

## **KUMITE RULES**

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It should be noted that the male gender used in this text also refers to the female.

SKIF Headquarters, Tokyo, July 2023



**ARTICLE 1: KUMITE COMPETITION AREA**

1. The competition area must be flat and devoid of hazards.
2. The competition area will be a square, with sides of eight meters (measured from the outside) with an additional two meters on all sides as a safety area. The area may be elevated to a height of up to one meter above floor level. The elevated platform must measure at least twelve meters a side, in order to include both the competition and the safety areas.
3. A line half a meter long must be drawn two meters from the center of the competition area for positioning the Referee.
4. Two parallel lines each one meter long and at right angles to the Referee's line, must be drawn at a distance of one and a half meters from the center of the competition area for positioning the competitors.
5. Two crossed lines, each one half a meter, will mark the center.
6. The Judges will be seated in the safety area.
7. The Arbitrator will be seated at outside of the safety area, behind, and to the right or left of the Referee.
8. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.

**EXPLANATION**

- I. There must be no advertisement boarding, walls, pillars etc. within one meter of the safety area's outer perimeter.
- II. Mats should be non-slip where they contact the floor and have a low co-efficient of friction on the upper surface. They should not be as thick as Judo mats, since these impede Karate movement. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard.

**ARTICLE 2: OFFICIAL DRESS**

1. Contestants and their coaches must wear the official uniform as herein defined.
2. The Referee Council may disbar any official or competitor who does not comply with this regulation.



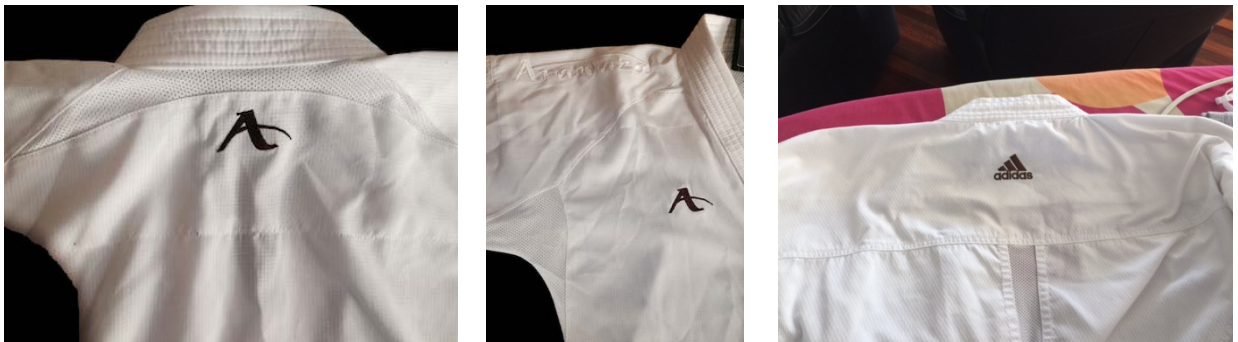
## REFEREE

1. Referees and Judges must wear the official uniform designed by the Referee Council. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
  - A navy-blue blazer bearing gold buttons
  - A white shirt with short or long sleeves
  - An official tie worn without tiepin
  - Plain gray trousers without cuffs
  - Female Referees and Judges may wear a hairclip

## CONTESTANT

1. Any athlete wearing a karate-gi made from thin see-through fabric or that includes mesh will not be allowed to compete. The only karate-gi markings that are permitted, aside from one's personal name (which should be written vertically in the lower right-hand corner of the karate-gi jacket, above the manufacturer's label), are a SKIF logo patch (either the Shotokan tiger mark or the vertically written Chinese characters) and a national flag on the left breast of the jacket. If there is a SKIF logo or the Chinese characters on the left breast of the jacket, the national flag may be worn on the left sleeve. Also, the label of the manufacturer may be on the right-hand side of the hemline of the karate-gi jacket. If the logo of the manufacturer appears anywhere else (chest, shoulder, upper back, etc.), it must be smaller than 5 cm square and covered using white fabric sewn on with thread (covering the logo with tape is not permitted). Any karate-gi with a logo or embroidery larger than 5 cm square will not be allowed.

The following karate-gi are NOT allowed:



2. The identifying number issued by the organizing committee of the tournament must be worn on the back, attached to the karate-gi or preferably the belt.
3. For KO-HAKU matches, one contestant must wear a red belt with his / her own belt.
4. The jacket worn with a belt must have a minimum length so that it covers the hips but covers no more than three-quarters from hip to knees. Female competitors may wear a plain white t-shirt beneath the karate-gi jacket.
5. The jacket sleeves must be no longer than to the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up (inside nor outside).
6. The trousers must not cover the ankles but be long enough to cover at least two thirds of the shin and may not be rolled up (inside nor outside).

7. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. HACHIMAKI (headband) will not be allowed. Should the Referee consider any contestant's hair too long and / or unclean, the Referee Council may disbar the contestant from the bout. In KUMITE matches hair slides are prohibited, as are metal hairclips. In KATA, a discreet hair clip is permitted.
8. Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor, and the contestants accepts full responsibility for any injury.
9. In kumite, the following protective equipment is compulsory: white mitts (gloves) and a white or transparent gum shield (without markings). Groin protectors are allowed, but not compulsory. Shin protectors are forbidden. Female competitors may in addition wear a chest protector under the karate-gi.

The gloves should look as follows:



10. Body protectors (worn under the karategi) are advised but not compulsory for contestants until 15 years.

Body protectors should look as follows:



11. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.
12. All protective equipment must be approved by SKIF.
13. Female athletes who must cover their hair for religious reasons will be permitted to use a black headscarf. However, the neck must always remain uncovered. Athletes will not be allowed to wear a turban or headband during competition. For athletes that intend to wear a headscarf during competition, approval must be obtained in advance from the referee committee during the referee meeting.

The following head cover is allowed for female athletes covering their hair for religious reasons:



14. The Referee, on the advice of the Official Doctor, must approve the use of bandages, padding or supports that must be worn due to injury. However, competitors must be unharmed in the first round – kata and kumite (no bandages).
15. If a contestant enters the competition area inappropriately dressed, he or she will not be disqualified immediately, but will be given one minute to remedy the issue.

## COACHES

Coaches must wear the official track suit of their country. Short pants are not allowed.

## ARTICLE 3: ORGANIZATION OF KUMITE COMPETITIONS

1. A KARATE tournament may comprise of KUMITE competition and / or KATA competition. The KUMITE competition may be further divided into the team match (IPPON SHOBU) and the individual match (IPPON-HAN SHOBU or IPPON SHOBU). The individual match may be further divided into weight divisions and / or open category. Weight divisions are divided ultimately into several categories. The team “bout” also describes the individual KUMITE competitions between opposing pairs of team members.
2. No contestant may be replaced by another in an individual title match.
3. Individual contestants or teams that do not present themselves when called will receive KIKEN (renounce their right to perform) from that category.
4. In team matches, each team must have an odd number of contestants. Male teams comprise seven members with five competing in a round. Female teams comprise four members with three competing in a round. Male teams must have a minimum of five members to begin the first bout, they may continue in subsequent bouts with four or three members if team members are not capable of continuing to compete. Female must have three members to begin the first bout, they may continue in subsequent bouts with two members if a team member is not capable of continuing to compete.
5. The contestants are all members of the team. There are no fixed reserves.

6. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team of seven, or four members, and their fighting order can be changed for each round, provided the new fighting order is notified first, but once notified, it cannot be changed until that round is completed. A team will be disqualified if any of its members or its coach changes the team's composition or fighting order without written notification prior to the round.

## ARTICLE 4: THE REFEREE PANEL

1. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), four Judges (FUKUSHIN), and one Arbitrator (KANSA).
2. In addition, for facilitating the operation of matches, several timekeepers, caller / announcers, record keepers, and score supervisors shall be appointed.

### EXPLANATION

- I. At the start of a KUMITE match, the Referee stands on the outside edge of the match area. On the Referee's left and right stand the Judges. On the Referee's left stand Judges numbers 1 and 2, and on the right stands the Arbitrator and Judges numbers 3 and 4.
- II. After the normal exchange of the bows by contestants and Referee Panel, the Referee takes a step back, the Judges and Arbitrator turn inwards, and all bow together. All then take up their positions.
- III. When changing the entire Referee Panel, the departing Officials take one step forward, turn around and face the incoming Panel. They bow to each other on the command of the incoming Referee and in one line (facing in the same direction) leave the competition area. When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.

## ARTICLE 5: DURATION OF BOUT

1. Duration of the KUMITE bout is defined as two minutes for age 16 & above male and female and veteran KUMITE (both teams and individuals) and one and a half minutes for junior (15 years old & under) bouts. However, for male individual KUMITE only, a final match may be conducted for up to five minutes under SANBON-SHOBU (6-wazaari).
2. The timing of the bout starts when the Referee gives the signal to start and stops each time the Referee calls "YAME".
3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "30 seconds to go" or "time up" signal marks the end of the bout.



## ARTICLE 6: SCORING

1. Scores are as follows:
  - a. IPPON (2 WAZA-ARI)
  - b. WAZA-ARI
2. An IPPON is awarded when a technique is performed according to the following criteria to a scoring area.
  - a. Good form
  - b. Sporting attitude
  - c. Vigorous application
  - d. Awareness (ZANSHIN)
  - e. Good timing
  - f. Correct distance
  - g. Correct angle
3. An IPPON can be awarded in the following instances, while the execution of the technique, may not be up to the fullest effectiveness:
  - a. A counterattack executed at a DE-AI of the opponent's attack.
  - b. A simultaneous attack executed upon making the opponent to lose their balance.
  - c. Efficiently executing combination techniques such as TSUKI and TSUKI, KERI and TSUKI, throwing (NAGE) and TSUKI or KERI etc.
  - d. An attack executed toward the opponent, who is in a state, of loss of fighting spirit (MUBOBI).
4. Attacks are limited to the following areas:
  - a. Head
  - b. Face
  - c. Neck
  - d. Chest
  - e. Abdomen
  - f. Back
5. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.
6. No technique, even if technically correct, will be scored if it is delivered when two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.
7. Simultaneous, effective scoring techniques delivered by both contestants, (AIUCHI) shall not score.



## EXPLANATION

- I. Grabbing the opponent and throwing may be attempted only if a genuine attempt at a Karate striking technique is made first, or as a counter to an opponent who has attacked and attempted to throw or clinch.
- II. For reasons of safety, throws where the opponent is thrown without being held onto, or thrown dangerously, or where the pivot point is above hip level, are prohibited and will incur a warning or penalty. Exceptions are conventional Karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as DEASHI-BARAI, KOUCHI GARI, KANI-BASAMI etc. After a throw has been executed the Referee will allow the contestant two to three seconds in which to attempt a scoring technique.
- III. A technique with “Good Form” is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.
- IV. Sporting Attitude is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.
- V. Vigorous Application defines the power and speed of the technique and the palpable will for it to succeed.
- VI. Awareness (ZANSHIN) is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent’s potentiality to counter-attack. He does not turn his face away during delivery of the technique and remains facing the opponent afterwards.
- VII. Good Timing means delivering a technique when it will have the greatest potential effect.
- VIII. Correct Distance similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus, if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.
- IX. Techniques which land below the belt may score, as long as above the pubic bone. The neck is a target area and so is the throat. No contact to the throat is permitted, however a score may be awarded for a properly controlled technique, which does not touch.
- X. A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.
- XI. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout’s conclusion. Penalties can be imposed after that, but then only by the Referee Council.
- XII. True AIUCHI are rare. Not only must two techniques land simultaneously, but both must be valid scoring techniques, each with good form etc. Two techniques may well land simultaneously, but seldom are both, if indeed either, effective scores. The Referee must not dismiss as AIUCHI, a situation where only one of the simultaneous pair is actually a score. This is not AIUCHI.





## ARTICLE 7: CRITERIA FOR DECISION

The result of a bout is determined by a contestant obtaining IPPON-HAN (two IPPONS, one IPPON and one WAZA-ARI or three WAZA-ARIS) or IPPON (one IPPON or two WAZA-ARIS) for individual KUMITE or IPPON for team KUMITE. When the time is up and IPPON HAN / IPPON has not been achieved, a winner may be determined by the highest number of points, or by obtaining a decision (HANTEI).

1. In individual bouts, if there is a tie, an extension not exceeding two minutes may be fought (ENCHOSEN). An ENCHOSEN is an extension of the bout, and all points, penalties and warnings issued in the initial bout carry over. There is no sudden death (meaning that the Referee cannot declare the first competitor to obtain an award to be the winner).
2. If at the end of the time extension (ENCHOSEN), a winner may be determined by the highest points. If there is a tie again, it will be a completely new bout (SAI-SHIAI). Nothing from the previous bout is carried over into the new bout. If in the bout neither competitor is awarded a score, or the score is tied, during the SAI-SHIAI, the decision will be made by a final vote of the Referee Panel (HANTEI). A decision in favor of one or another competitor is obligatory. The decision is taken on the basis of the following:
  - a. The attitude, fighting spirit, and strength demonstrated by the contestants.
  - b. The superiority of tactics and techniques displayed.
  - c. Which of the contestants has initiated the majority of the action.
3. In the team competition, there will be no extension (ENCHOSEN) in the event of a draw.
4. The winning team is the one with the most bout victories. Should the two teams have the same number of bout victories :
  - a. The winning team shall be decided by the team with the most IPPONS scores. All wins gained by means of an opponent's HANSOKU-MAKE or SHIKKAKU-MAKE will be counted as IPPON KACHI. An IPPON KACHI will be given priority between an IPPON-KACHI with two WAZA-ARI KACHI.
  - b. Should the two teams have the same number of IPPON scores:
    - i. The winning team shall be decided by the team with the most WAZA-ARIS scores, only of winning matches. (In other matches resulting in losses, the loser's scoring will not influence decision.)
    - ii. If this score is also equal, each team shall select one (1) fighter to fight again. The winning team shall be decided by which fighter wins the fight.
    - iii. If that fight should end a draw, then they shall fight for an ENCHOSEN with all scores carried over as per individual rules.

### EXPLANATION

- I. When deciding the outcome of a bout by vote (HANTEI) at the end of SAI-SHIAI, the Referee will move to the match area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and at the same time the Referee will indicate his opinion with his hand. The Referee will give a short blast on his whistle, return to his original position, and announce the decision.
- II. In the event that there is a tie, the Referee will announce a draw (HIKIWAKE) and start the ENCHO-SEN or the SAI-SHIAI, if applicable.



## ARTICLE 8: PROHIBITED BEHAVIOR

1. Techniques that make excessive contact, having regard to the scoring area attacked.
2. Techniques that make contact with the throat.
3. Attacks to the arms or legs, groin, joints, or instep.
4. Attacks to the face with open hand techniques.
5. Dangerous or forbidden throwing techniques, which could cause injury.
6. Repeated exits from the competition area (JOGAI).
7. Avoiding combat as a means of preventing the opponent from having the opportunity to score.
8. Grabbing and attempting to throw or take down the opponent, without first making a genuine attack, except when the opponent has attempted to grab or throw first, and throwing techniques where the pivotal point is above hip level.
9. Unnecessary clinching, wrestling, pushing, or seizing, without attempting a striking technique.
10. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks, whether they land or not.
11. Attacks with the head, knees, or elbows.
12. Feigning, or exaggerating injury.
13. Talking to, or goading the opponent, failing to obey the orders of the referee, discourteous behavior towards the refereeing officials, or other breaches of etiquette.

(In the case of a team match, if one contestant is cited for any of the above behavior which results in SHIKKAKU, the team will be disqualified.)

## ARTICLE 9: PENALTIES

### KEIKOKU:

This is for minor infractions, which do not merit HANSOKU-CHUI or HANSOKU.

### HANSOKU-CHUI:

This is usually imposed for infractions for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.

### HANSOKU:

This is imposed following a very serious infraction or when a HANSOKU CHUI has already been given. It results in the disqualification of the contestant. The injured competitor will receive an additional IPPON-GACHI.



**SHIKKAKU:**

This is disqualification from the actual tournament, competition, or match. In order to define the limit of SHIKKAKU, the Referee Council, must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the referee, acts maliciously, or commits an act which harms the prestige and honor of Karate-Do, or when other actions are considered to violate the rules and spirit of the tournament. Should a team member receive SHIKKAKU, the opponent will receive an additional IPPON-GACHI.

**EXPLANATION**

- I. A penalty can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning for a second instance of excessive contact.
- II. A SHIKKAKU can be directly imposed, without warning of any kind. The contestant need have done nothing to merit it, it is sufficient if the Coach or non-combatant members of the contestant's delegation behave in such a way as to harm the prestige and honor of Karate-Do. If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused, SHIKKAKU and not HANSOKU, is the correct penalty. A public announcement of SHIKKAKU must be made.

**ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION**

1. KIKEN or forfeiture is the decision given, when contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.
2. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
3. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by the disqualification but is immediately withdrawn from further KUMITE competition in that tournament.
4. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. Only the doctor is authorized to diagnose and treat injury.



**EXPLANATION**

- I. When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels.
- II. The Referee should only call the doctor when a contestant is injured and needs medical treatment.
- III. In team matches, should a team member receive KIKEN, the opponent will receive an additional IPPON-GACHI.

**ARTICLE 11: OFFICIAL PROTEST**

1. No one may protest a JUDGMENT to the members of the Refereeing Panel.
2. If a refereeing procedure appears to contravene the rules, the President of the Federation or the official representative of a contestant or team is the only one allowed to make a protest to the Arbitrator. The Appeals Jury comprised of the Tournament Committee and Referee Council will review the circumstances leading to the protested decision.

**ARTICLE 12: POWERS AND DUTIES****REFEREE COUNCIL**

The Referee Council powers and duties shall be as follows:

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Committee, with regard to competition area arrangement, the provision and employment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To appoint and deploy the Match Area Controllers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.
3. To supervise and co-ordinate the overall performance of the refereeing Officials.
4. To nominate substitute Officials where such are required.
5. To pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulation in the rules.



## **MATCH AREA CONTROLLERS**

The Match Area Controllers powers and duties shall be as follows:

1. To delegate, appoint and supervise the Referees and Judges, for all matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Arbitrator signals a contravention of the Rules of Competition.

## **REFEREES**

The Referee's powers shall be as follows:

1. The Referee (SHUSHIN) shall have the power to conduct matches including announcing the start, the suspension, and the end of the match and to award points.
2. To explain to the Match Area Controller, Referee Council, or Appeals Jury, if necessary, the basis for giving a judgment.
3. To impose penalties and to issue warnings, before, during, or after a bout.
4. To obtain and act upon the opinion(s) of the Judges.
5. To announce extensions.
6. To conduct voting of the Referee Panel (HANTEI) and announce the result.
7. To announce the winner.
8. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
9. The Referee shall give all commands and make all announcements.

## **JUDGES**

The Judges (FUKUSHIN) powers shall be as follows:

1. To assist the Referee by flag and whistle signals.
2. To exercise a right to vote on a decision to be taken.
3. The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:
  - a. When a score is observed.
  - b. When a contestant has committed a prohibited act and / or techniques.
  - c. When an injury or illness of a contestant is noticed.
  - d. When both or either of the contestants have moved out of the competition area (JOGAI).
  - e. In other cases when it is deemed necessary to call the attention of the Referee.



## ARBITRATORS

The Arbitrator (KANSA) will assist the Match Area Controller and Referee by overseeing the match or bout in progress. Should decisions of the Referee and / or Judges, not be in accordance with the Rules of Competition, the Arbitrator will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Arbitrator.

## SCORE SUPERVISORS

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

## EXPLANATION:

- I. At HANTEI the referee and judges each have one vote.
- II. The Judges must only score what they actually see. If they are not sure that a technique actually reached a scoring area, they should signal that they did not see, (MIENAI).

## ARTICLE 13: STARTING, SUSPENDING AND ENDING MATCHES

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendix I.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce “SHOBU HAJIME!” and the bout will commence.
3. The Referee will stop the bout by announcing “YAME”. If necessary, the Referee will order the contestants to take up their original positions (MOTO NO ICHI).
4. The Referee returns to his position and the Judges indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (AKA or SHIRO), the area attacked (CHUDAN or JODAN), the scoring technique (TSUKI, UCHI, or KERI), and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling “TSUZUKETE HAJIME”.
5. When a contestant has got IPPON (in team or individual match) or IPPON-HAN (in individual match) during a bout, the Referee shall call “YAME” and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring “SHIRO (AKA) NO KACHI”. The bout is ended at this point.



6. When time is up and the contestants have not gotten IPPON (in team or individual match) or IPPON-HAN (in individual match), or scores are equal, or no scores have been awarded, the Referee shall call “YAME” and return to his position. Moving to the match area perimeter, the Referee will render a decision. In the event of draw, the Referee will announce “HIKIWAKE” and the start of the ENCHO-SEN where applicable.
7. When faced with the following situations, the Referee will call “YAME!” and halt the bout temporarily:
  - a. When either or both contestants are out of the match area.
  - b. When the Referee orders the contestant to adjust the karate-gi or protective equipment.
  - c. When a contestant has contravened the rules.
  - d. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.
  - e. When a contestant seizes the opponent and does not perform an immediate technique or throw instantly.
  - f. When one or both contestants fall or are thrown, and no effective techniques are made instantly.
  - g. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
  - h. When three judges give the same signal or indicate a score for the same competitor.

### EXPLANATION

- I. When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient.
- II. When restarting the bout, the Referee should check that both contestants are behind their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with minimum delay.

## ARTICLE 14: MODIFICATIONS

Only the Technical Committee in Headquarters can alter or modify these rules.



## YAKUSOKU KUMITE RULES

YAKUSOKU KUMITE competition consists of KIHON IPPON KUMITE and JIYU IPPON KUMITE. Also, GOHON KUMITE and SANBON KUMITE are performed for the elimination matches.

YAKUSOKU KUMITE competition may comprise of KO-HAKU matches and point system matches.

### KIHON IPPON KUMITE

1. KIHON IPPON KUMITE must be performed with two teams of AKA and SHIRO with two performers on each team.
2. At the start of competition, two teams, one wearing AKA, and the other (SHIRO) will come up to area simultaneously and a bow to the referee.
3. After bowing to each other both teams face the front and contestants on the right side will start to perform various attacking techniques as previously decided by the Referee Panel. After the AKA sides have completed their attacking, contestants on the left side will in turn, perform the attacking techniques. However, at this time, the defending side must use different defending techniques that had not been used previously in this bout by their team member.
4. After completion of KUMITE KATA competition by both teams, the contestants will line up at the match area perimeter facing the referee.
5. The Referee will call for a decision (HANTEI) that is exactly the same procedures of KO-HAKU rules of the KATA competition.
6. The contestants will bow to each other, then to the Referee and leave the match area.

### JIYU IPPON KUMITE

1. JIYU IPPON KUMITE consists of competition between two teams of AKA and SHIRO and two contestants to form one team.
2. At the start of each bout after answering the call to their names, both AKA and SHIRO teams will line up at the Match area perimeter facing the Referee. Following a bow to the Judge Panel, SHIRO will then step back out of the match area.





3. The AKA team will first come to the middle of the match area, after bowing to each other the contestant on the right side will start to perform various attacking techniques as previously decided by the Referee Panel. After the right side has completed his attacking, the contestant on the left side will, in turn, perform the attacking techniques, however, at this time the defending side must use different techniques that had not been used previously in this bout by their team member.
4. After the AKA team has completed their competition and have left the match area, SHIRO team will come in and perform their competition.
5. After SHIRO team has completed their competition, both AKA and SHIRO teams will line up at the match area perimeter facing the Referee.
6. The Referee will call for a decision (HANTEI) that is exactly the same procedures of KO-HAKU rules of the KATA competition.
7. The contestants will bow to each other, then the Judging panel and leave the match area.

### EXPLANATION

- I. The Chief Referee or the Referee Council must announce to the contestants, prior to starting their competition, the types of techniques (TSUKI, KERI etc.) and the number of attacks (one time, two times etc.) to the attacking side.
- II. The defending side can use any defending techniques (UKE) which they prefer. However, since SKIF has a number system of YAKUSOKU KUMITE training syllabus, those who use techniques within SKIF number system accurately and powerfully will be given more priority points.
- III. The Judging Panel should evaluate both the attacking and defending techniques of the contestants.

## **KATA RULES**

- ARTICLE 1: KATA COMPETITION AREA**
- ARTICLE 2: OFFICIAL DRESS**
- ARTICLE 3: ORGANIZATION OF KATA COMPETITION**
- ARTICLE 4: THE JUDGING PANEL**
- ARTICLE 5: JUDGEMENT**
- ARTICLE 6: CRITERIA FOR DECISION**
- ARTICLE 7: OPERATION OF MATCHES**

### **ARTICLE 1: KATA COMPETITION AREA**

1. The competition area must be flat and devoid of hazards.
2. The competition area must be of sufficient size to permit the uninterrupted performance of KATA (8 x 8 meters).

#### **EXPLANATION**

For the proper performance of KATA, a stable smooth surface is required. Usually, the matted KUMITE areas will be suitable.

### **ARTICLE 2: OFFICIAL DRESS**

1. Contestants and Judges must wear the official uniform as defined in Article 2 of the KUMITE Rules.
2. Any person who does not comply with this regulation may be disbarred.



**EXPLANATION**

- I. The KARATE-GI jacket may not be removed during the performance of KATA.
- II. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.

**ARTICLE 3: ORGANIZATION OF KATA COMPETITION**

1. KATA competition takes the form of team and individual matches. Team matches consist of competition between three person teams. Each team is exclusively male, or exclusively female but may be mixed if approved by the Tournament Committee. The individual KATA match consists of individual performance in separate male and female divisions but may be mixed if approved by the Tournament Committee.
2. The contestants will be expected to perform both compulsory (SHITEI) and free selection (TOKUI) KATA during the competition. KATA will be in accordance with SKIF's nominated KATAS (Appendix IV)

**ARTICLE 4: THE JUDGING PANEL**

1. The panel designated by the Referee Council or Match Area Controller consists of five or seven Judges and may also include an Arbitrator for each match.
2. In addition, scorekeepers and caller / announcers will be appointed.

**EXPLANATION**

The Referee will sit at the perimeter of the competition area facing the contestant(s). The other four Judges will sit at the corner of the area, (two more judges may sit at the center of left and right sides.) In KATA competition, the Referee can perform the role of the Arbitrator.

**ARTICLE 5: JUDGMENT**

KATA competition may consist of KO-HAKU matches and / or the point system. KATA contestants will be selected eight or sixteen contestants for the final contest. Elimination matches may be performed with compulsory KATA by KO-HAKU system.



## ARTICLE 6: CRITERIA FOR DECISION

1. The KATA must be performed with competence and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant or team the Judges will look for:
  - a. A realistic demonstration of the KATA meaning.
  - b. Understanding of the techniques being used (BUNKAI).
  - c. Good timing, rhythm, speed, balance, and focus of power (KIME).
  - d. Correct and proper use of breathing as an aid to KIME.
  - e. Correct focus of attention (CHAKUGAN) and concentration.
  - f. Correct stances with proper tension in the legs, and feet flat on the floor.
  - g. Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
  - h. Correct form (KIHON) of the style being demonstrated.
  - i. The performance should also be evaluated with a view to discerning other points.
  - j. In team KATA synchronization without external cues is an added factor.
2. A contestant who varies the KATA, who comes to a halt during the performance of the KATA, or who performs a KATA different from that announced will be disqualified.

### EXPLANATION

- I. KATA is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.
- II. In team KATA, all three team members must start the KATA facing in the same direction and towards the Referee.
- III. The members of the team must demonstrate competence in all aspects of the KATA performance, as well as synchronization.
- IV. Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-gi, and inappropriate exhalation, are all examples of external cues and should be taken into account by the Judges when arriving at a decision.

## Article 7: OPERATION OF MATCHES

KATA competition may comprise of KO-HAKU matches and point system matches. The elimination matches may use the KO-HAKU system and select the top 8 or 16 contestants for the Semi-final and Final matches. In the final match the point system will be used.



## KO-HAKU MATCHES

1. At the start of each bout, the two contestants, one wearing a red belt, will line up at the match area perimeter facing the Referee. The Referee will select a compulsory KATA and announce the KATA name to the contestants.
2. After completion of the performance of compulsory KATA by both contestants, the Referee will call for a decision (HANTEI) and blow a two-tone blast on the whistle and all Judges will raise their flags at the same time for their decisions.
3. The Referee will blow a further short blast on the whistle, whereupon the flags will be lowered.
4. The Referee will make the decision on the base that the Referee and Judges all have one vote.
5. The Referee calls the Judges to notice when a contestant varies, comes to a halt during the performance of the KATA, or performs a KATA different from that announced. Contestant may be disqualified, or the Judges can appeal this to the Referee.

## POINT SYSTEM

1. The contestant who is called, comes up to the designated spot of the match area immediately and announces the name of KATA to be performed. The Referee repeats the name of the KATA. The contestant then starts to perform his / her KATA. After completion of the KATA, the contestant goes back go to the designated spot and waits for the decision of the Judging Panel.
2. The Referee will call for a decision (HANTEI) and blow a two-tone blast with the whistle and all Judges will raise their point card with their right hand showing their point to the scoring desk.
3. After the points are recorded, a scoring desk staff will call out all the points. The Referee will blow out a further short blast with the whistle, whereupon the point cards will be lowered.
4. After hearing the total scores from the scoring desk, the Referee will announce the final scores to the contestant.
5. The Referee can call upon the Judges when he notices that a contestant deviates significantly during the performance of the KATA, or the contestant performs differently from the announced KATA name that will lead to a disqualification. A Judge can also signal his appeal to the referee when he notices the same situation.

## EXPLANATION

- I. The highest and the lowest scores are eliminated from the scores indicated by five (or seven) Referee and Judges whereas the remaining three ( or five) scores are added to come up with a total score for the contestant.



- II. In case of the same score with two contestants, first check and find the lowest point among the remaining three (or five) scores each contestant has, contestant with the higher lowest point will win. If their lowest points are the same, check the highest point of two contestants, the contestant with a higher point will win. In the case of these highest points are the same, there will be a rematch.
- III. For a rematch (SAI-SHIAI) the contestants are required to perform a different KATA from their previous bout.
- IV. All KATA being performed must be started inside of the Match area.

## APPENDIX I THE TERMINOLOGY

**SHOBU HAJIME** - Start the match or bout

After the announcement, the Referee takes a step back.

**ATOSHIBARAKU** - A little more time left

An audible signal will be given by the timekeeper 30 seconds before the actual end of the bout and the Referee will announce “ATO SHIBARAKU”.

**YAME** – Stop

Interruption, or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.

**MOTO NO ICHI** - Original position

Contestants and Referee return to their starting positions.

**TSUZUKETE** - Fight on

Resumption of fighting ordered when an unauthorized interruption occurs.

**TSUZUKETE HAJIME** - Resume fighting – Begin

The Referee stands in a forward stance (step back). As he says “TSUZUKETE”, he extends his arms, palms outwards towards the contestants. As he says “HAJIME”, he turns the palms and brings them rapidly towards one another, at the same time moving back.

**SHUGO** – Call Judges

The Referee calls the Judges for the discussion, qualification, at the end of the match or bout, or to recommend SHIKKAKU.

**HANTEI** – Decision

Referee calls for a decision. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote at the same time, using his arm(s).

**HIKIWAKE** – Draw

In case of a tied decision at HANTEI, the Referee crosses his arms, then extends them with the palms showing upwards.

**TORIMASEN** - Unacceptable as a scoring technique

The Referee crosses his arms then makes a cutting motion, palms downwards.

**ENCHO-SEN** - Extension of the bout

The Referee re-opens the match with the command, “SHOBU HAJIME”.

**AIUCHI** - Simultaneous scoring techniques

No point is awarded to either contestant. Referee brings his fists together in front of his chest.

**AKA (SHIRO) NO KACHI** - Red (White) wins

The Referee obliquely raises his arm on the side of the winner.

**AKA (SHIRO) IPPON** - Red (White) scores one point

The Referee raises his arm up at 45 degrees on the side of the scorer.



**WAZAARI** - Red(White) score half point, which is not quite IPPON

The Referee extends his arm downward at 45 degrees on the side of the scorer.

**KEIKOKU** – Warning without penalty

The Referee points with his index finger downwards at 45 degrees in the direction of the offender.

**HANSOKU-CHUI** – Warning with penalty

The Referee points with his index finger horizontally in the direction of the offender and awards Waza-ari to the opponent.

**HANSOKU** – Foul

The Referee points with his index finger upwards at 45 degrees in the direction of the offender and announces a win for the opponent.

**JOGAI** - Exit from the match area

The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.

**SHIKKAKU** - Disqualification “Leave the Area”

The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “AKA (SHIRO) SHIKKAKU”. He then announces a win for the opponent.

**KIKEN** – Renunciation

The Referee points downwards at 45 degrees in the direction of the contestant’s starting line.

**MUBOBI** - Self Endangerment

Escaping (no will to fight)



## Appendix II Hansoku, Jogai, Mubobi

Jogai		
Ippon shobu	Ippon han shobu	Sanbon shobu
First time Aka (shiro) jogai ikkai	First time Aka (shiro) jogai ikkai	First time Aka (shiro) jogai ikkai
Second time Aka (shiro) jogai nikai Shiro (aka) waza-ari	Second time Aka (shiro) jogai nikai Shiro (aka) waza-ari	Second time Aka (shiro) jogai nikai Shiro (aka) waza-ari
Third time Aka (shiro) jogai sankai Shiro (aka) no kachi	Third time Aka (shiro) jogai sankai Shiro (aka) no kachi	Third time Aka (shiro) jogai sankai Shiro (aka) no kachi

Mubobi		
Ippon shobu	Ippon-han shobu	Sanbon shobu
First time Aka (shiro) mubobi ikkai	First time Aka (shiro) mubobi ikkai	First time Aka (shiro) mubobi ikkai
Second time Aka (shiro) mubobi nikai Shiro (aka) waza-ari	Second time Aka (shiro) mubobi nikai Shiro (aka) waza-ari	Second time Aka (shiro) mubobi nikai Shiro (aka) waza-ari
Third time Aka (shiro) mubobi sankai Shiro (aka) no kachi	Third time Aka (shiro) mubobi sankai Shiro (aka) no kachi	Third time Aka (shiro) mubobi sankai Shiro (aka) no kachi

Hansoku		
Ippon shobu	Ippon han shobu	Sanbon shobu
First time Aka (shiro) keikoku	First time Aka (shiro) keikoku	First time Aka (shiro) keikoku
Second time Aka (shiro) hansoku chui Shiro (aka) waza-ari	Second time Aka (shiro) hansoku chui Shiro (aka) waza-ari	Second time Aka (shiro) hansoku chui Shiro (aka) waza-ari
Third time Aka (shiro) hansoku Shiro (aka) no kachi	Third time Aka (shiro) hansoku Shiro (aka) no kachi	Third time Aka (shiro) hansoku Shiro (aka) no kachi

Meaning in Japanese:

Ikkai = first time, Nikai = second time, and Sankai = third time



## APPENDIX III KATA

### COMPULSORY KATA

HEIAN SHODAN  
HEIAN NIDAN  
HEIAN SANDAN  
HEIAN YONDAN  
HEIAN GODAN  
TEKKI SHODAN

### SENTEI KATA

BASSAI DAI  
KANKU DAI  
ENPI  
JION

### OTHER KATA

TEKKI NIDAN	TEKKI SANDAN
BASSAI SHO	KANKU SHO
JITTE	CHINTE
JIN	UNSU
MEIKYO	HANGETSU
GANKAKU	SOCHIN
NIJUSHIHO,	WANKAN
GOJUSHIHO DAI	GOJUSHIHO SHO
SEIENCHIN	SEIPAI
GANKAKU SHO	NIJUHACHI

## Appendix IV JUDGING RULES FOR KUMITE

### IPPON

Definition: Powerful and accurate techniques of TSUKI, UCHI and KERI (punch, strike, and kick) executed towards JODAN (head) and CHUDAN (stomach, side and back) parts of the body with all of the following criteria being met:

1. Correct posture and attitude
2. Abundant spirit and ZANSHIN
3. Good distance and timing
4. Good angle towards the target (ideally a 90-degree angle towards the target)

The actual power of the executed technique has more priority than the complexity of the technique itself.

In the following circumstances, IPPON can be given:

1. When the attack was executed at DE-AI (counterattack before the opponent can fully start his offensive attack), e.g. the opponent runs into the attack
2. If the opponent was MUBOBI (no defense)
3. If the opponent has lost his / her balance or after being thrown
4. After an effective RENZOKU-WAZA (continuous technique)  
e.g. double punch, kick-punch and kick-strike etc.

### WAZA-ARI

WAZA-ARI is a technique that is just a little less than IPPON. It does not mean 50 percent (%) of IPPON.

### Considerations

No IPPON may be given for a JODAN kick without power or for techniques executed at an angle other than 90 degrees to the target. But WAZA-ARI may be given in these cases.

No score may be given for a shin-kick to the back or when the kicking leg is grabbed by the defender (this signifies no ZANSHIN).



## Remarks

1. *YAME (stop)*  
The end of the match is signaled by the Referee.
2. *BASSOKU (penalty)*  
The Referee has the right to give penalties until the competitor leaves the competition area. The penalty can also be given to the competitor after the event, but exclusively by the members of the referee committee.
3. *JOGAI (outside of the competition area)*  
If both competitors are outside of the competition area (JOGAI), no point can be scored. If one is inside and one is outside, and the scoring point was executed by the competitor inside the competition area and before YAME!, a point is awarded, and a penalty (JOGAI) given to the person outside the competition area.
4. *AIUCHI (both executing effective attacks simultaneously)*  
No score is awarded for AIUCHI. However, if one competitor executes an effective technique while the other executes a forbidden action (HANSOKU), the score is awarded to the former and a penalty to the latter.
5. *HANSOKU (forbidden action)*  
When a forbidden action (HANSOKU) is executed after scoring a point, the competitor loses the point, and a penalty is given regardless of the interval between the score and HANSOKU (but within the same action).
6. *ZANSHIN (awareness)*  
If the competitor turns his back to the opponent after a scoring technique, it is considered no ZANSHIN. No score is awarded and a MUBOBI (no defense) penalty given.
7. *No points are given for the following techniques*
  - Techniques executed stepping backwards while being attacked, which shows lack of central balance and ZANSHIN.
  - OKIZUKI (static punch) and OKIUCHI (static strike), which may have good timing, but no speed and power.
8. *Contact with no defense*  
Contact is in principle forbidden and a penalty awarded. However, if the opponent has made no defense against the contact, the Referee can award a MUBOBI penalty to the attacked person.
9. *Contact causing bleeding*  
No matter how good an attack is, if the defender is bleeding due to the contact, the attacker will receive a penalty (warning for violation of the rules).
10. *Injury*  
The Referee must observe the injured competitor. E.g. it is the responsibility of the Referee to know, if the bleeding was caused by the current or a previous match.



11. *Uncontrolled technique*  
Uncontrolled techniques, with / without making contact, receive KEIKOKU or another penalty.
12. Mark the competitor who had a victory / defeat due to HANSOKU on his / her identification card by cutting off one corner per HANSOKU.
13. Competitors must be unharmed in the first round (no bandaging or taping). Afterwards, bandaging or taping is allowed with the prior approval of the official doctor.
14. *Strictly forbidden actions are*
  - a. throwing techniques which do not permit safe landing.
  - b. Techniques that endanger the opponent.
  - c. Rude provocative actions and behaviors. If a competitor, coach, or other team member speaks / acts inappropriately, the competitor and / or the entire / partial team may be disqualified.
15. The Judges must indicate only what they have actually witnessed. The decision cannot be taken solely based on timing, but without the actual view of the scoring fist / foot. FUJYUBUN (not enough) is an opinion based on what you have seen. MIENAI (could not see) is not an opinion but a fact.
16. It is very important that the competitors bow at the beginning and end of each match. If this is not done, the Referee must require the competitors to come back and bow correctly.
17. If a competitor shows off after scoring (e.g. fist pumps, raised hands, etc.) the Referee will cancel or take away the point as a penalty.



## Appendix V JUDGING RULES FOR YAKUSOKU KUMITE

The competitors should in principle follow the number system of the SKIF syllabus, applying other techniques will be given lower points. YAKUSOKU kumite (appointment sparing) must be performed accurately like kata, however the referee panel need to observe

1. Fighting Spirit
2. Vigor
3. Concentration

The coordination (movements, power, spirit and breathing) of the pair is an important judging criterion. KIHAKU (fighting spirit), ZANSHIN and behavior must also be considered.

### KIHON IPPON Kumite

The attacking order is set in the competition rules. KIHON IPPON kumite requires basic accuracy and strength of TSUKI (punch), KERI (kick), UKE (block), stance and posture

Additionally, it requires correct

1. Position
2. Stance
3. Defense and offense techniques

### JIU IPPON Kumite

Must meet all of the above plus

1. Correct MAAI (distance)
2. Good timing
3. TENSHIN (correct body rotation)
4. TAI-SABAKI (repositioning)

### The Penalty Points

1. Correct number system, but ineffective techniques (-0.1)
2. Good techniques, but slightly different from the number system (-0.1)
3. Effective techniques, but different from the number system (-0.1)
4. Bad and wrong techniques (-0.2)



## Appendix VI JUDGING RULES FOR KATA

In the assessment of the kata performance, the referee panel must refer to Soke Kanazawa's publication "Karate – the complete Kata". The evaluation of kata must be based on overall performance, however, the details of every technique should also be considered. The following points in the performance must be observed:

1. Correctness
2. Speed
3. Power (KIME)
4. Spirit

### Average Deductions (may be more or less)

1. No bowing at the beginning / end of kata (-0.1)
2. Unkempt appearance (-0.1)
3. Wrong foot movements at the start / end (-0.1)
4. Stepping outside the competition area (with the exception of two contestants starting at the given lines of the competition area and team competitions) (-0.1)
5. Ending at a different place from the starting position (-0.1)
6. No KIAI (-0.1)
7. Exaggerated breathing noises and HIKITE (pulling hand back) sounds (-0.1)
8. Excessive accentuation of actions (-0.1)
9. Excessive change of rhythm (-0.1)
10. Slight hesitation of movement during the performance (-0.1)
11. Clear stop of movement during the performance (-0.2)
12. Slight loss of balance, yet with immediate recovery (-0.1 ~ -0.3)
13. Clear loss of balance, yet with immediate recovery (-0.2 ~ -0.4)
14. Total loss of balance without recovery (-0.3 ~ -0.5)
15. Made a mistake, but continued immediately with correction (-0.2)
16. Completed kata, but with wrong order of movements (-0.5)
17. Made a number of clear errors (-1.0)
18. Stopping kata before completion (disqualification)
19. Performing a different kata as the one announced (disqualification)
20. Loss of belt before HANTEI (disqualification)
21. Mistakes in KAKIWAKE-UKE, MANJI-UKE, JYUJI-UKE (-0.1) (not following the SKIF way). When there are more than two technical mistakes (e.g. errors in MANJI as well as KAKIWAKE), the deduction will be doubled (-0.2)

In case of technical mistakes, the Referee must call the Judges together to discuss the deductions.



**Credit Points**

Where difficult techniques, such as those listed below, are performed excellently, +0.1 ~ +0.3 additional points shall be given to the contestant.

1. Kanku-dai: double kick
2. Kanku-sho: jump
3. Unsu: jump and turning MAWASHI-GERI
4. Gankaku: turning KOSHI-GAMAE
5. Others of similar difficulty

**Team Kata**

The following points in the performance must be observed:

1. All the rules for individual kata apply to team kata.
2. Rhythm and timing must not be changed in order to synchronize the movements.
3. Contestants must not use external signals for synchronization (e.g. excessive breathing sounds).
4. Between -0.1 and -0.2 points will be deducted for unsynchronized movements.



## Appendix VII GESTURES

The gestures in this appendix apply to AKA as well as SHIRO, even though only one is shown.

### GESTURES BY REFEREES DURING KUMITE MATCHES

Following the gestures for the Referee during a KUMITE match:



Inviting the competitors to enter the court  
*Straight arms from the outside in*



SHOBU HAJIME  
ENCHO SEN HAJIME  
SAI SHIAI HAJIME  
*Feet together, hands open*



YAME  
*Sweeping downward motion*



YAME  
*Showing the opinion AKA WAZARI*



YAME  
*Showing the opinion AKA IPPON*



**AKA WAZARI**  
*Arm from the opposite shoulder down in an 45° angle*



**AKA IPPON / AKA NO KACHI**  
*Arm from the opposite hip up in an 135° angle*



**TSUZUKETE HAJIME**  
*Straight arms from the outside in, left or right leg back*



**AKA JOWAI**  
*AKA's technique was not enough*



**AKA MAAI**  
*AKA's technique was too far away / incorrect distance*



**AI UCHI**  
*Fists join together in front*



**AKA UKETERU**  
*Here AKA blocked SHIRO's technique*



**AKA CHUDAN NUKETERU**  
*AKA's technique passed*



**AKA JODAN NUKETERU**  
*AKA's technique passed*



**AKA HAI AI**  
*AKA's technique was faster / landed first*



**TORIMASEN**  
*Both arms 45°, palms facing down*



**FUKUSHIN SHUGO (for all Judges)**  
*Sweeping motion from the outside in*





**FUKUSHIN SHUGO** (calling one Judge)  
*Sweeping motion from the front in*



*Preparatory movement for penalties*



**AKA KEIKOKU**  
*Point at the feet of the offender with the index finger*



**AKA HANSOKU CHUI**  
*Point at the chest of offender with the index finger*



**AKA HANSOKU**  
*Point at the face of offender with the index finger*



**AKA SHIKKAKU**  
*Point at the face of offender with the index finger then out*





**AKA JOGAI**  
*Point at the boundary of the competition area*



**AKA MUBOBI**  
*Touch your cheek*



**AKA TOHI**  
*AKA is escaping*



**IKKAI**  
*Use index finger to indicate first time*



**NIKKAI**  
*Use index and middle fingers to indicate second time*



**SANKAI**  
*Use index, middle and ring fingers to indicate third time*



**HANTEI** (only in case of HIKIWAKE at the end of SAI SHIAI in individual matches)  
*Two blows with the whistle*



**AKA NO KACHI**  
*Arm from the opposite hip up in an 135° angle*





**HIKIWAKE** (only in team kumite matches)  
*Arms 45°, palms facing up*

## GESTURES BY JUDGES DURING KUMITE MATCHES

Following the gestures for the Judges during a KUMITE match:



Correct sitting position



**AKA WAZARI**  
*Arm straight out from shoulder*



**AKA IPPON**  
*Arm straight up*



**AKA JOWAI**  
*Wave flag lightly up and down*



**MAAI**  
*Hold flags parallel apart*



**MIENAI**  
*Flags together below the eyes*



**AI UCHI**  
*Bring points of the flags together*



**SHIRO UKETERU**  
*SHIRO blocked AKA's technique*



**AKA CHUDAN NUKETERU**  
*AKA's technique passed*



**AKA JODAN NUKETERU**  
*AKA's technique passed*



**TORIMASEN**  
*Wave flags sideways once*



**AKA KEIKKOKU**  
*Small circle in front*



**AKA HANSOKU CHUI**  
*Small circle straight up*





**AKA HANSOKU**  
*Large circle straight up*



**AKA JOGAI**  
*Point flag at the line*



**AKA MUBOBI**  
*Touch cheek with flag lightly*



**AKA TOHI**  
*Circle flag pointing downwards*



*Draw the attention of the Referee, e.g. when a contestant of one's own country comes up*

## REFEREES AND JUDGES DURING KATA MATCHES

Following the gestures for the Referee and Judges during a KATA match:



Announcement of kata in Kohaku matches by the Referee



AKA NO KACHI in KOHAKU matches by the Referee  
*Stand up, take one step forward and lift the red flag straight up*



SHIRO NO KACHI in KOHAKU matches by the Referee  
*Stand up, take one step forward and lift the white flag straight up*



FUKUSHIN SHOGO  
Referee calls all the Judges





**FUKUSHIN SHOGO**  
Referee calls one specific Judge



Correct waiting position with the flags rolled up for the Referee and Judges



**HANTEI** for Referee and Judges  
Unroll your flags



**HANTEI** for Referee and Judges  
*Upon the second whistle tone show your opinion, in this case AKA NO KACHI*



Correct waiting position for Referee and Judges with the point card



Raise points and show to the technical table for Referee and Judges



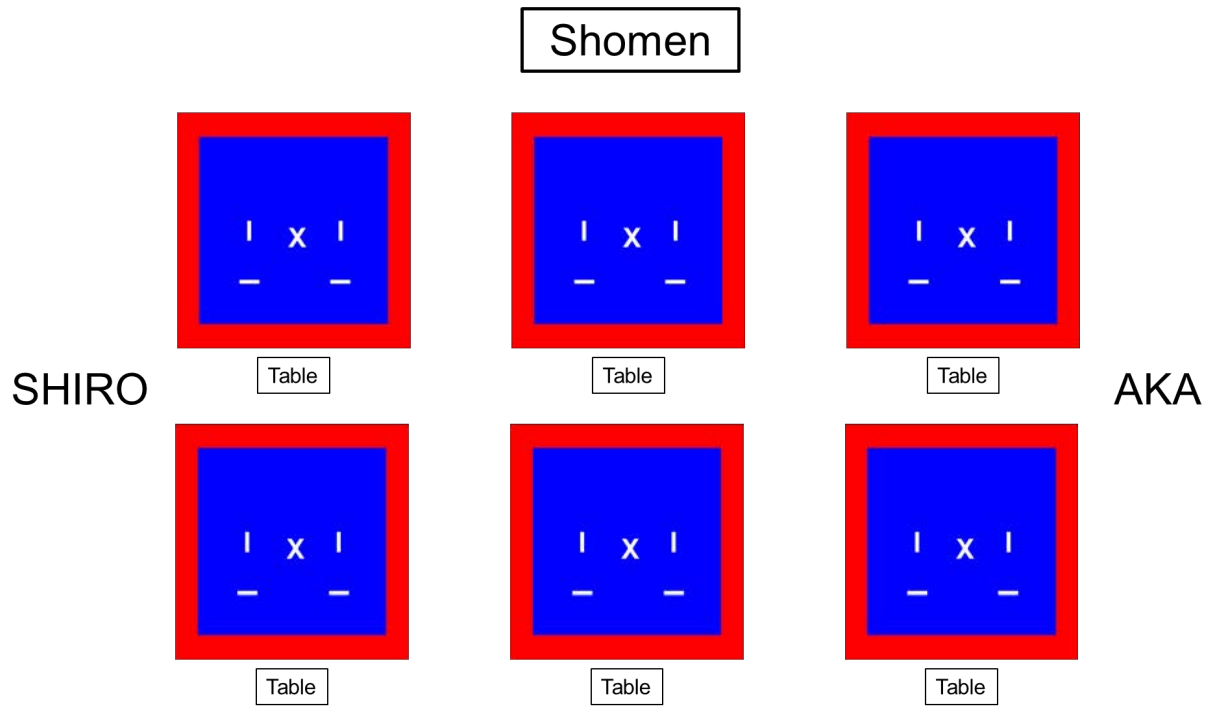
Turn points and show to the audience before lowering your points for Referee and Judges



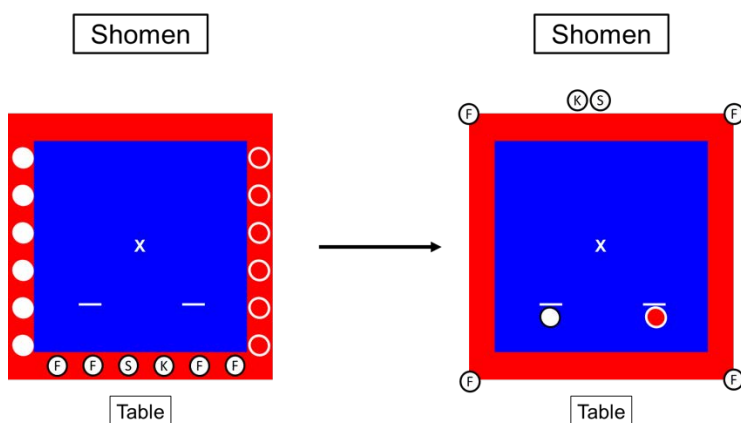
**Signaling a technical error by AKA**  
Lightly whistle and shake your red flag  
This gesture can be used by the Judges to draw  
the attention of the Referee to request  
FUKUSHIN SHUGO

## Appendix VIII SHOMEN

Shomen is the place of respect in every dojo and at tournament venues. At a tournament, this is where the guests of honor sit. When setting up the venue, please ensure that all referee tables face shomen:



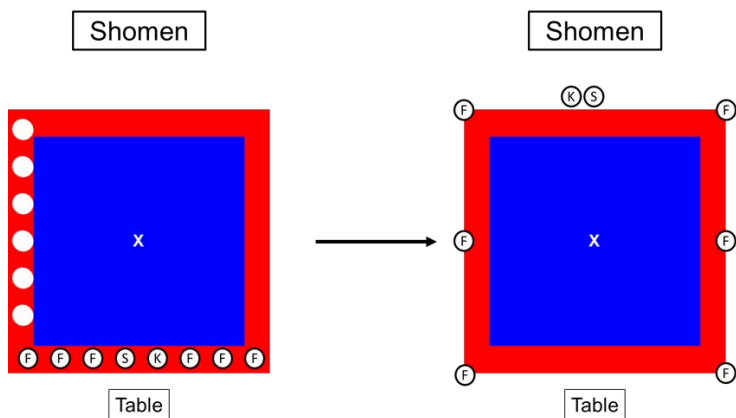
The salutation in the beginning and at the end of the category is done as follows:



### Kata Elimination Rounds (KO-HAKU)

The competitors line up on AKA and SHIRO side according to their names being called for the first round, the referee panel faces SHOMEN.

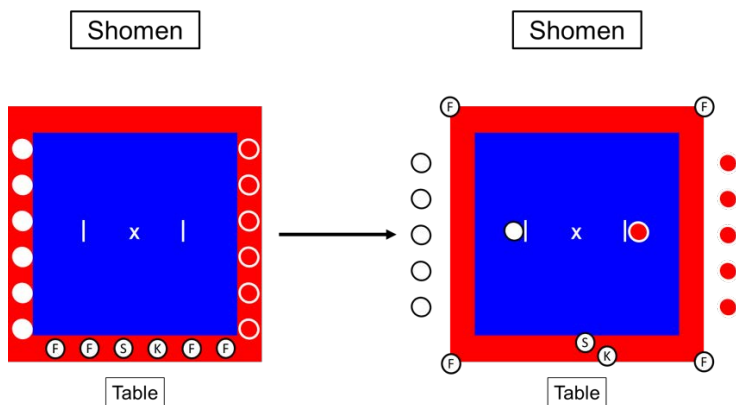
After the salutation, the Referee and Arbitrator cross the court and take their places with their backs to SHOMEN, while the Judges take their place in the four corners respectively.



**Kata Final**

The competitors line up on SHIRO side of the court, the referee panel facing SHOMEN.

After the salutation, the Referee and Arbitrator cross the court and take their places with their backs to SHOMEN, while the Judges take their place in the four corners (and on the two sides if there are seven Judges) respectively.



**Kumite**

The competitors line up on AKA and SHIRO side according to their names being called for the first round, the referee panel faces SHOMEN.

After the salutation, the Arbitrator and the Judges go to their respective chairs, while the Referee takes his position at the edge of the court facing SHOMEN.

This is the basic set-up. Sometimes because of the power supply for the computer screens, there might be minor differences.

