Veterans C</b>	46 to 50 years	OPEN		<b>Veterans C</b>	46 to 50 years	OPEN
	<b>Veterans D</b>	51 to 60 years	OPEN		<b>Veterans D</b>	51 to 60 years	OPEN
	<b>Veterans E</b>	61 years up	OPEN		<b>Veterans E</b>	61 years up	OPEN

73.3 Kata allowed in Senior and Veteran Individual Kata competition

- Round 1: a scheduled Shitei, Sentei Kata; (see Art. 1.4.7)
- Round 2: a scheduled Shitei, Sentei or Tokui Kata. (see Art. 1.4.7)
- Round 3: a scheduled Shitei, Sentei or Tokui Kata.

73.4 In Senior and veteran Individual Kata it is forbidden to repeat a kata once performed, even in a Tie situation;



## ART. 74: KATA TEAMS

74.1 Kata Team Categories are specified in **Table 21**.

**Table 21**

MALE				FEMALE			
Nr.	Category	Age	Style	Nr.	Category	Age	Style
	Mini-Cadets	13 years	All styles		Mini-Cadets	13 years	All styles
	Cadets B	14 to 15 years	All styles		Cadets B	14 to 15 years	All styles
	Cadets A	16 to 17 years	All styles		Cadets A	16 to 17 years	All styles
	Juniors	18 to 20 years	All styles		Juniors	18 to 20 years	All styles
	Seniors	21 to 35 years	All styles		Seniors	21 to 35 years	All styles
	Veterans	36 years and over	All styles		Veterans	36 years and over	All styles

74.2 Kata allowed in Team Kata competition for Mini-Cadets, Cadets, Juniors, Seniors and Veterans are:

- Round 1: a scheduled Shitei, Sentei Kata; (*see Art. 1.4.7*)
- Round 2: a scheduled Shitei, Sentei or Tokui Kata. (*see Art. 1.4.7*)
- Round 3: a scheduled Shitei, Sentei or Tokui Kata.

74.3 It is forbidden for any Kata team to repeat a kata once it has already been performed, even in a Tie situation.



## CHAPTER 18: CRITERIA FOR DECISION

In a Kata Match, each individual performance will be judged according to the essential elements specified in criteria set forth. Karate utilizes Kata as an internal and external training method for our body.

Kata in essence creates and teaches **structure** (technique), creates **power**, Kime (**transfer of power**) as well as a sundry of other elements.

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. 75: BASIC PERFORMANCE

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75.1 A standard kata (6.0/7.0/8.0) should have the basic performance criteria and points should be deducted for each main criterion.

The scoring schedule is based on a 20-point scale in the range of 5.0-7.0, 6.0-8.0, 7.0-9.0.

Each of the four components would receive a numerical grade of 1 through 5 and then added to the base for a final score.

1	2	3	4	5
Unsatisfactory	Satisfactory	Good	Very good	Excellent

Overall evaluation should be based on the following 4 main criteria:

- **Create structure (technique):**
  - Correct body geometry;
  - Correct body posture;
  - Proper Stance structure;
  - Proper connection between Stance and Posture;
  - Proper Balance and stability in structure;
  - Proper Embusen;
  - Proper Eye vector.
- **Create power:**
  - Expansion and contraction of body;
  - Control of Tension and Contraction;
  - Proper execution and utilization of Kiai;
  - Proper Breathing;
  - Methods of creating power:
    - Body shift
    - Body rotation
    - Lifting body
    - Dropping body
    - Body vibration
- **Kime (Transfer of power):**
  - Synchronization;
  - Timing;
  - Proper interval;



- **Other elements:**

- Rhythm;
- Understanding the feature of kata (specific to the performed kata);
- Proper attitude, spirit;
- Concentration.
- The degree of difficulty, rhythm, and risk in the performance of the Kata.
- The Budo and fighting spirit attitude of the competitor.

## **ART. 76: MINUS POINTS**

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A 0.1 point will be deducted in the following cases:

- a) For a momentary but a discernible pause or slight imbalance;
- b) For the absence of kiai (no kiai);
- c) For excessive breathing or slapping the body during the performance of the team kata.

## **ART. 77: DISQUALIFICATION**

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- a) If the competitor stops the Kata for more than 5 sec.
- b) If the competitor forgets or add technique;
- c) If the competitor loses balance completely and falls.
- d) If belt, trouser or a device (but not the number), falls during the kata performance;
- e) For disqualification, the score will be 5.0/6.0/7.0 (according to the round);
- f) When a competitor announces twice a kata which is not allowed in that Round.

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## **APPENDICES**

### **ART.78: Procedure in the case of a very serious injury**

- a) When a competitor causes an excessive injury to another competitor, the WUKF-Referee Commission may impose additional penalties.
- b) The WUKF Competition Doctor will forward a report regarding this situation to the WUKF-Referee Commission. If the injured competitor has to attend the hospital, the WUKF Medical Commission will follow the medical progress of the injured competitor after the event and inform the WUKF-Referee Commission.
- c) The Panel of referees which arbitrated the match with the excessive injury must forward a report to the WUKF-Referee Commission.





- d) The WUKF Competition doctor will collect all the medical documents from the hospital or other medical institutions and will send to the WUKF-Referee Commission.
- e) Based on the doctor and referees report and the medical documents, the WUKF-Referee Commission will adopt a decision to impose additional penalty from the following list:
  - 1. A written warning.
  - 2. A suspension of between 1 – 2 Years from all WUKF international competition events.
  - 3. The offending competitor will be banned from all Kumite Competitions in WUKF events.
- f) This decision will be submitted to the WUKF-ExCom for approval.
- g) After that the decision will be communicated to the competitor who caused the injury.

#### **ART.79: WUKF official kata list**

**(Table 22)** – see the WUKF webpage at: <http://www.wukf-karate.org/rules>