

TRADITIONAL KARATE

COMPETITION

RULES

United World Karate – Traditional Karate Commission

AUTHORITY

These Rules have been reproduced with the permission of the International Traditional Karate Federation for the exclusive use of United World Karate and for the express purpose of conducting Traditional Karate Competitions under the authority of the United World Karate's Traditional Karate Commission for which the ITKF provides the Technical framework and oversight.

These Rules were submitted to the IOC Court of Arbitration for Sport and form the foundation for the 1994 IOC Judicial Commission's expressed opinion that defined Traditional Karate Competition in the eyes of the IOC as that governed by the ITKF as a distinct discipline of Karate Sport.

Copyright © 2009 by International Traditional Karate Federation, Inc.

All rights reserved. No part of this book may be reproduced or utilized in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without permission in writing from the author.

Published by United World Karate – Traditional Karate
Commission with the expressed permission of the International
Traditional Karate Federation 1930 Wilshire Boulevard, Suite
503 Los Angeles, California 90057, U.S.A.

Printed in the United States of America

CONTENTS

PREFACE	xi
FOREWORD	xiii
 I. GENERAL	
Article 1	Purpose of Rules
Article 2	Definition of Traditional Karate and Traditional Karate Competition
Article 3	Statement of Impartiality
Article 4	Technical Decisions
Article 5	Medical Decisions
Article 6	Tournament Judges
Article 7	Competition Area
Article 8	Competition Categories
Article 9	Participation of Competitors
Article 10	Disqualification of Competitors
Article 11	Coach
Article 12	Post Competition Rules Violations
Article 13	Records
Article 14	Miscellaneous

II. KUMITE RULES

Article 1	General	
1.	Kumite (Sparring) Competition	11
2.	Competition Area	11
3.	Definition of Ippon (Full point) and Waza-ari (Semi-full point)	12
4.	Target	22
5.	Duration of Competition	23
6.	Jo-gai (Out of Bounds)	24
7.	Penalty	24
8.	Prohibited Techniques and Actions	27
9.	Kei-koku (Note), Chui (Warning) and Han-soku (Foul)	28
10.	Doctor's Stop	31
11.	Ki-ken (Withdrawal) during Competition	31
12.	Coach's Protest	31
13.	Eliminations	32
14.	Court Clerks	33
Article 2	Competition	
1.	Competition Wear	33
2.	Safety Equipment	34
3.	Competition	35
4.	Operation of the Competition	39
Article 3	Judging	
1.	Judges' Dress Code	44
2.	Court Judges	44
3.	Court Judges' Equipment	44
4.	Kan-sa	45
5.	Court Judges Judging	46
6.	Jury Decision	46
Article 4	Judging Operation	
1.	Shu-shin	47
2.	Fuku-shin	47
3.	Court Judges Meeting	47
4.	Shu-shin Break in the Competition	48
5.	Procedures for Point Decisions	49
6.	Procedures for Jo-gai Penalty Judgment	51
7.	Procedures for Ten-do Penalty Judgment	52

8.	Procedures for Kei-koku, Chui or Han-soku Judgment	53
9.	Procedures in Case of Injury or Sickness	54
10.	Procedures for the Kan-sa	55
11.	Procedures for Changing Court Judge(s)	55
12.	Procedures when Hiki-wake (Draw) Does Not Apply	56
13.	Procedure for Awarding Points or Issuing Penalty by Shu-shin	56
Article 5	Supplement to Judging Operation Rules	57

III. KATA RULES

Article 1	General	
1.	Kata (Form) Competition	61
2.	Competition Area	61
3.	Type of Kata	61
4.	Scoring	63
5.	Han-soku (Foul)	69
6.	Penalty and Han-soku (Team)	71
7.	Doctor's Stop	71
8.	Coach's Protest	71
9.	Eliminations	71
10.	Court Clerks	73
Article 2	Competition	
1.	Competition Wear	73
2.	Selection and Registration of the Kata	74
3.	Eliminations and Finals	74
4.	Kettei-sen (Termination Match)	74
5.	Demonstration Position	75
6.	Changes in the Team Composition	76
7.	Operation of Competition	76
Article 3	Judging	
1.	Judges' Dress Code	81
2.	Judges' Equipment	81
3.	Court Judges	81
4.	Delegation of Authority by the Chief Judge	83
Article 4	Judging Operation	
1.	Rights and Responsibilities of the Shushin	83
2.	Court Judges Meeting	84
3.	Penalty Point Decisions	84
4.	Decisions for Han-soku	84
5.	Injury and Illness	85
Article 5	Supplement to Judging Operation Rules	
1.	Scoring Form Collection	85
2.	Scoring and Average Score Announcement	86
3.	Court Judges Meeting Determines Ranking Order	86
4.	Requirement for Notice of Scores	86

IV. EN-BU RULES

Article 1	General	
1. Competition Area		87
2. Divisions		87
3. Sequence of Competition		87
4. Scoring		89
5. Han-soku (Foul)		94
6. Penalty and Han-soku		95
7. Doctor's Stop		95
8. Coach's Protest		95
9. Eliminations		95
10. Court Clerk		95
Article 2	Competition	
1. Competition Wear		95
2. Eliminations and Finals		96
3. Kettei-sen		96
4. Operation of Competition		96
Article 3	Judging	
1. Judges' Dress Code		98
2. Judges' Equipment		98
3. Court Judges		98
4. Delegation of Authority by the Chief Judge		98
Article 4	Judging Operation	98
Article 5	Supplement to Judging Operation Rules	98

V. FUKU-GO RULES

Article 1	General	
	1. Fuku-go: Definition	101
	2. Competition Area	101
	3. Eliminations	101
Article 2	Competition	
	1. Kumite Matches	102
	2. Ki-tei Competition	102
	3. Next Round of Competition	105

VI. KO-GO KUMITE RULES

Article 1	General	107
Article 2	Procedure	107
Article 3	Operation of Competition	108
Article 4	Judging Operation	110
Article 5	Violations and Penalties	111
Article 6	Additional Judges Terms and Signals	111

APPENDIX

I.	KUMITE COMPETITION AREA	114
II.	KATA COMPETITION AREA	115
III.	KI-TEI (COMPULSORY) COMPETITION AREA	116
IV.	KUMITE SINGLE ELIMINATION CHART	117
V.	KUMITE REPECHAGE SYSTEM CHART	118
VI.	KATA / EN-BU ELIMINATION CHART	119
VII.	FUKU-GO ELIMINATION CHART	120
VIII.	KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS	121
IX.	KUMITE FUKU-SHIN (CORNER JUDGE) SIGNALS	128
X.	INDIVIDUAL KUMITE SCORING RECORD	131
XI.	TEAM KUMITE SCORING RECORD	132
XII.	KATA SCORING FORM	133
XIII.	SYNCHRONIZED KATA APPLICATION SCORING FORM	134
XIV.	KI-TEI (COMPULSORY) SCORING FORM	135
XV.	EN-BU SCORING FORM	136
XVI.	KO-GO KUMITE SCORING RECORD	137
XVII.	KUMITE / FUKU-GO FINAL ELIMINATION RECORD	138
XVIII.	KATA SCORING RECORD	139
XIX.	SYNCHRONIZED KATA SCORING RECORD	140
XX.	EN-BU SCORING RECORD	141
XXI.	STANDARDS FOR KARATE-GI	142

PREFACE

In 1995, the ITKF Chairman, the late Sensei Hidetaka Nishiyama, introduced to the world the published version of the Competition Rules for the International Traditional Karate Federation. First introduced to the IOC Court of Arbitration for Sport in 1986, the ITKF under the guidance of its Chairman, Hidetaka Nishiyama, spent nearly 10 years refining them in order to reduce the possibility of human error and misunderstanding of purpose in the interpretation and application of the rules. As a result, the IOC's Judicial Commission identified Traditional Karate Competition under the governance of the ITKF. The Judicial Commission also requested unification of Karate under a single umbrella of Karate Sport.

It was Sensei Nishiyama's firm belief that "rules define the sport" and if the rules of the ITKF did not stay true to the fundamental principles of Traditional Karate and its foundation in Bu-do, that the art of Traditional Karate, including its competition, would become a completely different activity. Moreover, the beauty and spirit of the martial art of Traditional Karate would be lost to future generations for study.

At the 1st ITKF World Bu-do Conference held in Warsaw Poland in October 2007, when asked about losing the foundation of Bu-do in competition, Sensei Nishiyama provided the following insight:

"Competition in all sports, while challenging, is viewed as 'amusement' or 'entertainment' which itself has become big business. Bu-do is about self-development. Self-development is not a game, nor is it entertainment. Its purpose is to enhance the quality of the human being. Rules cannot define character, but they can help to shape character. Consequently, we can never lose sight of the Bu-do foundation in our competition rules or we run the risk of misshaping the character of students. Sport coaches develop champions for winning. Bu-do coaches develop champions for life."

Competition is itself a compromise of the reality of facing a dangerous opponent in real life. It is doubly important therefore, that the Traditional Karate athletes, judges and officials of the Traditional Karate Commission of UWK study these rules deeply in order to truly understand their role in reinforcing and preserving the fundamental principles of Traditional Karate in order that further compromise is not made.

Through deep study and continuous self-development of the mind, body and spirit, the individual will break through the ordinary to achieve the extraordinary.

The UWK has left untouched the Foreword written by Sensei Nishiyama for the first publication of the ITKF Competition Rules. His words continue to ring with strong truth and deep meaning today as we enter the new realm of the unification of Karate Sport Competition.

It is with great pleasure that we present to you the current edition of the Competition Rules for the United World Karate – Traditional Karate Commission courtesy of the International Traditional Karate Federation.

Sincerely,

A handwritten signature in black ink, appearing to read "R. Jorgensen".

Richard Jorgensen, President
United World Karate

August, 2015

FOREWORD

In most competitive sports, the competition rules themselves define the sports. Martial arts have a long history of a form of competition known as “Shi-ai” (“testing each other”) used to test each other’s daily progress for the purpose of guiding future development rather than simply for the purpose of winning. Today, martial arts competition has become extremely popular both domestically and internationally as a sports event. Consequently, competition rules themselves figure significantly to determine the principles of the sport. However, if the competition rules do not reflect the essence of a martial art, it becomes a completely and fundamentally different sport.

In order to retain the essence of a martial art, competitive rules must incorporate the technical principles and philosophy of the discipline. Competitive rules must also ensure the safety of athletes, reduce human error (on the part of judges), and increase the public’s awareness and appreciation of what Traditional Karate truly represents for both the individual and the community. Establishing competition rules in this spirit presents a difficult challenge which can only be met with the cooperation of International Traditional Karate Federation (ITKF) technical officials, instructors and athletes from all countries. Through continuing refinement, we have established amended rules which incorporate the essence of Traditional Karate as a martial art. As a result, these rules may also provide guidance to future generations of Traditional Karate athletes.

I fully expect all karate athletes to uphold and preserve the highest ideals of Traditional Karate through the application of these rules in competition.

July 1995



Hidetaka Nishiyama
Chairman ITKF

I. GENERAL

TRADITIONAL KARATE COMPETITION RULES

I. GENERAL

Article 1 Purpose of Rules

1. United World Karate (UWK) sets forth these rules for the purpose of international competition. These rules shall be in effect at all competitions sanctioned by the UWK and under the technical control of its Traditional Karate Commission.
2. On the national level, the selection process for participants competing in ITKF Competitions shall be based upon these UWK Competition Rules.

Article 2 Definition of Traditional Karate and Traditional Karate Competition

Traditional Karate is the art of self-defense, which evolved in Japan as one of Budo (martial arts). It is based on a weaponless combat art, which has continued to develop over thousands of years.

Traditional Karate focuses on developing human character to a level such that, ultimately, victory over opposition is achieved without violence.

Technically, Traditional Karate is composed of: (1) “Todome-waza” (finishing blow) techniques whereby one blow destroys the opponent’s offensive capability by using Tsuki (punching), Uchi (striking), Ate (smashing), or Keri (kicking), etc.; (2) Defensive techniques which avoid opponent’s attack by using Uke (blocking) or Tai-

I. GENERAL

sabaki (body shifting), etc.; (3) Supporting techniques such as breaking balance, etc. which allow for the execution of Todome-waza or defensive techniques; (4) Mental and physical principles for properly executing Traditional Karate techniques in application.

Article 3

Statement of Impartiality

The Traditional Karate competition must be non-discriminatory and impartial, free from any situation or influence that creates an artificial advantage or disadvantage for any competitor(s). Inequities of any type may not be imposed upon any competitor.

Article 4

Technical Decisions

1. The Court Judges have decision-making authority over their respective competitions. Subject to compliance with the UWK Traditional Karate Competition Rules, the decisions of the Court Judges are final. After Court Judges award a point or issue a penalty, there shall be no review of video or film by Court Judges for the purpose of changing decisions.
2. In a situation where the Court Judges are unable to render a decision or in the case of a competition controversy of a technical nature, the decision of the Jury shall be final. However, no official who has participated in a decision may serve on the Jury that reviews it.
3. The Chief Judge, Assistant Chief Judges and Kan-sa (Arbitrator) shall comprise the Jury at the competition. The Chairperson of the Jury is the Chief Judge. Each attendee has an equal vote. In case of a tie vote, the Chairperson makes the final decision.

I. GENERAL

Article 5 **Medical Decisions**

1. The Tournament Medical Committee is composed of UWK Medical Judges appointed by UWK Traditional Karate Commission's Medical Commission and is responsible for adherence by all participants to established UWK – Traditional Karate Commission Medical Rules and procedures. The Tournament Medical Committee shall make all final decisions concerning medical matters during a competition.
2. The Tournament Medical Committee shall assign a Committee member(s) who shall then serve as Medical Judge(s) during the tournament and act according to UWK Traditional Karate Competition and Medical Rules.
3. The Medical Judge assigned to a specific ring shall witness all activity in that ring. The Medical Judge will assess the degree of functional damage or impairment to a competitor at those times when contact or suspected contact occurs and shall supervise the diagnosis and treatment administered by the Tournament Doctor.

The Tournament Doctor, whom the respective Tournament Organizing Committee selects, shall have no decision-making rights concerning medically related judging matters during the competitions.
4. Medical decisions that end a match by “Doctor’s Stop” require the agreement of two UWK Traditional Karate Commission qualified Medical Judges and shall be based upon the UWK Traditional Karate Commission’s Medical Rules and the report of the Tournament Doctor. Any disagreements must be resolved through the Jury. When a competitor’s competition match has been stopped by the Medical Judge(s), i.e. (Doctor’s Stop), that athlete cannot resume competition in the tournament until approval is received from the respective Tournament Medical Committee (Medical Approval). For exceptions, see Kumite Rule Article 1-10-B.

I. GENERAL

Article 6 **Tournament Judges**

1. Qualification of Tournament Judges

The Tournament Judges shall be selected by the Technical Committee of the respective Tournament Controlling Body from among the pool of UWK Traditional Karate Commission's qualified Judges.

The respective qualifications for a Judge of each competition category are as follows:

Kumite:	-	Kumite Judge
Kata	-	Kata Judge
Fuku-go (Kumite)	-	Kumite Judge
Fuku-go (Ki-tei)	-	Kata Judge
En-bu	-	Kata Judge
Ko-go Kumite	-	Kumite Judge

2. Appointment of Judging Assignments

The Chief Judge, Assistant Judge(s) and Kan-sa assignments shall be selected by the Technical Committee of the respective Tournament Controlling Body from among judges having both Kumite and Kata judging qualifications.

3. Placement of Court Judges

The Chief Judge shall designate the placement of the Court Judges. The Court Judges shall serve only in those assignments that are specified by their respective judging classification.

4. Decision Method

The Tournament Judges shall judge matches in accordance with the UWK Traditional Karate Competition Rules and the ITKF Laws.

I. GENERAL

5. Power and Duties of the Chief Judge
 - A. The Chief Judge shall have the duty to examine and evaluate the competition area, equipment and safety of the facility.
 - B. Prior to the start of a competition, the Chief Judge shall be responsible for the placement of each Court Judge.
 - C. The Chief Judge shall have the duty of supervising the actions and court responsibilities of the Court Judges. In addition, the Chief Judge shall supervise the work of the Court Clerks through the Kan-sa. In case of Kata, Ki-tei, and En-bu, court responsibilities are supervised by Shushin (Referee).
 - D. The Chief Judge shall be the Chairperson of the Jury. The Chairperson shall vote only in the event of a tie vote.
 - E. The Chief Judge shall have the responsibility of recording and reporting the results of the tournament to the Tournament Controlling Body as soon as the tournament has been concluded.
6. Power and Duties of the Assistant Chief Judge(s)

The Assistant Chief Judge(s) shall assist and support the work of the Chief Judge. In the case where the Chief Judge is unable to perform the duties of the office, then the Assistant Chief Judge shall assume the power and duties of the Chief Judge. In the case where there is more than one Assistant Chief Judge, the substitute Chief Judge shall be selected in the following order of first, the designation made by the Chief Judge; second, by Assistant Chief Judges themselves from among their ranks; or third, by the Technical Committee of the Tournament Controlling Body.

Article 7 Competition Area

I. GENERAL

In addition to setting up the Competition Area according to each category's diagrams, the Tournament area must include the following official's seats:

1. Chief Judge
Seated in a position that provides total view of and easy communication with the Competition Area(s).
2. Judges
Normally seated behind the Court Clerks.
3. Chairman of Medical Committee
A position facilitating best communication with the Competition Area(s).
4. Medical Judge and Tournament Doctor
Seated next to the Court Clerks.
5. Competitors
Position allowing easiest access to Competition Area.

Article 8

Competition Categories

1. Kumite (Sparring)
 - A. Men's Individual
 - B. Women's Individual (Ko-go Format)
 - C. Men's Team
2. Kata (Forms)
 - A. Men's Individual
 - B. Women's Individual
 - C. Men's Synchronized (3 men)

I. GENERAL

- D. Women's Synchronized (3 women)
- 3. En-bu (Composition)
 - A. Men's
 - B. Mixed (woman and man)
- 4. Fuku-go (Combined)
 - A. Men's
 - B. Women's (Ko-go Kumite)

Article 9 **Participation of Competitors**

- 1. The participation of competitors shall be subject to the UWK Traditional Karate Commission Law. Each Tournament Controlling Body shall be required to implement a procedure for official registration in the competition. Only duly registered athletes shall be permitted to participate in a competition.
- 2. Competitors shall have one minute to present themselves in the competition area after their names have been announced. Failure to report within this time period shall result in the loss of participation qualification for the respective event.
- 3. Individual Medical Records
 - A. During the tournament all competitors must have an "Individual Medical Record" designed by the Medical Committee and provided by the respective Tournament Organizing Committee, which they must give to the Court Recorder before competition.
 - B. Medical Judges must check Individual Medical Records to see if the record has a Doctor's Stop.

I. GENERAL

- C. Medical Judges must document all Doctor's Stops, injuries, illnesses and instances of winning as a result of opponent's Han-soku by contact.
- 4. Competitors or Coaches shall not be allowed to protest any technical and/or Medical Decisions.

Article 10

Disqualification of Competitors

By the decision of the Court Judges, a competitor may receive Shi -kaku (disqualification) from the entire competition due to any one of the following:

- 1. Premeditated and deliberate violation of rules of the corresponding competition category;
- 2. Excessive agitation or emotions preventing the safe continuation of a match;
- 3. Receipt of Han-soku (foul) twice while competing in the same competition category;
- 4. When a competitor receives Mu-no (lacking competition ability), it indicates the competitor has insufficient ability to demonstrate Traditional Karate technique as required by UWK Traditional Karate Kumite Rules.
- 5. Feigning; Kumite Rule Article 4-3-E.

Article 11

Coach

I. GENERAL

1. The coach must have an ITKF Certified Coaches Qualification and be officially registered with the respective Tournament Controlling Body under the procedures set forth by that body.
2. The Coach and respective athletes must stay together in the designated section outside of the competition area.
3. The Coach shall be prohibited from coaching, either verbally or through signals, once the athlete has entered the competition area.
4. The Coach shall be prohibited from attempting to influence the Judges either verbally or through some other action during the conduct of the match.
5. A Coach found in violation of the aforementioned rules shall be disqualified from the tournament and immediately ejected from the competition area.

Article 12 **Post Competition Rules Violations**

1. If, after a competition match, a violation of rule(s) is discovered and confirmed by the Jury, the decision of the competition shall be voided and all records of that competition match shall be expunged. If a violation occurs during a competition match, the competition time shall not be changed nor extended.
If this occurs then all proceedings after the violation influenced by said violation must be replayed.
2. In case of a competitor who disrupts the awards ceremony, all awards granted to said individual or team shall be stricken from the records for that category (only for that particular event) by the Tournament Jury.

I. GENERAL

3. In the case where a question arises or when a controversy exists that is not covered by the UWK Traditional Karate Competition Rules, the decision of the Jury shall be final.

Article 13

Records

1. The following officials have the right and responsibility to verify records and, if necessary, make corrections to records:
 - A. Kumite (including Kumite or Fuku-go) ... Kan-sa
 - B. Kata (Ki-tei of Fuku-go and En-bu) ... Shu-shin
2. Official Record requires signature of responsible Judges as set forth in #1 above.

Article 14

Miscellaneous

Any changes or amendments to the UWK Traditional Karate Competition Rules shall be enacted only upon 2/3-majority vote of the Technical Committee of the UWK Traditional Karate Commission and the approval of the UWK Traditional Karate Commission's Board of Directors. In acknowledgement of its role and responsibility, the rule change must be endorsed by the ITKF's Technical Committee.

II. KUMITE RULES

II. KUMITE RULES

Article 1 **General**

1. Kumite (Sparring) Competition

Kumite competition consists of a match between two persons free sparring without contact. The winner is determined when a technique meets the requirements of Todome-waza (finishing blow), which combines proper physical execution, correct timing, Ma-ai (effective distance), and the competition designated target zone. If there is no Todome-waza, the winner is the competitor with the highest number of points received for effective techniques and/or opponent's penalties.

Kumite Competition is divided into the following categories:

- a) Men's Individual
- b) Women's Individual (Ko-go Kumite)
- c) Men's Team (3 persons)

2. Competition Area

- A. The competition area shall have a flat, semi-shock absorbent surface with necessary measures taken for the safe operations of the match and the prevention of any hazard.
- B. The size of the Competition Area shall be eight meters square measured from the outer boundary lines. In addition, there shall be an out-of-boundary safety area. This safety area must also conform to the same flat surface and non-hazardous requirements of the Competition Area.
- C. Two parallel lines, each one-half meter long, shall be drawn on both sides of the center point of the competition area. These lines shall be at a distance of 1.5 meters from

II. KUMITE RULES

the center point. The lines shall be perpendicular to the line where the Shu-shin (Referee) stands at the beginning of the match. The two parallel lines shall be the standing lines for the competitors.

- D. Placement of the Court Judges, Kan-sa (Arbitrator) and the Court Clerks must be in accordance with the Appendix I.
- E. The Competition Area must be well ventilated with a recommended room temperature in the approximate range of 15 C (60 F) to 24 C (75 F) with humidity at 40% to 80% and illumination of the competition area is minimum 400 Lux, air velocity from 0 up to 1.5 m/sec.
- F. The Competition Area must be free of nonessential encumbrances and restraints to the competition. This shall include but not be limited to such distractions as excessive film or videotape lighting during the competition.

Remark:

Competition Area Diagram is found in Appendix I.

3. Definition of Ippon (Full point) and Waza-ari (Semi-full point)

- A. Ippon is defined as full point that is awarded for the execution of Todome (finishing blow) technique with correct Timing and Ma-ai (effective distance) at an established body target whereupon the opponent's offensive capability would be completely neutralized.
 - (1) Todome technique refers to the following:
 - (a) Maximum energy is delivered to the target by combining the pressure reaction from the floor with the line of body momentum. At the final stage of delivery, maximum floor pressure coupled with sharp and total muscular contraction is necessary to produce maximum shocking power to the target area (Kime).

II. KUMITE RULES

- (b) Body stability must be maintained with a strong stance or momentum during the execution of the technique to withstand the reaction shock of impact. (Balance).
 - (c) Retention of mental and physical equilibrium immediately after the execution of the technique must be maintained (Zan-shin).
- (2) Correct timing refers to the opportunistic execution of a technique at precisely that moment when the opponent's mental and/or physical capacities are disjointed or in Kyo (Off).
- (a) Mental Level (Kyo)
 - Extreme emotional instability such as fear, anger, anxiety or stupor.
 - Extreme loss of will, vitality and resolution to fight.
 - Extreme loss of foresight resulting in disjointed or lapsed attentiveness.
 - (b) Physical Level (Kyo)
 - Loss of physical balance
 - Time period just at the beginning and during technique execution.
 - Gap in between techniques or break in the continuation of a technique.

Remark:

During Keri (kicking), only by exerting pressure to the floor through the supporting leg at the final stage of leg extension can maximum energy be produced. After delivery of technique, execute a strong

II. KUMITE RULES

pull back of leg to retain strong balance for next movement.

In the case of Keri, which does not receive an adequate block, the technique is then considered to have had correct timing.

- (3) Correct Ma-ai refers to the use of the most effective distance for the technique executed combined with the most opportunistic timing. The position must be so that the technique is not over-extended but in proper proximity to deliver Todome. The distance should be such that the proper contact area of the technique makes full and effective impact on the target. Distance requirements per targets at impact time are as follows:

Jo-dan (face area) = Approximately 5 centimeters or less.

Chu-dan (stomach area) = Approximately 3 centimeters or less. Except for Keri, which allows 5 centimeters, or less.

Angle requirements are approximately 80 to 100 degrees.

- B. Waza-ari is defined as the execution of an effective technique which falls short of meeting the criteria for Ippon as follows:

- (1) Total body power is slightly weak;
- (2) At focus time, either stance or momentum, or both are slightly off;
- (3) Retention of mental and physical equilibrium immediately after the execution of the technique is slightly off;

II. KUMITE RULES

- (4) Timing is slightly off;
- (5) Distance is slightly off, i.e. too close for effective use of technique.

Remark:

If distance is off, i.e. not reaching target, then there is no Ippon or Waza-ari.

C. Non-point Techniques

No point shall be awarded in the following situations even though the technique is effective:

- (1) When opponent initiates attack, technique must be covered, blocked, or evaded. If not, counter-attack technique does not count as scored point and is subject to Mu-shi (ignored technique) penalty.
Exception: Keri technique which uses "Sen" (early timing initiates opponent's move) against opponent's hand technique and Keri competitor has superior reach;
- (2) The executed technique moves in one direction, while the body is retreating or breaking away in the opposite direction (Nige-Tsuki/Uchi/Ate/Geri);
- (3) The technique is executed after the opponent is grabbed (Tsuka-mi). Simultaneous grabbing and technique execution are acceptable;
- (4) The follow-up technique is not executed continuously and immediately in the case where the opponent either slips and falls or is caused to fall by a preceding technique.

D. Technique and Points

- (1) Back-leg and back-leg side hand techniques may be Ippon or Waza-ari. This refers to the beginning position of the technique.

II. KUMITE RULES

- (2) Front-leg and front-leg side hand techniques are only Waza-ari.

Remark:

In the case of a stance, where both feet are parallel (distance parallel being within the length of a person's foot), then front-leg rule applies.

E. Point Upgrading (Yoshi)

In the following cases, upgrading may take place wherein a recognized Waza-ari technique may be upgraded to Ippon and wherein a technique short of Waza-ari is upgraded to Waza-ari:

- (1) When the execution of the technique evokes no reaction from the opponent who is caught totally unprepared mentally.
- (2) When the opponent is physically unable to mount any defensive effort due to induced physical Kyo. Example: balance broken.

F. Qualified Scoring Techniques and the Parts of the Body which are Used

(1) Techniques

(a) Tsuki (Punching)

- (i) Basic Power:
Strong quick body action (rotation, shifting, lifting, dropping, vibration, body contraction-expansion, etc.) using the floor as base. This force is extended through the arm line.

- (ii) Arm Movement:

II. KUMITE RULES

Arm movement is generated from maximum speed of body movement. Rotation of shoulder joint followed by extension of elbow joint further increases the body power. The angle of the extension must be 45° or more.

- (iii) **Kime (Impact):**
At the final moment of impact, both feet must be firmly in contact with the floor accompanied by a strong, sharp contraction along technique line during one strong, complete breathing period with pressure to the floor and total body.

Remark:

Kizami-zuki (front-leg side punch) is only acceptable when target is Jo-dan.

- (b) **Uchi (Striking)**
- (i) **Basic Power:**
Strong, sharp body action (rotation, shifting, lifting, dropping, vibration, body contraction-expansion, etc.) using floor as base. This force is transmitted through the side of the arm.
- (ii) **Arm Movement:**
Arm movement is generated from maximum speed of body movement. Rotation of shoulder joint followed by snap action of elbow joint further increases the body power. The angle of the elbow snap must be 45° or more.

II. KUMITE RULES

- (iii) **Kime (Impact):**
At final moment of impact, both feet must be firmly in contact with the floor. At moment of elbow snap, there must be strong, sharp body contraction along technique line during one strong, complete breathing period with pressure to the floor and total body contraction. In case of Ura-ken-uchi (Back Fist Strike), technique is acceptable also if stance is strongly based on one foot with only the heel of the other foot not in full contact.

Remark:

Uchi is only recognized as point when delivered to Jo-dan. Chu-dan is not acceptable.

- (c) **Ate (Smashing)**

[Hiji-ate (Elbow Smashing)]

- (i) **Basic Power:**
Strong, quick body action (rotation, shifting, lifting or dropping) using floor as base. This force is extended through elbow.
- (ii) **Arm Movement:**
Arm movement is generated from maximum speed of shoulder joint, which further increases body power. The angle of the rotation of the shoulder joint must be 45° or more.

II. KUMITE RULES

(iii) **Kime (Impact):**
At final moment of impact, both feet must be firmly in contact with the floor accompanied by a strong, sharp contraction along technique line during one strong, complete breathing period with pressure to the floor and total body contraction.

[Hiza-ate (Knee Smashing)]

(i) **Basic Power:**
Strong, quick body action (pendulum or rotation) using floor as base. This force is extended through knee joint.

(ii) **Leg Movement:**
Hip joint movement generates increased body power. Angle of hip joint flexion must be 90° or more.

(iii) **Kime (Impact):**
At final moment of impact, support foot must be firmly planted on floor accompanied by strong, sharp body contraction along technique line during one strong, complete breathing period with pressure to the floor and total body contraction.

(d) **Keri (Kicking) [Ke-age (Snap Kick)]**

(i) **Basic Power:**
Strong body movement (pendulum or rotation) using

II. KUMITE RULES

floor as base. This force is extended through side of the leg line.

- (ii) **Leg Movement:**
Leg movement is generated from maximum speed of body movement and rotation of hip joint and knee-snap action, which increases the body power. The angle of the knee snap action must be 90° or more.

- (iii) **Kime (Impact):**
At final moment of impact, support foot must be firmly planted on floor. Complete body force is applied with sharp snap-back making very short contact time for increased impact power. The angle of knee snap and snap-back action must be 90° or more. Also, total action should be accomplished in one complete breath.

Remark:

Jump-kick is recognized as a point, only if Keri is delivered during ascent rather than during descent.

[Ke- komi (Thrust Kick)]

- (i) **Basic Power:**
Strong body action (pendulum) using floor as base. This force is extended through the straight thrusting line of leg.
- (ii) **Leg Movement:**

II. KUMITE RULES

Leg movement is generated from maximum speed of body movement and rotation of hip joint and knee-thrust action, which increases the body power. The angle of the knee extension must be 90° or more.

- (iii) Kime (Impact):
At final moment of impact, support foot must be firmly planted on floor accompanied by strong, sharp body contraction along technique line during one strong, complete breathing period with pressure to the floor and total contraction with leg and body.
- At the end of Kime, squeeze back leg to reestablish balance. At time of both knee extension (thrust) and flexion (squeeze back), the angle of knee action must be 90° or more.

Remark:

Jump-kick is recognized as a point, but Keri line must be same line as either ascending (rising) line or descending (dropping) line.

(2) Parts of the Body Used

Sei-ken (fore-fist)
Ura-ken (back-fist)
Shu-to (Knife-hand)
Hai-to (Ridge-hand)
Enpi (Elbow)
Koshi (Ball of Foot)
Soku-to (Side of Foot)

II. KUMITE RULES

En-sho (Heel of Foot)
Hit-tsui (Knee)

G. Ensuring Point Uniformity

All Judges for a respective tournament must meet together at least twenty-four hours prior to the commencement of the tournament in order to ensure the uniform and consistent awarding of points based on the same standard.

4. Target

A. Jo-dan

Face from eyebrow line to top of ears (not including ears) and around the chin.

B. Chu-dan

From above the belt (waistline) to an imaginary line on the upper chest extending from armpit to armpit, not to include the side of the body.

Only in the case of an opponent who presents a “back position” is it permitted to include the sides of the body and the back as targets so long as these targets do not exceed Chu-dan.

Remarks:

A “back position” is defined as a body area (at Chu-dan level) exposed when stance or body position is at least 90 degrees turned from direct frontal presentation to opponent (i.e. facing opponent). This also includes situation where back is exposed as competitor falls to ground.

C. Prohibited Targets

- 1) Eyes [Attack by Nuki-te (Spear hand)]
- 2) Base of the Skull
- 3) Throat

II. KUMITE RULES

- 4) Groin
5. Duration of Competition
- A. The duration of the competition shall be based on “action time” not running time. That is, the time of the match shall be only that time where actual competition action is taking place.
- Effective time shall commence with the Shu-shin’s announcement of “Hajime” (Begin) or “Tsuzukete Hajime” (Begin to Continue). Effective time shall terminate with the Shu-shin’s announcement of “Yame” (Stop) or “Jo-gai” (Out of Bounds).
- Effective time shall also stop when the Shu-shin indicates the awarding of a point. However, if the Shu-shin then indicates the cancellation of the awarding of a point, then the effective time shall resume immediately with the cancellation signal. When the athletes themselves and not the Shu-shin stop the match, effective time shall continue to run until one of the competitors returns to the original position.
- A technique delivered simultaneously with the time-up signal shall be considered as within the effective time. This includes a point scoring technique, penalty or other rules violation.
- B. Techniques delivered after the time-up signal are not considered as part of the effective time and are consequently not regarded for scoring or penalizing purposes. This applies even in those cases where the Shu-shin does not announce “Yame” although the time-up signal has been given.
- C. The time-up signal shall be given by the Timer and shall consist of two short repetitions from a bell, buzzer or gong.

II. KUMITE RULES

Thirty seconds before the time-up signal is given, a warning signal shall be given by the Timer consisting of a single, short sound from a bell, buzzer or gong.

6. Jo-gai (Out of Bounds)

- A. Jo-gai refers to the crossing of the Court boundary lines and the making of floor contact by any part of the competitor's body outside of the Court. This violation occurs where the Shu-shin has not announced either "Yame" or the awarding of a point.
- B. Techniques delivered outside the match area shall be invalid. The exception shall be where the attacking competitor executes a technique completely within the Court area that simultaneously results in the opponent being Jo-gai.

7. Penalty

A. **Jo-gai**

A competitor who is Jo-gai twice during a match shall be penalized by having his opponent awarded Waza-ari. If the competitor is Jo-gai twice more in the same individual match, another Waza-ari shall be awarded.

Remarks:

- (1) If both competitors Jo-gai then the first competitor who is Jo-gai shall be penalized and not the other. If both contestants are simultaneously Jo-gai, there shall be no penalty to either.
- (2) In the case where a technique is executed and then either or both competitors Jo-gai before the Shu-shin indicates "Yame", neither competitor shall be penalized as Jo-gai if the technique is subsequently recognized as a point. However, if the technique is not point scoring, then the first competitor to Jo-gai shall be penalized.

II. KUMITE RULES

- (3) In the case where a competitor commits an act that may or may not be a violation (such as a body blow) and then either or both competitors are Jo-gai before the Shu-shin announces “Yame” or indicates a violation, neither competitor shall be penalized for that specific Jo-gai if the act is subsequently declared a violation. However, if the act is not found to be a violation, then the first competitor to Jo-gai shall be penalized.

B. Ten-to (Fall)

- (1) In the case where a competitor falls and makes contact with the floor with other than feet or hands but a point scoring technique is not given nor received, a Ten-to penalty shall be applied. A fall may be self-induced or caused by the opponent.

Remarks:

- (a) If both competitors fall, only the first to do so shall be penalized. In the case where both fall simultaneously, neither competitor shall be penalized.
- (b) In the case where a technique is executed and then either or both competitors fall before the Shu-shin announces “Yame” or awards a point, neither competitor shall have the Ten-to penalty applied if the technique is subsequently recognized as a point. However, if the technique is not point scoring, then the first competitor to fall shall be penalized.
- (c) In the case where a competitor falls as a result of an opponent’s attempted Todome-waza that makes any physical contact, a Ten-to penalty shall not be applied against the fallen competitor

II. KUMITE RULES

regardless of whether or not the executed technique is a violation.

- (d) In the case where a competitor falls and is Jo-gai, both the Jo-gai penalty and the Ten-to penalty shall be applied. When one competitor is Jo-gai and the other falls, then each receives their respective penalty.
- (2) In Case of Ten-to Penalty:
- (a) The Ten-to penalty competitor moves back to the center of the boundary line with both heels on the line in Shizen-tai (open-leg natural stance).
 - (b) Non-penalized competitor moves forward to face penalized competitor in Shizen-tai position. Both extend hands at arms length with tips of fingers touching, and then both return to Shizen-tai positions. The match shall resume from this position.
- (3) In Case of Ten-to Penalty Match:
- (a) If non-penalized competitor does not move within 5 seconds, then penalty is voided and competitors now resume regular match from original starting positions.
 - (b) If fall occurs and match time is over, with no time for execution of penalty, then non-penalized competitor receives one point (1.0) after penalty confirmation by Fuku-shin (Corner Judges).

II. KUMITE RULES

During penalty match, if time is called, penalty match is over and no points are awarded.

- (c) Penalized competitor who moves before non-penalized competitor receives Jo-gai penalty. Any movement including fake or foot movement, by non-penalized competitor in starting position is recognized as a move.
- (d) In order to counter-attack, including use of Keri, penalized competitor must defend (cover, block, or evade, etc.) against attack initiated by non-penalized competitor from starting position. If penalized competitor fails to defend before initiating counter-attack, then counter-attack is not recognized as a point scored and competitor receives Mu-shi penalty.
- (e) After non-penalized competitor moves from starting position and neither competitor scores a point, the penalty match is voided and the match continues as a regular match.

8. Prohibited Techniques and Actions

The following techniques and actions are prohibited:

- A. Sweeping techniques applied at the knee joint are expressly prohibited. Blocking and sweeping techniques applied to the upper and lower limbs shall be permitted.
- B. Attacks to the face with a Nuki-te (Spear hand) (Kin-shi);
- C. Attacks to the base of the skull (Kin-shi);

II. KUMITE RULES

- D. Attacks to the throat (Kin-shi);
 - E. Attacks to the groin (Kin-shi);
 - F. Grabbing without an immediate follow-up Todome-waza, clinching, pushing or bodily crashing against the opponent (Tsuka-mi);
 - G. Dangerous throwing or balance-breaking techniques (Kin-shi);
 - H. Completely ignores opponent's initiated technique without making defense (Mu-shi);
 - I. Unsportsmanlike behavior between competitors such as verbal abuse, goading or other similar provocations (Fu-kei);
 - J. Self-promotion, celebrating or other similarly unbecoming conduct in the Court area (Fu-kei);
 - K. Feigning;
 - L. Ignoring, resisting or disobeying the instructions of the Shu-shin (Chui-mushi);
 - M. A wild flurry of attacks or uncontrolled techniques or "blind attacks" (Mo-da).
 - N. Any other violations of the Competition Rules or other actions not specifically covered herein that interfere with the operation of the competition.
9. Kei-koku (Note), Chui (Warning) and Han-soku (Foul)
- A. Violations where the intent is inadvertent or accidental shall result in the issuance of Kei-koku.

Chui shall automatically result if the same offender commits another Kei-koku-type violation during the same match.

II. KUMITE RULES

- B. Violations and the situations where the intent to violate is clear but the infraction is not fully executed shall result in a Chui to the offender.

Han-soku shall automatically result if the same offender commits another Chui-type violation during the same match.

- C. When a competitor commits a prohibited act, Han-soku shall be issued. Han-soku shall result in the competitor's immediate loss of the match.

- D. Standard for Assessment of Sanctions Due to Contact

The sanctions assessed due to contact during the match shall be based upon the following:

(1) Contact & Circumstance

CIRCUMSTANCES		TYPE OF CONTACT
A.	Opponent moves into direction of technique (De-ai).	1. Minor No injury. <u>Light</u>
B.	Opponent maintains stationery position.	2. Light injury and/or light body shock. <u>Moderate</u>
C.	Opponent moves away from direction of technique.	3. Moderate injury and/or moderate body shock. 4. Heavy Heavy injury and/or heavy body shock.

(2) Sanctions

TYPE & CIRCUMSTANCE	SANCTIONS
A-1	None, but point scoring possibility
A-2	None, but point scoring possibility
A-3	Kei-koku
A-4	Han-soku

II. KUMITE RULES

B-1	None, but point scoring possibility
B-2	Kei-koku
B-3	Chui
B-4	Han-soku
C-1	None, but point scoring possibility
C-2	Chui
C-3	Han-soku
C-4	Han-soku

Remarks:

- (a) Decisions about the type of contact are made by the Medical Judge according to ITKF Medical Rules.
- (b) Skin touch causing no injury and/or body shock will not be penalized (minor contact).
- (c) If contact is made after the Shu-shin announces “Yame”, then Chui in case of skin touch or Han-soku if light or heavier contact. However, if the contact is the fault of the recipient or if it is purely accidental, then no violation shall be found.

E. Feigning

If during competition, a competitor appears to be sick or injured, for example, as a result of contact, then the Medical Judge shall examine that competitor and if found to be feigning, Shi-kkaku (disqualification) shall be declared.

F. Mu-no (Lacking ability)

If competitors cannot execute techniques as required by the Kumite Rules for a Todome or do not have the ability to execute defense techniques, then Shi-kkaku as Mu-no.

II. KUMITE RULES

10. Doctor's Stop

- A. In the case where a competitor's ability to continue becomes impaired due to injury or sickness during a match (not caused by the opponent), the competitor's match shall be terminated by Doctor's Stop if, following the medical decisions, the impairment period is expected to exceed five minutes.
- B. A competitor who has been declared the winner of two matches by default during the respective tournament, as a result of the opponent's contact Han-soku, shall automatically be subject to Doctor's Stop. Such a competitor shall be deemed ineligible for Medical Approval and consequently cannot continue further Kumite competition in that tournament.

Remarks:

The aforementioned restriction shall not apply in the case where Han-soku is issued against an opponent on the basis of two Chui where only one is the result of contact and the other is not.

11. Ki-ken (Withdrawal) during Competition

Any competitor that Ki-ken from a competition shall forfeit the match. In the case of a team match, if any one member Ki-ken from a match then the entire team shall forfeit.

12. Coach's Protest

- A. A competitor's Coach shall have the right to lodge a protest through the respective Court's Kan-sa only on the basis that the operation of match has been in violation of the Competition Rules.
- B. The Coach cannot protest the Court Judges' Decision or Medical Decision(s) so long as it is based upon the Competition Rules.

II. KUMITE RULES

- C. The Coach's protest must be lodged before either competitor leaves the Court.
- D. In the case where a Coach wishes to protest the operation of the match, the protest must be made to the respective Court's Kan-sa and not directly at the Court Judge(s).
- E. The Coach's protest must be indicated to the Kan-sa before competitor(s) withdraws from the Court so that the Kan-sa may then direct the Shu-shin to keep the competitors in the Court area. The Kan-sa shall then have the opportunity to listen to the Coach's protest.
- F. The Coach's protest explanation shall not exceed five minutes. Once a decision has been reached on a specific protest, that decision shall be final. No further protest appeals shall be tolerated. In the case where a Coach persists in contesting the protest decision, the Kan-sa shall have the authority to eject that Coach from the competition area.

13. Eliminations

A. Elimination System

Kumite competition shall be based on a Single Elimination System (see Appendix IV). However, by a decision of the corresponding Tournament Controlling Body, the Repechage System may be substituted.

The Repechage System involves single eliminations leading to the finals. In addition, the third place match winner shall be determined by match eliminations among all the remaining losing opponents of the first eliminations. (See Appendix V)

B. Seeding

Seeding shall be based on competitors from the same country and teams from the same continent.

II. KUMITE RULES

By decision of the Tournament Controlling Body for UWK Traditional Karate Competition, the winners of the previous tournament bearing the same tournament title-name may be seeded first to fourth place.

C. Placement

Placement shall be by random open drawing exclusive of any control by any person.

14. Court Clerks

A. Selection of Court Clerks

The Tournament Organizing Committee shall select and assign the following Court Clerks for each Court:

- (1) Competition Schedule one person
- (2) Competition Announcer one person
- (3) Recorder two persons
- (4) Timer two persons
- (5) Court Worker two persons
- (6) Messenger one person

B. Direction of Court Clerks

The Kan-sa for each respective Court shall direct the Court Clerks assigned to that Court.

Article 2
Competition

1. Competition Wear

II. KUMITE RULES

All competitors shall wear white Karate uniforms (Karate-gi) in accordance with the standard set by the Technical Committee (See Appendix XXI) and subject to the following conditions:

- A. Karate-gi top must be long enough to reach the groin area but not cover knees. The sleeves must cover the elbow but not cover the wrists.

The Karate-gi pants must cover the knees but not the ankles.

Neither the sleeves nor pants shall be rolled up.

- B. The Karate-gi belt must be tied at the waist between the bottom of the rib cage and above the hipbone. The tied ends of the belt shall not be longer than the knees.

Aka (red) side competitors wear red belts.

- C. Women must wear under-shirts under their Karate-gi tops.

2. Safety Equipment

- A. Fist covers must be used so that in case of accidental contact, there is protection against blood borne pathogens. Only official UWK approved by the Traditional Karate Commission's Technical Committee and Medical Committee fist covers shall be used.

- B. Mouth guard must be used to reduce a chance of injury in case of accidental contact.

- C. The following optional safety equipment are the allowed:

- 1) Groin-protector (plastic or metal are acceptable)
- 2) Sports bra for Women

- D. Supportive neoprene or elastic type bandages are not permitted. Subject to Medical Approval by the ITKF Medical Judge, tape wrapped only twice around is allowed.

II. KUMITE RULES

- E. Neither eyeglasses nor contact lenses are permitted. As an exception, soft contact lenses are allowed subject to Medical Approval by the UWK Traditional Karate Medical Judge.
3. Competition
- A. Individual Match
- (1) Type of Match
- (a) Ippon Sho-bu (One Full Point Match)
- The competition time shall be one and a half minutes. The competitor who first scores Ippon or Awase-waza (2 Waza-ari) within the time period shall be declared the winner.
- (b) San-bon Sho-bu (Three Set Match)
- The competitors shall meet in three sets of Ippon Sho-bu. The winner of two sets shall be declared the winner.
- Each set shall have a break of thirty seconds between sets. Each set is separate and distinct. Points shall not be cumulative and penalties shall not carry over. Han-soku in any set shall result in the loss of the entire match by the offender.
- (2) Insufficient Points
- In either the case of Ippon Sho-bu or San-bon Sho-bu where there are insufficient points or set victories to determine a winner, the match winner shall be the competitor with the highest total score as defined under "Scoring" (See Article 2-3-A-(4)). If the scores are the same, a Hiki-wake (Draw) shall be declared.

II. KUMITE RULES

(3) Kettei-sen (Termination match)

In the case of a Hiki-wake where it is necessary to determine a match winner, then Kettei-sen shall immediately take place without any rest period. The time period for Kettei-sen shall be one and one half minutes. The first competitor to be awarded either Waza-ari or Ippon shall be declared the match winner.

There shall be no carry-over whatsoever of any preceding match points or penalties.

If at the end of Kettei-sen, the match winner has still not been determined because of either no points or equal score, then the Court Judges shall be required to decide the winner since there cannot be another Hiki-wake.

(4) Scoring

The following scoring shall be used in the case where neither Ippon nor Awase-waza has been awarded to either competitor at the end of competition time.

	AWARD & PENALTY	SCORE
1.	Waza-ari (semi-full point)	4
2.	Opponent receives Chui	4
3.	Opponent commits Jo-gai*	2
4.	Opponent receives Kei-koku**	2
5.	Opponent awarded Ten-to penalty but not executed due to expiration of time	1
6.	Effective technique (per technique)**	1
7.	Fighting spirit***	1
8.	Fighting etiquette***	1

II. KUMITE RULES

Remarks:

- (a) *No points shall be awarded if Waza-ari has already been awarded. A third Jo-gai can result in points awarded.
- (b) **No points shall be awarded if Chui has already been awarded. A third Kei-koku can result in points awarded.
- (c) ***Point additions for "Effective Technique", "Fighting Spirit", and "Fighting Etiquette" shall be awarded only during Kettei-sen involving tied scores at which time Court Judges will meet to decide winner.

B. Team Match

(1) Composition of Team

The size of each Team is three members.

(2) Competition Procedure

- (a) At competition time, the members from each team shall each compete in one and one half minute's rounds against the other team's members in the exact order in which they registered. The higher total score between the teams shall determine the winning team. A match will end when one team member is awarded Ippon (including two Waza-ari).
- (b) In the case of a Ten-to penalty, which is awarded but not executed during the

II. KUMITE RULES

round due to time expiration, the opposing team receives a point.

- (c) If any team member receives Han-soku, then the entire team shall receive Han-soku. However, if a team member receives Chui or Kei-koku, that penalty shall not be carried over from round to round to another member of the team.
- (d) If any team member Ki-ken (withdraws) from the competition, then the entire team shall be considered as Ki-ken, thereby resulting in a forfeit.

- (3) The scoring shall be as follows:

	AWARD & PENALTY	SCORE
1.	Ippon by Ippon Technique	10
2.	Waza-ari	4
3.	Opponent commits Jo-gai (each infraction)	2
4.	Opponent receives Chui	4
5.	Opponent receives Kei-koku (each infraction)	2
6.	Opponent receives Ten-to penalty but not executed due to expiration of time	1
7.	Opponent receives Doctor's Stop in case of self-caused injury or illness	4

Remark:

All match records shall remain valid even if a competitor is subject to a Doctor's Stop.

- (4) Kettei-sen by Representative

II. KUMITE RULES

- (a) In the case of a tie score between the teams, the outcome shall be determined by a Kettei-sen by Representative. Each team shall select its own respective Representative to compete against the Representative selected by the opposing team. The Representative selected must be chosen from among the actual competing members of each respective team. Alternate team members shall be ineligible.
- (b) In the Kettei-sen by Representative, the Court Judges must determine the winner on the basis of only what took place during the match. Therefore, the team having the Representative winner shall be declared the victor.
- (c) Rules of Representative by Kettei-sen are same as Rules of Individual Kettei-sen. (Article 2-3-A-(3))

4. Operation of the Competition

The competition shall operate under the following sequence:

A. Individual Match

- (1) Opening Ceremony
- (2) Competition
 - (a) Shu-shin shall direct the competitors to their places in the Court area. The competitors shall then bow to Shu-shin, then to one another on the command of the Shu-shin who shall say the word, “Rei” (Bow). The competitors shall then go into the Shizen-tai position.

II. KUMITE RULES

- (b) The start of the competition is called the “Shobu Ippon Hajime”.
- (c) To temporarily stop the competition, the Shu-shin shall use the word “Yame” or “Jo-gai” and signal accordingly. At these times, the competitors shall return to their starting places and assume the Shizen-tai position.

The competition shall resume upon the order of the Shu-shin, which is called “Tsuzukete-Hajime”.
- (d) All pronouncements, including the declaration of the match winner, the awarding of points, notice of violations and penalties, shall be made by the Shu-shin from the designated place in the Competition Area.

Each competitor shall acknowledge said pronouncements by lightly bowing to the Shu-shin, regardless of which athlete is the subject of the pronouncement.
- (e) When the match is completed, each athlete shall bow to the other on the command of the Shu-shin who shall say “Rei”.
- (f) During the match, when the Timer gives the signal of one ring of bell or gong that there are 30 seconds remaining before the end of the match, the Shu-shin shall give notice of “Shibaraku” (30 seconds remaining) to both competitors. However, the match does not stop upon the notice of Shibaraku.

II. KUMITE RULES

- (g) At the end of the match, the Timer shall signal by strikes on the bell or gong that “time is up”. At that moment, the Shu-shin shall stop the match by announcing “Yame”. The competitors shall return to their starting positions. The end of the match, which is called “Sore-made” (end of the match), shall then be announced by the Shu-shin while simultaneously giving the Sore-made signal of the right hand stretched straight ahead (parallel to the floor) with palm facing forward.
- The Shu-shin shall then ask for the score from the Kan-sa. As soon as this is known, the Shu-shin shall announce the score and award the match to the winner. In the case of a tie score, then the Shu-shin shall announce “Hiki-wake”.
- In the case of Hiki-wake, the competitors shall remain in the Competition Area in the Shizen-tai position.
- (h) In the case of the Kettei-sen, the notice shall be given by the Shu-shin as “Kettei-sen Hajime”. The Kettei-sen shall use the same competition sequence as that given in (b) through (g) as above (Regular Match) except that if either competitor receives Waza-ari or Ippon, then that competitor shall be declared the match winner.
- (i) If at the end of Kettei-sen the score is still tied with no points having been awarded, then the Shu-shin shall call a Court Judges Meeting. The Court Judges Meeting shall then decide the winner of the match. Following the meeting, the Fuku-shin shall return to their places. The Shu-shin

II. KUMITE RULES

shall then stand one meter outside the competition line (opposite from the main seating area) and announce “Han-tei” (Decision). The announcement shall involve the declaration of Han-tei followed by one long whistle and then a short whistle. When the short whistle is blown, the Fuku-shin shall simultaneously raise the flags of the winner decided by Court Judges Meeting. A second short whistle shall signal the Fuku-shin to lower their flags.

The Shu-shin shall then step into the Competition Area and announce the winner of the match.

- (j) During a Court Judges Meeting during a match, the competitors shall face away from each other from the “Competitor’s Position” and assume Sei-za (formal floor sitting position) until the end of the meeting. In the event that the meeting exceeds one minute in duration, the Shu-shin shall instruct the competitors to return to their respective competitor’s seating areas.
- (k) As soon as the results are announced by the Shu-shin the competitors shall bow to one another on the Shu-shin’s command to “Rei”. They shall leave the competition area.

(3) Closing

Ceremony B. Team Match

- (1) Opening Ceremony
- (2) Competition

II. KUMITE RULES

Other than the following, the sequence for team matches shall be the same as for individual matches.

- (a) Before each team match, the team members shall line up at the opposite boundary lines (right and left of the main front seating area). On the Shu-shin's command of "Rei", each side shall bow to the other. After bowing, the competitors shall return to their seats to wait.
- (b) Each match shall begin with the Shu-shin's announcement of "Hajime". Each match shall run for one and once half minutes or until one side scores Ippon (including 2 Waza-ari).
- (c) At the end of each match, the Shu-shin shall declare "sore-made" and the next match shall follow immediately.
- (d) When the final team competitors have completed their match, then the procedure followed shall be the same as in an Individual Match. The Shu-shin shall then direct the competitors to line up as in (a) above. The winning team shall then be declared by the Shu-shin. Following this declaration, on the Shu-shin's command of "Rei", the competitors shall bow to one another and then depart from the Competition Area.

In the case of a tie score, the Shu-shin shall announce Hiki-wake. The team shall not line up. Instead, the Shu-shin shall ask each team for a Representative.

II. KUMITE RULES

(e) The Kettei-sen by Representative shall follow immediately. The Kettei-sen by Representative procedure shall be same as for Individual Kettei-sen (See Article 2-4-A-(2)-(h) & (i)).

The procedure for the declaration of the winning team shall be the same as given in (d) above.

(3) Closing Ceremony

Article 3 Judging

1. Judges' Dress Code

All Judges must follow the required dress code set by the Technical Committee of the UWK Traditional Karate Commission.

2. Court Judges

The Court Judges shall be composed as follows:

- one Shu-shin (Referee)
- four Fuku-shin (Corner Judge)

The Chief Judge shall make all judging assignments and corner placements. Only the Chief Judge may make changes of assignment of placement. However, the Kan- sa at each Court may appeal to the Chief Judge for consideration of changes of assignments of placement.

The Chief Judge is empowered to delegate authority to an Assistant Chief Judge assigned to a separate Court.

3. Court Judges' Equipment

II. KUMITE RULES

- A. The Shu-shin must possess a whistle.
 - B. The Fuku-shin must each possess a whistle and a set of Aka (red) and Shiro (white) flags.
4. Kan-sa
- A. A Kan-sa, assigned by the Chief Judge, shall be present at each Court.
 - B. A Kan-sa must possess a whistle and a set of Aka (red) and Shiro (white) flags.
 - C. The Kan-sa's right and responsibilities at the respective Court shall be as follows:
 - (1) To arbitrate the operation of the matches and immediately seek to correct through the Shu-shin any discovered violations of the Competition Rules.
 - (2) To respond to any questions from the Shu-shin as they relate to the operation of the competition.
 - (3) To maintain a record of the competition so as to answer any inquiries from the Shu-shin and to substantiate the work of the Recorder.
 - (4) To monitor the competition times and to correct any discrepancies by immediately notifying the Shu-shin.

In the case where the time expires but the competition inadvertently continues, then the Kan-sa must immediately notify the Shu-shin as well as the Recorder with an order to stop. The Recorder shall void all records made after the order to stop had been given.
 - (5) When monitoring the competition, if the Kan-sa believes there is favoritism or unfairness on the part of any Judge(s), the Kan-sa shall request the

II. KUMITE RULES

Shu-shin to issue a warning to the offending Judge(s). If after the Shu-shin's warning, the unfairness continues uncorrected, then the Kan-sa may appeal to the Chief Judge to have the offending Judge(s) removed.

- (6) The Kan-sa shall weigh the merits per the Competition Rules and then decide whether or not to order corrections through the Shu-shin of any Coach's protest received against the Competition Rules.

In the case where a Court Judge has already made a decision subsequently discovered to be against the Competition Rules, then the Kan-sa shall order the Shu-shin to ask for a Prejudgment.

5. Court Judges Judging

Competition decisions shall be based upon a majority vote of the Court Judges. The Shu-shin shall have two votes and the Fuku-shin shall each have one vote. In case of a tie, the Fuku-shin majority shall determine the decision. Exceptions to the foregoing shall be in the case of penalties, violations and points where a Fuku-shin does not observe the action in question. Such a Fuku-shin shall have no part in the decision-making.

The Kan-sa, having no voting rights, shall not participate in any competition judging decisions.

6. Jury Decisions

Decisions involving significant disagreement or controversy shall be appealed by the Kan-sa to the Chief Judge who shall, in turn, request a Jury Decision. The Jury Decision shall be final and irrevocable.

II. KUMITE RULES

1. Shu-shin

The Shu-shin shall control the operation of the competition in accordance with the Competition Rules through the use of the appropriate Terms and Signals. (See Appendix VIII)

The Shu-shin shall also be responsible for monitoring the physical condition of the competition area.

2. Fuku-shin

The Fuku-shin shall remain stationary in their assigned position on the Court. The rendering of the Fuku-shin's opinion as well as any replies to the Shu-shin shall be made through the use of a whistle and flags in accordance with the corresponding official Signals. (See Appendix IX)

3. Court Judges Meeting

In the following cases, the Shu-shin must call a Court Judges Meeting in order to render judgments:

- A. Chui and Han-soku Decision; (other than two Kei-koku automatically becomes Chui)
- B. Doctor's Stop confirmed by the Medical Judge's decision, i.e., involving competitor's injury or illness;
- C. Shu-shin's self-admitted error in the operation of the competition resulting in the violation of the Competition Rules or when one or more Fuku-shin's appeal to the Shu-shin;
- D. When the Shu-shin is notified by the Kan-sa to call a Court Judges' Meeting.
- E. In case of any emergency.

II. KUMITE RULES

The Court Judges Meeting must be held around the seating area of the Kan-sa. The Kan-sa replies to Judges' questions concerning Rules of Competition.

Court Judges Meetings shall not be held for point decisions unless the matter concerns controversy over the Competition Rule(s).

4. Shu-shin Break in the Competition

The Shu-shin is authorized to break (interrupt) a competition match only in the following cases:

- A. When the Shu-shin decides to issue Ippon or Waza-ari or when two or more Fuku-shin signals a point;
- B. When one or both competitors are Jo-gai;
- C. When one or both competitors execute techniques and a point is not re-cognized and either one or both competitors stop continuation of techniques, or if a scuffle occurs;
- D. When one competitor's technique is executed and then followed by one counter attack each, but none of the three techniques is recognized as a point;
- E. When one or both competitors grabs or clinches the other;
- F. When competitors make body contact with each other, or either side's hands touch opponent's body other than arms or legs, causing body movement continuation to stop and no further execution of technique(s) occurs;
- G. When one or both competitors fall and there is no continuation of technique(s) or the execution of technique(s) continues but is not recognized as a point;
- H. When one or both competitors push against the opponent forcefully or collide;

II. KUMITE RULES

- I. When the match develops into a deadlock which lasts for 10 seconds without the exchange of effective techniques;
 - J. When a competitor(s) garments become disheveled, impairing or impeding free movement;
 - K. When a competitor is recognized by the Shu-shin as being in violation of the Competition Rules, or when one or more Fuku-shin signals a violation of the Competition Rules;
 - L. When the competitor(s) becomes overly-excited, emotionally unstable or the atmosphere becomes volatile leading possibly to a violation of the Competition Rules;
 - M. When the competitor(s) sustains injury or sickness;
 - N. When the operation of the competition is subject to any external disruption, disturbance or interference making the continuation of the competition difficult or impractical;
 - O. When there is a violation of the Competition Rules regarding the operation of the competition;
 - P. When notice is received from the Kan-sa to stop the competition;
 - Q. When any emergency situation arises.
5. Procedures for Point Decisions

- A. During match time, the Shu-shin shall recognize a point, either Ippon or Waza-ari accordingly. The match shall then be stopped whereupon the competitors and the Shu-shin shall return to their original positions.

The Shu-shin shall then point with an open hand toward the competitor to be awarded either Ippon or Waza-ari. If the indication is Ippon, the Shu-shin shall point toward the scoring competitor's face. If the indication is Waza-ari, the Shu-shin shall point toward the scoring competitor's waist. The Shu-shin shall do this so as to obtain the Fuku-shin

II. KUMITE RULES

confirmation of the point to be recognized. The Fuku-shin must then show their own intentions. If with the Shu-shin voting, a majority vote is obtained, then the point shall be declared. If, on the other hand, there is a majority against the point indicated or there is a tie, then the point shall either be canceled or changed in accordance with the wishes of the majority.

- B. During match time, in the case where the Shu-shin fails to see an executed technique and consequently does not indicate a point other than Teki-kaku, if two or more Fuku-shin indicates a point, then the Shu-shin must stop the match and obtain point indication confirmation from each Fuku-shin. This is done by the Shu-shin pointing and index finger at each Fuku-shin. If the point is confirmed by the majority, then the Shu-shin must award the point. If there is insufficient confirmation, then the Shu-shin shall cancel the point declaring Tora-nai (Void).
- C. If Fuku-shin is unable to see target, then he cannot indicate a scoring point. However, if the Fuku-shin recognizes correct technique, position, and timing as sufficient for a point, then Fuku-shin is able to indicate Teki-kaku by signaling simultaneously: a sharp whistle; the indicating flag movement same as Ippon or Waza-ari; other flag is parallel to floor, covering eyes.

This indication of Teki-kaku may be calculated as a point if the Shu-shin confirms that the technique was executed to the target. However, if the Shu-shin finds that the technique was not executed properly to the target (for instance block, cover, bad angle, etc.) then the Shu-shin is able to disregard any number of Teki-kaku indications by the Fuku-shin.

- D. In the case of a difficult judgment, the Shu-shin may defer to each Fuku-shin requesting their opinion and rationale prior to declaring the judgment. The procedure for doing this shall be for the Shu-shin to stand at the original position and then blow one short, sharp whistle. The Shu-

II. KUMITE RULES

shin shall then point with an index finger at the Fuku-shin needed to form a judgment decision.

The Fuku-shin so selected shall then indicate their rationale and judgment to the Shu-shin.

- E. If following the majority judgment of the Fuku-shin, the Shu-shin is in disagreement, and then the Shu-shin may request a "Sai-shinpan" (Re-judgment) from the Fuku-shin.

The procedure for doing this shall be for the Shu-shin to step outside the court and then request a Sai-shinpan. The signal for Sai-shinpan shall be several short, sharp whistles followed by the Shu-shin touching the left chest area with the right palm. The Shu-shin shall then indicate an explanation followed by the judgment. The Shu-shin shall then make the final signal gesture for a Sai-shin-pan by blowing one long whistle followed by a single, short whistle. At that moment, all Fuku-shin must simultaneously indicate their respective re-judgments. The Sai-shin-pan decision shall be final.

6. Procedures for Jo-gai Penalty Judgment

- A. The Shu-shin shall indicate Jo-gai by pointing an index finger at the competitor and then gesturing with the same index finger at the Court boundary line where the competitor was Jo-gai while saying "Jo-gai". These signals shall serve as the Shu-shin's notice to the Fuku-shin for confirmation of the Jo-gai Penalty judgment. The Fuku-shin must indicate accordingly their respective judgment. If there is a majority confirming the Jo-gai Penalty judgment, the Shu-shin shall then use the same index finger, this time pointed upward and held at chest-high level while saying "Ikkai" to give notice of the competitor's first Jo-gai Penalty judgment. If the same competitor is subsequently Jo-gai, the procedure to be followed shall be the same except that the last signal gesture shall be the index and middle fingers pointed upward, at chest-high level while saying "Nikai" to give notice of the competitor's second Jo-gai Penalty judgment. During an individual match, the

II. KUMITE RULES

Shu-shin shall then declare Waza-ari on behalf of the competitor's opponent.

- B. The confirmation and Sai-shin-pan of Jo-gai penalty procedures shall be the same as those for "Procedures for Point Decisions" (See Article 4-5-E).

7. Procedures for Ten-to Penalty Judgment

- A. The Shu-shin shall indicate the Ten-to Penalty when the competitor falls. The procedure for doing this shall be the Shu-shin first pointing with an index finger at the Ten-to competitor; second, making one large complete circular motion with the same index finger and saying "Ten-to" and then third, pointing down toward the center of the court with the same index finger. These signals shall serve as the Shu-shin's indication to the Fuku-shin for confirmation of the Ten-to Penalty judgment. The Fuku-shin must accordingly indicate their respective judgments. If there is a majority confirming the Ten-to Penalty judgment, the Shu-shin shall give notice of the judgment by using the same index finger to motion the penalized Ten-to competitor straight back to the center of the boundary line with the vocal command of "Sagaru" (move back). Then Shu-shin instructs non-penalized competitor to move forward to face the penalized competitor and both extend arms, touching tips of fingers together. Shu-shin indicates "Tsuzukete, Hajime" which begins penalty match [see Article 1-7-B-(1), (2)].

Remarks:

- (1) The confirmation and Sai-shin-pan of the Ten-to penalty procedures shall be the same as those for "Procedures for Point Decisions" (see Article 4-5-E).
- (2) If competitor falls at the same time match is over, Shu-shin gives opponent one point (1.0) after confirming Ten-to penalty with Fuku-shin.

B. During Ten-to penalty match:

II. KUMITE RULES

- (1) Ten-to penalty match continues until match is interrupted.
 - (2) If competitor(s) does not move within five seconds after match begins, Shu-shin stops match and Ten-to penalty match is completed.
- At the start of the penalty match (Hajime) the Kansa shall signal the timekeeper to begin a 5 second count. At the end of the count the timekeeper sounds a bell or gong.
- (3) For all declarations of points, notice of penalties, or any indication of penalty match, Shu-shin orders both competitors to return to original positions in center of court. [See Article 1-7-B-(3).]

8. Procedures for Kei-koku, Chui or Han-soku Judgments

- A. If the Shu-shin finds that a very light or minor violation has occurred or the potential for violation, then the Shu-shin shall have the right to issue and informal warning. In this case, Shu-shin must call both competitors, then give Informal Warning to faulty party(s), but issues no penalty.
- B. If the Shu-shin finds a light violation or that the same competitor who had previously received the Informal Warning again commits the same violation, then the Shu-shin shall have the authority to give notice of Kei-koku. The Shu-shin's signal for Kei-koku shall be a raised index finger toward violation side. The reason shall be given by the Shu-shin by the appropriate Signals.

The Shu-shin shall demonstrate the intention of giving Kei-koku to the Fuku-shin by showing a raised index finger to confirm each Fuku-shin, and then give sanction. If two or more Fuku-shin are not opposed, then Kei-koku will be issued. The issuance of two Kei-koku violations during the same match by the same competitor shall automatically

II. KUMITE RULES

result in a Chui. In this case, a Court Judges Meeting shall not be required.

- C. If the Shu-shin finds a violation or if one or more Fuku-shin signals a violation, the Shu-shin must then immediately stop the match and from the original position, call a Court Judges Meeting to render a judgment on the violation.
- D. In the case of a contact violation, the Shu-shin shall first call for an examination by the Medical Judge with the Tournament Doctor who shall then, based on a Medical Decision identify the degree of contact, loss of functional capacity – functional impairment. A Court Judges’ Meeting shall then be held to render a judgment on the violation based on the Medical Decision and the Court Judges assessment of circumstances based on rules Article 1-9-D.
- E. If the Court Judges decide that a violation has been committed, then the Shu-shin shall, from the original position, give notice of the type of violation. In the case of a contact violation, the Shu-shin shall indicate the violation with the proper hand signal and then issue the penalty.

9. Procedures in Case of Injury or Sickness

If the Shu-shin determines that a competitor has sustained an injury or sickness, or if the Medical Judge signals such through Kan-sa, or if one or more Fuku-shin signals that such may have occurred, then the Shu-shin must immediately stop the match and call for the Medical Judge and Tournament Director. The Shu-shin shall request a Medical Decision only given by Medical Judge whereupon a Court Judges Meeting shall be conducted. If the Medical Decision is a Doctor’s Stop then the Shu-shin shall report this at the Court Judges Meeting. After related matters have been discussed, then the Court Judges decision shall be announced through the Court Announcer and the competitor receiving the Doctor’s Stop shall be removed from the competition area.

II. KUMITE RULES

When an injury or sickness occurs and the Shu-shin stops the match, it shall not be necessary for the competitors to return to the original position since the ease and comfort of the sick or injured competitor must take precedence.

If the Medical Decision made by Medical Judge so orders, the sick or injured competitor must be moved immediately for medical treatment even prior to the Court Judges Meeting and decision.

At the signal from the Kan-sa, the timekeeper begins to count at the start of the treatment of injured competitor. After 5 minutes, the timekeeper shall sound a bell or gong. At this time the Medical Judge indicates “Doctor’s Stop”. The Medical Judge and/or the treatment doctor have the right to extend this time under special conditions.

10. Procedures for the Kan-sa

- A. In the case when the Kan-sa wishes to intervene during a match, notice shall be given by the holding of a red flag overhead and simultaneously blowing several sharp whistles. These actions by the Kan-sa shall constitute an order to stop the match and for the Shu-shin to approach the Kan-sa’s seat.
- B. If the Kan-sa believes that an irregularity or questionable issue has arisen during the operation of the match, a Court Judges Meeting shall be requested through the Shu-shin. Upon hearing the Court Judges’ explanations, the Kan-sa shall then give the appropriate direction to the pertinent Court Judge(s). If the matter does not have an immediate solution, then the Kan-sa shall ask for a Jury Decision through the Chief Judge. Upon hearing the outcome of the Jury Decision, the Kan-sa shall then give the appropriate direction to the pertinent Court Judge(s) in accordance with the Jury Decision.

11. Procedures for Changing Court Judge(s)

II. KUMITE RULES

The Kan-sa shall notify the Shu-shin when wishing to make a change of Court Judge(s). Changes may occur in the following cases:

- A. When the schedule dictates the changes;
- B. When the Chief Judge ordered the change;
- C. When the Kan-sa requests a change subject to the approval of the Chief Judge;
- D. When the Medical Judge notifies Kan-sa of a Judge's physical debilitation.

12. Procedures when Hiki-wake (Draw) Does Not Apply

Since Hiki-wake does not apply in Kettei-sen, the Shu-shin shall call for a Court Judges' Meeting in order to make the decision. At this meeting, the Court Judges must make a decision for either Aka or Shiro.

Following the meeting, each Court Judge shall return to the original position. At the Shu-shin's Han-tei (Judgment), the Court Judges signals must all be consistent with the majority decision of the Court Judges' Meeting.

13. Procedure for awarding points or issuing penalty by Shu-shin is as follows:

A. Point for technique

- 1) Indicate scoring competitor
- 2) Explanation of scoring technique; what technique and what target
- 3) Award point; Ippon or Waza-ari

B. In case of Jo-gai a second time

- 1) Indicate Jo-gai competitor
- 2) Issue second Jo-gai

II. KUMITE RULES

- 3) Indicate opponent of Jo-gai competitor and award Waza-ari
- C. In case of Han-soku or Shi-kkaku
- 1) Indicate penalized competitor
 - 2) Issue penalty
 - 3) Indicate non-penalized competitor and declare winner
- D. In case of penalty
- 1) Indicate penalized competitor
 - 2) Explanation for penalty
 - 3) Issue penalty

Article 5 Supplement to Judging Operation Rules

1. When a Fuku-shin signals (by flags or whistle) indicating that an effective technique has been delivered by one of the competitors, the Shu-shin may ignore the signal and continue with the match. However, when two or more Judges have signaled likewise, the Shu-shin must suspend the match. The Shu-shin shall then listen to their opinions and then render a decision on the match.

However, in the case of an emergency, a violation or a Jo-gai signaled by even one Fuku-shin, then the Shu-shin is required to stop the match.
2. Only the Shu-shin shall have the authority to suspend or terminate the match. No one other than the Shu-shin shall be permitted to halt the match arbitrarily. An attack, even if effective, delivered after an order to stop has been given, shall not be recognized nor shall it constitute a basis for decision.

II. KUMITE RULES

3. The authority of the respective Court's Kan-san of the match shall include supervision, inspection, and direction of the Timer and the Recorder.

Records kept at the match shall become the official record subject to the approval of the respective Court's Kan-sa.

4. The Shu-shin and the Fuku-shin shall bear in mind the following points during the match time:

- A. The Shu-shin and the Judges must conduct themselves impartially and fairly.
- B. They must comport themselves with dignity and self-control.
- C. They must concentrate their full attention on the match so as to judge every action of the competitors correctly.
- D. They must not converse with anyone during the match. The Kan-sa and Fuku-shin may speak only through the Shu-shin. The Fuku-shin may not converse with one another.

5. Other than Jo-gai and Ten-to penalties, the following procedures apply to penalties.

- A. Grabbing or forgetting to bow. (i.e.Tsukami, Fu-kei)

1 st time	-	Informal warning
2 nd time	-	Kei-koku
3 rd time	-	2nd Kei-koku then Chui
4 th time	-	2nd Chui then Han-soku Requires Court Judge's decision

- B. Ignoring Shu-shin's directions (Chui-mushi) using techniques without control and using potentially dangerous techniques. (Mo-da, Kin-shi)

1 st time	-	Informal warning
2 nd time	-	Kei-koku

II. KUMITE RULES

- | | | |
|--|---|---|
| 3 rd time | - | Penalty decided by Court Judges Meeting |
| C. Fu-kei (Bad Attitude), Poor Etiquette, or Disruptive Self-Promotion. | | |
| 1 st time | - | Informal warning |
| 2 nd time | - | Penalty decided by Court Judges Meeting |
| D. Other than A, B, C as above, without informal warning or Kei-koku the penalty is decided by Court Judges Meeting. | | |

III. KATA RULES

III. KATA RULES

Article 1 General

1. Kata (Form) Competition

Kata Competition demonstrates Traditional Karate Kata through individual and team presentations. The Synchronized Team category demonstrates both Kata and its application. Order of winners is determined by point scoring; the higher the score, the higher the winner's placement.

Kata Competition is divided into the following categories:

- a) Men's Individual
- b) Women's Individual
- c) Men's Team (3 persons)
- d) Women's Team (3 persons)

2. Competition Area

The competition area shall be eight square meters. The competitor shall perform the Kata facing the main seating area in one of two positions, which are located 2 meters in front of and in back of the exact center of the competition area. The surface of the floor must be flat and neither too smooth as to be slippery nor too rough as to inhibit proper execution. The conditions shall be the same as those set forth under the Kumite Rules. The positions of the Judges and Court Clerks shall be those set forth by Appendix II.

3. Type of Kata

Competitors shall be required to select Katas only from the following, although exceptions will be allowed in the case of different style Katas having the same origins but whose name pronunciations are different.

III. KATA RULES

- (1) A-Nan-Kun (A-Nan-Ku)
- (2) Bassai (Pasai) Dai, Sho
-includes Itosu, Matsumura, Yabu, etc.
- (3) Chin-tei (Chinte)
- (4) En-pi (Wan-Shu)
- (5) Gan-Kaku (Chin-To)
- (6) Gojyu-Shi-Ho (U-Sei-Shi), Dai, Sho
- (7) Han-Getsu (Sei-San)
- (8) Ji-In
- (9) Ji-On
- (10) Jitte
- (11) Kan-Ku (Ku-Chan-Ku), Dai, Sho -
includes Shi-Ho-Ku-Chan-Ku
- (12) Kan-Shiwa
- (13) Kuru-Run-Ha
- (14) Ni-Jyu-Shi-Ho (Ni-Sei-Shi)
- (15) Mei-Kyo
- (16) Roh-Hai, Sho-Dan, Ni-Dan, San-Dan Matsumura, etc.
- (17) Sai-Ha
- (18) San-Se-Ru
- (19) Se-San
- (20) Sei-En-Chin

III. KATA RULES

- (21) Sei-Pai
- (22) Shi-So-Chin
- (23) So-Chin
- (24) Supa-Rin-Pan (Becchu-Rin, Hyaku-Hachi-Ho)
- (25) Un-Su (Un-Shu)
- (26) Wan-Kan

4. Scoring

At elimination time, the scoring shall be determined on the basis of the viewpoint of Judges according to the formula of Basic Points minus Penalty Points.

At final match time (except Synchronized Kata Application), the scoring formula shall be Basic Points plus Skill Points minus Penalty Points.

Final matches of Synchronized Kata competition: Scoring is derived from scores of Kata (3-person) and Application of the same Kata.

A. Basic Points are arrived at from four factors:

- (1) Body Dynamics
- (2) Power
- (3) Form
- (4) Transition

The scoring criteria shall be as follows:

- (1) Body Dynamics

Degree or rate of power generated by the body dynamics and muscle action with proper breathing, defined as:

III. KATA RULES

- (a) Smooth body movement (timing) throughout entire execution of technique beginning from floor and ending at contact point.
 - (b) Degree of increasing energy through speed combined with smoothness of technique.
- (2) Power
- (a) Efficiency and focus of power with respect to the objective of the technique, including:
 - At final stage of technique, produce maximum energy through maximum energy/pressure directed to floor;
 - Degree of transmission of total energy to target (what percentage). Total is based on combination of body movement and pressure to floor;
 - Degree of total body contraction focused on target.
 - (b) Degree of power and speed control appropriately matching the objective of the technique;
 - (c) Degree of strength of will ("Spirit") or mental power focused on target.
- (3) Form
- (a) Degree of proper matching intended purpose of technique;
 - (b) Degree of balance (stance, posture, and coherence);

III. KATA RULES

- (c) Degree of emotional stability and mental concentration.
 - (4) Transition
 - (a) Quality of skill performance in body shifting;
 - (b) Quality of continuity from technique to technique;
 - (c) Appropriate tempo to match the technique objective.
- B. Skill Points are arrived at from:
- (1) Mastery of fine details of technique
 - (a) Degree of techniques' quality based on depth of training experience.
 - (b) Degree of body movement combined with skill of technique.
 - (2) Impression

This refers to the level of impression the demonstrator makes on the observer as a result of both the demonstrator's understanding of application and display of high level of technical skill with grace and strong spirit.
- C. Application Points are derived from 4 factors:
- (1) Kata Level (Basic and skill points)
 - (2) Application of Techniques
 - (3) Timing and Ma-ai (effective distance)
 - (4) Choreography

III. KATA RULES

The scoring criteria shall be as follows:

- (1) Kata Level – Scoring uses same criteria as individual Kata final match.
- (2) Application of Techniques – Degree of proper delivery and quality of technique.
- (3) Timing and Ma-ai – Degree of correct timing and proper distance during delivery of techniques.
- (4) Choreography – Degree of realism and artistic delivery.

D. Penalty Points shall be deducted in the following instances:

- (1) Hesitation;
- (2) Loss of balance;
- (3) Deviation from original position and angle;

Note: If ending position is less than 5 cm, or less than 5 degrees from original position, then no penalty.
- (4) Etiquette;
- (5) Loss of synchronization (applies only to Synchronized Kata);
- (6) Error of application (applies only to Synchronized Kata Application);
- (7) Unrealistic technique (applies only to Synchronized Kata Application).

E. Standards of Scoring

- (1) Basic Points (Elimination)

III. KATA RULES

	Very Bad	Bad	Poor	Below Avg.	Avg.	Above Avg.	Good	Very Good	Excellent
BODY DYNAMICS	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
POWER	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
FORM	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
TRANSITION	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
TOTAL	↔-5.1 -5.5	5.2 -5.9	5.6 -6.3	6.0 -6.7	6.4 -6.7	6.8 -7.1	7.2 -7.5	7.6 -7.9	8

(2) Skill Points (Final)

	Very Bad	Bad	Poor	Below Avg.	Avg.	Above Avg.	Good	Very Good	Excellent
MASTERY IMPRESSION	1.0	1.1	1.2	1.3 1.4	1.5	1.6 1.7	1.8	1.9	2.0

(3) Application Points

	Very Bad	Bad	Poor	Below Avg.	Avg.	Above Avg.	Good	Very Good	Excellent
KATA LEVEL	1.0	1.1- 1.2	1.3- 1.4	1.5- 1.6	1.7- 1.8	1.9- 2.0	2.1- 2.2	2.3- 2.4	2.5
APPLICATION OF TECHNIQUES	1.0	1.1- 1.2	1.3- 1.4	1.5- 1.6	1.7- 1.8	1.9- 2.0	2.1- 2.2	2.3- 2.4	2.5
TIMING & MA-AI	1.0	1.1- 1.2	1.3- 1.4	1.5- 1.6	1.7- 1.8	1.9- 2.0	2.1- 2.2	2.3- 2.4	2.5
CHOREO-GRAPHY	1.0	1.1- 1.2	1.3- 1.4	1.5- 1.6	1.7- 1.8	1.9- 2.0	2.1- 2.2	2.3- 2.4	2.5
TOTAL	↔-4.3	4.4- 5.1	5.2- 5.9	6.0- 6.7	6.8- 7.5	7.6- 8.3	8.4- 9.1	9.2- 9.9	10.0

(4) Penalty Points

TYPE	GRADING SCALE	DEDUCTIONS
1. Hesitation	A. Bewilderment / Confusion B. Stopping about 1 second	0.1 each instance 0.1 each instance
2. Loss of Balance	A. Imbalance while in place B. Moving	0.1 each instance 0.3 each instance

III. KATA RULES

	C. Falling (1) breaking fall with hand(s), arm(s), knee(s) or leg(s) (2) touching floor with anything other than arms and legs (complete fall)	0.5 each instance 1.0
3. Deviation of Position	A. Position (beginning and ending deviations) B. Facing wrong direction at final position	0.1 per quarter step 0.2 per 30°
4. Etiquette	A. Forget to bow to Shu-shin (Referee) or competitor B. Negative attitude (1) Poor (2) Bad	0.2 per bow 0.3 0.5
5. Loss of Synchronization (Synchronized Kata Only)	A. Simultaneity slightly off (less than a half action) (1) 1-4 occurrence(s) (2) over 5 occurrences B. Simultaneity off (more than a half action but less than a full action) (1) 1-2 occurrence(s) (2) over 3 occurrences C. Simultaneity extremely off	0.1 each instance 0.5 0.3 each instance 0.7 1.0
6. Error of Application (Synchronized Kata Only)	A. Offense Side (1) fewer or more attack techniques used than allowed (2) no 2 persons attack	0.3 per mistake 0.5

III. KATA RULES

	(3) use of any other martial art technique by offense B. Defense Side (1) First technique is different From original Kata technique (2) Some parts of demonstrated Kata are different from the original Kata	0.3 each instance 0.3 per mistake 0.3 per mistake
7. Unrealistic Technique (Synchronized Kata Only)	A. Competitor attempts unrealistic technique	0.2 each instance

Remarks:

- (a) In Synchronized Kata, if competitor(s) demonstrated a similar but different form or action, or executes a technique at a slightly different angle (not more than 45 degrees) than other competitor(s), then penalty 5-B applies.
- (b) In Synchronized Kata, if competitor(s) demonstrated a completely different form or action, or executes a technique at a completely different angle (more than 45 degrees) than other competitor(s), then penalty 5-C applies.

F. Uniform Scoring

The Judges must meet at least twenty-four hours prior to the tournament in order to ensure scoring uniformity and consistency through review of at least three model matches. If Judges are unable to meet prior to the tournament, they may ensure scoring uniformity by together reviewing scores of first match of the competition (before assigning final score).

5. Han-soku (Foul)

III. KATA RULES

A Han-soku shall be declared against a competitor in the following cases. The Shu-shin's (Referee's) indication of a Han-soku shall be the holding of a zero card overhead.

- A. When the Kata performed differs from the Kata registered by the competitor;
- B. In case of mixing up techniques during Synchronized Kata Application using different techniques in application that differs from original Kata techniques;
- C. When there is a delay or lapse of movement of five seconds or longer during the performance of the Kata;
- D. When the competitor speaks during the performance of the Kata;
- E. When the competitor receives prompting or coaching from anyone in the competition area during the performance of the Kata;
- F. When during the Synchronized Kata performance, the competitors count or use sounds to keep cadence (except beginning, ending announcements or “Kiai”);
- G. When during the performance of the Kata, the competitor's garments are removed or become disheveled so as to inhibit free movement or to distract attention;
- H. When the competitor intentionally ignores the Shu-shin's instructions;
- I. When the competitor's conduct or demeanor is unruly, impolite, or generally not consistent with the normally accepted behavior expected in the competition area;
- J. In case of very bad etiquette or attitude;
- K. When the competitor seriously violates any of the Competition Rules.

III. KATA RULES

Remark:

The term, competitor, shall also refer to the members of a Synchronized Kata team.

6. Penalty and Han-soku (Team)

A violation committed by any single team member shall result in a penalty or Han-soku against the entire team. If any singly team member receives a Doctor's Stop, this ruling shall also apply to the entire team.

7. Doctor's Stop

The demonstration shall be immediately stopped (Doctor's Stop) whenever there is a Medical Decision that a danger of injury or illness exists to the competitor. In the case of Doctor's Stop, no scoring shall take place.

8. Coach's Protest

- A.** The Coach shall have the right to protest any matter related to the operation of the Competition Rules. However, the Coach may not protest any scoring decision of the Court Judge(s).
- B.** The Coach's protest must be made before the Court Judges leave the respective Competition Area.
- C.** The Coach's protest may only be lodged with the Chief Judge and not with the Court Judge(s).
- D.** When the Chief Judge receives a protest from the Coach and after confirming that the protest concerns an alleged violation of the Competition Rules, the Chief Judge shall order Shushin to call a Court Judge's Meeting. If the Court Judges determine that a violation has occurred, then if uncorrectable, the results are voided.

9. Eliminations

- A. System**

III. KATA RULES

- (1) There shall be a maximum of twelve competitors per elimination pool. The top four competitors (teams) having the highest scores shall be selected from each pool for the next elimination round. This system of eliminations shall continue with each ascending pool until only the top eight competitors (teams) remain.
The numbers for the first round elimination pools are as follows: 2, 4, 6, 8, 12, 16, 24 or 32.
- (2) The top eight competitors (team) as determined by (1) above shall compete to determine the top four competitors (teams) by final eliminations.
- (3) The top four competitors (teams) shall compete in the final matches.

Remarks:

- (1) See Appendix VI for Elimination Chart
- (2) The individual competitor (team) having the lowest score shall compete first in the next eliminations re-pool round. In the case where the scores of the competitor (team) are the same, the pool group with the lower designation number shall compete first. When the competitors (teams) are from the same pool group and have identical scores, the competitor (team) who competed earliest shall compete first.

B. Placement

Placement must be done by random drawing and not by human design or control. However, the competitors (teams) from the same country or from the same continent must be seeded. In addition, the winners (places 1 to 4) of the last tournament bearing the same title shall be seeded. It is possible to seed competitors from the separate pools. Seeded competitors in each pool should be last to demonstrate.

III. KATA RULES

10. Court Clerks

- A. The Tournament Organizing Committee must select the following Court Clerks:

1)	Scheduler	-	one person
2)	Announcer	-	one person
3)	Recorder	-	two persons
4)	Court Worker	-	one person
5)	Messenger	-	one person

- B. The Court Clerks shall perform their duties under the direction of the respective Court Shu-shin.

**Article 2
Competition**

1. Competition Wear

- A. All competitors are required to use Karate uniform (Karate-Gi) as set forth by the Competition Rules (See Appendix XXI). Eyeglasses are permitted. Supportive bandaging such as neoprene, elastic or multiple layers of tape is prohibited. Only a double wrap of tape is permitted.
- B. Competitors are not permitted to wear or use the following:
- (1) Shoes, socks or similar apparel.
 - (2) Weapons or related equipment. Exception approved by the Technical Committee at time of application of Synchronized Kata.
 - (3) Decorations or ornaments.
 - (4) Heavy bandaging exceeding minimum requirements.

III. KATA RULES

2. Selection and Registration of the Kata
 - A. The competitor (team) shall select a Kata from among the Kata types outlined in Article 1-3.
 - B. The competitor (team) can retain or change the Kata at each elimination round, except for the final elimination round and finals whereupon a completely different Kata must be performed.
 - C. Competitor (team) must register name of the Kata to respective Recorder prior to demonstration.
3. Eliminations and Finals
 - A. The scores from the elimination rounds shall not be cumulative.
 - B. Final eliminations shall be conducted when there is only one pool remaining. The top four individual or team competitors having the highest scores shall compete in the final round in the same competition area.
 - C. Finals must be conducted from one pool and in the same competition area. The final score shall be the sum total of the final elimination and finals scores.

In the case of Synchronized Kata, the final score shall be the sum total of the final elimination and finals scores (Kata and Application).
4. Kettei-sen (Termination Match)
 - A. If during any point of the eliminations or final match, there are individual competitors or teams having identical or tie scores, add up all six original scores to determine winner. If a tie score still remains, then winner will be decided by Kettei-sen.
 - B. In final match of Synchronized Kata, score is determined by total of Kata and Application. In case of a tie score, team with higher Application score is the winner. If Application scores are still tied, then winning score is determined by sum

III. KATA RULES

of original six scores of Application. Then, if tied, Kettei-sen.

- C. At Kettei-sen time, the Kata selected by the competitor must be different from that which resulted in a tie score. In case of a draw in Synchronized Kata finals, then teams must again demonstrate only Application.
- D. The scores of the Kettei-sen shall not be used for computing the final scores. The Kettei-sen scores shall instead be used solely for determining the order of placement (breaking the tie). Only the original scores shall be used for computing the final score for each competitor (team).
- E. Kettei-sen order decided by Court Judges Meeting.

5. Demonstration Position

A. Individual Kata

- (1) The competitor shall select either position marked as previously indicated in front of the main seating area. The name of the Kata shall then be announced and the demonstration shall commence.
- (2) The competitor shall bear complete responsibility for any consequences caused by inadvertently stepping out of the Competition Area and thereby running into any impediments to movement.

B. Synchronized Kata

(1) Demonstration Position

The competitors shall select any position inside the Competition Area.

Each competitor must mark own starting position with tape supplied by officials.

III. KATA RULES

During Kata Application demonstration, competitors must use one of the same starting positions as original Kata.

- (2) The competitors shall bear compete responsibility for any consequences caused by inadvertently stepping out of the Competition Area and thereby running into any impediments to movement. The entire team shall be at fault.

6. Changes in the Team Composition

The members of each Synchronized Kata team must remain the same throughout the elimination. Members may not be added or dropped from a team. However, the demonstration positions are permitted to change.

7. Operation of Competition

The operation of the competition shall be in accordance with the following order.

A. Opening Ceremony

B. Competition

- (1) Competitor in position, bow to the Shu-shin and announce the name of the Kata to be demonstrated. The Court Announcer announces the name of registered Kata. If there is a difference between the Kata announced by Court Announcer and the Kata announced by competitor then Shu-shin must confirm.

In the case of a Synchronized Kata, the team shall take a position in any part of the Competition Area. The team shall then bow to the Shu-shin and each competitor shall place tape (approximately 5 cm x 20 cm) on floor for respective position and, from formal stance, the team captain shall announce the name of the Kata to be demonstrated.

III. KATA RULES

- (2) In case of final match of Synchronized Kata, Team must demonstrate Application of Kata just completed. This is designated by Shu-shin calling “Bun-kai” (Application commences).

Application – Involves three demonstrators with one demonstrator applying techniques of same Kata as the final round Kata. Two demonstrators take up attack positions.

Composition (choreography) must be planned by respective team members according to following requirements:

Offense:

Make 4 attacks upon the Kata demonstrator, three single person attacks and one 2-person attack.

The 2-person attack must be a simultaneous (same time) or “one-two” consecutive attack (the attack by the second person must begin before the attack by the first person is completed).

The Kata demonstrator may engage each attacker only twice (two times). Example: In a simultaneous attack the Kata demonstrator utilizes an exact technique from the Kata to block both attackers initial action. This counts as one engagement with each attacker. The very next time the Kata demonstrator engages each of the opponents they must be dispatched.

With the single person attack, the Kata demonstrator can only engage with the attacker twice. The engagement must be continuous demonstrating proper Zan-shin.

Remarks:

III. KATA RULES

- (a) Offense may use Bo (stick) 140 cm or shorter with diameter of 3 cm (± 5 cm).
- (b) Offense cannot use any techniques, which are distinct forms of any other martial art.

Kata Demonstrator:

The demonstrator must use the exact Kata technique against an attack with no change allowed.

Remarks:

- (a) For example, after the first technique, if a block is used, then the demonstrator can use any additional counter technique.
- (b) If a technique in the Kata is performed in slow motion, it can be performed at full speed in application demonstration.
- (c) In case of a defense against two attackers, the first defense movement must be a technique from the Kata, but the second attacker can be met with any counter technique.
- (d) When the demonstrator completes an application against an attacker, then the next action must be resumed from the Kata.
- (e) The demonstrator must return to the original starting position.

Sequence of Application is as follows:

III. KATA RULES

- (a) Demonstrators bow to each other.
 - (b) Demonstrators take starting positions.
 - (c) Only the offense side can place themselves anywhere in the Competition Area and either stand or kneel to Sei-za (formal floor-sitting position).
 - (d) Demonstrator begins the Kata. Offense, according to their prearranged choreography, executes the attack(s). If there is a time lag before the next attack, the offense side is required to either stand or to resume Sei-za position until time of next attack.
 - (e) Kata demonstration completed. Team members bow to each other, face Shu-shin, and bow.
- (3) After the competitor (team) has demonstrated the Kata and has bowed to the Shu-shin, they shall exit the competition area as ordered by the Shu-shin. In Synchronized Kata competition, each team member shall remove his or her floor position tape before exiting the competition area.
- (4) If a Shu-shin discovers a penalty or two or more Fuku-shin (Corner Judge) indicate penalty after the demonstration of a Kata, then Shu-shin shall call a Court Judges Meeting.
- Court Judges indicate penalty by holding red flag by left side then raising flag upright at knee.
- If Shu-shin finds no penalty or if two or more Judges do not indicate any penalty, the Shu-shin indicates no penalty. No penalty is indicated by

III. KATA RULES

holding white flag at right knee, then raising flag upright at knee.

After penalty point decision, the Court Judges shall complete their Scoring Form (See Appendix XII, XIII). The Shu-shin shall then request their presentation of the scores by blowing one long whistle followed by one short, sharp whistle. The Court Judges shall each present their scores by holding their own Scoring Boards overhead.

- (5) The Recorder shall collect the Scoring Forms from each Court Judge. In case of Synchronized Kata final match, Recorder does not collect Scoring Forms.
- (6) The Announcer shall read each score aloud starting with the Shu-shin and proceeding clockwise. If a score is misread, Shu-shin shall request a correction from the Announcer. To direct the Court Judges to lower their Scoring Boards after the Announcer has read them correctly, the Shu-shin shall blow one short whistle.

In case of final match of Synchronized Kata, Shu-shin first asks for Court Judges to indicate Kata score via Scoring Board. Then after Announcer reads Scoring Boards, the Shu-shin requests Judges to show Application Score.

After Application Score is read off, then Recorder collects Scoring Forms.

- (7) In case of Kettei-sen, after Court Judges have completed Scoring Form, then next match begins (without showing Scoring Board).

When all Kettei-sen are finished, then Shu-shin calls Court Judges meeting to determined order of ranking (1st, 2nd, 3rd).

III. KATA RULES

C. Closing Ceremony

Article 3 Judging

1. Judges' Dress Code

All Judges must follow the required dress code set by the Technical Committee.

2. Judges' Equipment

Each Court Judge shall sit in assigned seating at the competition area. The following judging equipment must be present at the competition area:

A. Whistle

B. Scoring Board

Hard board (25 cm x 40 cm). Left side with flip-over numbers from 0 to 9 in black and right side with flip-over numbers from 0 to .9 in red.

C. Official Scoring Form (See Appendix XII Individual and Synchronized Kata, Appendix XIII Synchronized Kata Application).

D. Writing instrument (pen or pencil)

E. Writing board

F. Red and white flags

3. Court Judges

A. Composition and Placement of Court Judges

III. KATA RULES

1. The Court Judges shall be made up of one Shu-shin (Referee) and five Fuku-shins (Corner Judges).
2. The Chief Judge shall make all judging assignments and position placements at each respective competition.
3. Once assigned, the Court Judges may not change from their assigned pools of competitors. However, in the case of an injury or sickness that prevents the Court Judge(s) from continuing, the Chief Judge may make replacement(s). When this occurs, all the preceding competition scoring records of that particular competitors' pool shall be voided and the new competition must begin anew.

B. Break in the Competition

The Chief Judge shall monitor the Court Judges judging. If the Chief Judge finds clearly unfair judging irregularities, a warning will be issued through the Shu-shin to the offending Court Judge(s).

If, after the warning, the said judging irregularities persist, the Chief Judge shall order an end to the competition through the Shu-shin, subject to the approval of the Jury. When this occurs, all the preceding competition scoring records of that particular competitors' pool shall be voided and the competition must begin anew with a different composition of Court Judges as determined by the Chief Judge.

C. Scoring

- (1) Each Court Judge is required to score each competition. The highest and lowest scores shall be disregarded. The competitor (Team) score shall be the sum total of the remaining four scores divided by four (average score).

III. KATA RULES

- (2) The penalty points must first be decided by Court Judges Meeting based on Article 1-4-E- (4).

The Court Judges shall first write their scores on the official Scoring Forms (Appendix XII Individual and Synchronized Kata, Appendix XIII Application of Synchronized Kata). At this time, check “overview” of point scored, and then adjust according to each element of scoring.

Next, upon the Shu-shin signal, the Court Judges shall show their corresponding numbered Scoring Boards. The official Scoring Forms shall then be collected by the Recorder.

In case of Kettei-sen, Court Judge must determine, by meeting, the order of winners. After Court Judges finish scoring, they do not display Score Board. The Shu-shin calls a meeting and order of winners is determined by vote.

4. Delegation of Authority by the Chief Judge

The Chief Judge is empowered to delegate authority to the Assistant Chief Judge(s) assigned to a separate court.

Article 4 Judging Operation

1. Rights and Responsibilities of the Shu-shin

The Shu-shin shall control the operation of the competition in accordance with the Competition Rules. The Shu-shin shall be responsible for ensuring that the competition area, the competition, and the judging are handled under the best conditions.

III. KATA RULES

If deemed necessary to fulfill these purposes, the Shu-shin may direct the Court Clerks, competitor(s), and Judge(s) toward the attainment of these optimum conditions.

Furthermore, the Shu -shin must diligently and strictly monitor the scores announced by the Announcer from the Scoring Boards displayed by each Court Judge. If a mistake is made, the Shu- shin shall order a correction and re-announcement of the corrected score. The Shu -shin's discovery of a mistaken announcement shall be signaled by several short, sharp whistles followed by the Shu-shin pointing at the mistakenly announced Scoring Board with a red flag.

2. Court Judges Meeting

When Shu-shin calls meeting, Court Judges assemble in front of the Shu-shin's chair.

At the Court Judges meeting, each Court Judge including the Shu-shin, shall have an equal voting right. In the case of tie vote, the Shu-shin shall make the final decision.

3. Penalty Point Decisions

At the Court Judges meeting, the Fuku-shin report penalty points to Shu-shin who then determined what penalty points apply. The penalty points cannot be lower or higher than reported by Fuku-shin.

4. Decisions for Han-soku

- A. If the Shu-shin finds a serious violation or if one or more Fuku-shin signals a violation, the Shu-shin must then immediately stop the match and call a Court Judges Meeting.
- B. Court Judges Meeting shall make the ruling as to the finding of Han-soku or for determining order of competitor's scores after rematch. If the Court Judges decision is that Han-soku has been committed, then the Shu-shin shall signal by blowing several short, sharp whistles while simultaneously holding a red flag straight overhead which indicates zero points. The Shu-shin shall

III. KATA RULES

then order the competitor (team) out of the competition area.

5. Injury and Illness

In the case of injury or illness during the competition, the Shu-shin must do the following:

- A. Upon notice of Doctor's Stop by the Medical Judge, the Shu-shin shall immediately stop the competition and request medical treatment.
- B. When the Shu-shin discovers symptoms of injury or illness, the Shu-shin shall immediately signal for the Medical Doctor and Medical Judge by crisscrossing both flags above the head. The Shu-shin shall neither use the whistle nor stop the competition. If the Medical Judge rules Doctor's Stop, then the Shu-shin shall immediately stop the competition and request medical treatment.
- C. In the case where one or more Fuku-shin discovers symptoms of injury or illness, the Fuku-shin(s) shall appeal to the Shu-shin by waving a red flag overhead from side to side. If the Medical Judge rules Doctor's Stop then the Shu-shin shall immediately stop the competition and request medical treatment.
- D. If decision of Medical Judge is not Doctor's Stop, then demonstrator must start again from beginning.

Article 5

Supplement to Judging Operation Rules

1. Scoring Form Collection

Following each competition, the Recorder shall collect all Scoring Forms. The Recorder shall hold the Scoring Forms in order to verify that they are in agreement with the Scoring Boards. If a

III. KATA RULES

discrepancy is found between the Scoring Form and the Scoring Board, the Recorder shall disregard the Scoring Board score and adjust the score based on the Scoring Form. The Recorder shall then notify the Chief Judge.

2. Scoring and Average Score Announcement

The Announcer shall read aloud the Scoring Boards beginning with the Shu-shin and then proceeding clockwise with each Judge. As each board is read, the corresponding Judge's country shall then be announced. After all the scoring has been announced, the Recorder shall then add all the individual scores and give the total to the Announcer who shall then announce the average score.

In final match of Synchronized Kata, Announcer first announces Kata score, then Application score, then total score.

3. Court Judges Meeting Determines Ranking Order

After a Kettei-sen is completed, all Court Judges bring in their scoring forms and discuss the results to determine first the ranking order. The Shu-shin collects all Scoring Forms, indicate their decision to the Recorder, and then turn in Scoring Forms.

4. Requirement for Notice of Scores

The scores given to each competitor (team) must be clearly posted so that they are visible to all persons in the tournament area.

In case of a Kettei-sen, scores are not announced, only the relative order (1st, 2nd, 3rd) beginning with the highest score.

IV. EN-BU RULES

IV. EN-BU RULES

Article 1 General

1. Competition Area

Same as Kumite Competition Area provided in Article I-1 (see Appendix I) except:

Court Judge placement is set up as those set up in Kata Competition Rules Article 1-2. (See Appendix II).

2. Divisions

Men and Mixed (woman vs. man).

3. Sequence of Competition

A. 2-person team (man-man and woman-man) demonstrates offense and defense within Competition Area with winners based on highest scores.

B. Demonstrations must be completed under the following conditions:

(1) Offense and defense demonstrate choreographed sequences for period of one minute (+ or - 5 seconds). Time is calculated from point at which either competitor starts to move and continues until both competitors return to Shizen-tai or directly to Sei-za (formal floor sitting position). As soon as competitors return to Shizen-tai (or Sei-za) the clock stops. No weapons allowed. But in addition to required techniques, any other technique is allowed.

IV. EN-BU RULES

Exception: No Nuki-te or finger attack to eyes allowed.

- (2) Offense side techniques must include Choku-zuki (Straight Punch), Mae-geri (Front Kick), Mawashi-geri (Roundhouse Kick), and Ushiro-geri (Back Kick).

Remarks:

- (a) Attack must be directed at target.
- (b) Breaking balance is allowed.
- (c) Grabbing and clinching are allowed.

- (3) Defense Side

- (a) Defense side must avoid offensive attack by Uke (Block), Sabaki (Shifting) or Kawashi (Switching).
- (b) Counter-attack techniques allowed are Tsuki (Punching), Uchi (Striking), Ate (Smashing), Keri (Kicking) as stated in Kumite Rules Article 1-3-F.
- (c) Targets: Jo-dan (face, head area), Chu-dan (stomach area), Ge-dan (low stomach).
- (d) Required: Proper Todome (Finishing Blow) technique.

Remark:

Breaking balance, grabbing and clinching are only allowed in conjunction with counter-attack technique.

- (4) Contact is prohibited for both sides except in blocking techniques on arm or leg or when breaking balance.

IV. EN-BU RULES

- (5) Either alternate both sides in offense/defense or only one side stays as either offense or defense; except for mixed division where only men can attack.
- (6) Competitors must keep Zan-shin (mental and physical preparedness) between techniques prior to next movement.
- (7) At the end of the demonstration, one side must demonstrate Todome technique (in mixed, only women's side).

Remarks:

- (a) Todome-waza is allowed only one time at the end of the demonstration.
- (b) In Mixed category, only the women's side delivers the Todome.

4. Scoring

A. At elimination time, the scoring shall be determined on the basis of the viewpoint of Judges according to the formula of Basic Points minus Penalty Points.

At final match time, the scoring formula shall be Basic Points plus Skill Points minus Penalty Points.

B. Basic Points are arrived at from four factors:

- Technique
- Timing/Ma-ai
- Budo Aspect
- Choreography

The scoring criteria shall be as follows:

IV. EN-BU RULES

- (1) Technique:
 - (a) Main demonstrators scored on degree or rate of power generated by the body dynamics and muscle action.
 - (b) Main demonstrators scored by degree of smooth continuity of technique combination.
 - (c) Main demonstrators scored by degree of balance (stance, posture and coherence or movements).
- (2) Timing/Ma-ai:
 - (a) Correctness of Timing as established by Kumite Rules Article 1-3-A-(2).
 - (b) Ma-ai (effective distance) – correctness of distance for proper application of technique
- (3) Budo Aspect:

Degree of Martial Arts fighting spirit including degree of emotional stability, mental concentration, Zan-shin and high character (Kurai).
- (4) Choreography

Scoring depends on level of:

 - (a) Demonstration of principles and techniques of Traditional Karate
 - (b) Realism
 - (c) Smoothness of transition

C. Skill Points are determined by two factors:

IV. EN-BU RULES

- Mastery
- Impression
 - (1) Mastery:
Degree of technical details plus understanding of mental and spiritual elements.
 - (2) Impression:
This refers to the level of the impression the demonstrators make on the observer as a result of both the realistic and efficient execution of movement, and the display of high level of technical skill with grace and strong spirit.

D. Penalty Points shall be deducted in the following instances:

- (1) Omission of required technique as stated in Article 1-3-B-(2)
- (2) Either too much or too little time relative to time requirement for demonstration as stated in Article 1-3-B-(1)
- (3) Hesitation or break in demonstration.
- (4) No Todome to complete demonstration as required
- (5) Offense technique completely misdirected at opponent
- (6) Missing target during Todome
- (7) Mistake in defense (missed block, etc.)
- (8) Light or Moderate Contact

Remark:

IV. EN-BU RULES

See Kumite Rules Article 1-9-D-(1) for contact definitions. All decisions regarding level of contact made by Medical Judge.

- (9) Using finger attack to the eyes
- (10) Unnecessary grabbing or clinching by defense
- (11) Starting offensive attack by woman other than counter-attack or feint (fake)
- (12) Man using Todome in mixed divisions against woman
- (13) Forgetting to bow to Shu-shin (Referee) and opponent at either beginning or end of demonstration (re: Article 2-4)
- (14) Either competitor moving out of competition area results in Jo-gai (any part of athlete's body going out of Competition Area)
- (15) After completion of En-bu, when competitors bow to Shu-shin they are in an incorrect position and/or face incorrect direction (from original)

E. Standards of Scoring

- (1) Basic Point (Elimination)

	Very Bad	Bad	Poor	Below Avg.	Avg.	Above Avg.	Good	Very Good	Excellent
TECHNIQUE	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
TIMING/MA-AI	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
BUDO ASPECT	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
CHOREOGRAPHY	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
TOTAL	←5.1	5.2 -5.5	5.6 -5.9	6.0 -6.3	6.4 -6.7	6.8 -7.1	7.2 -7.5	7.6 -7.9	8

IV. EN-BU RULES

(2) Skill Point (Final)

	Very Bad	Bad	Poor	Below Avg.	Avg.	Above Avg.	Good	Very Good	Excellent
MASTERY IMPRESSION	1.0	1.1	1.2	1.3 1.4	1.5	1.6 1.7	1.8	1.9	2.0

(3) Penalty Point

Type	Grading Scale	Deductions
1. Omission of required technique		0.2 each instance
2. Over/under time limit		0.2 per 5 seconds
3. Hesitation/Break		0.2 each instance
4. No Todome (Final)		0.5
5. Offense/ Off target		0.2 each instance
6. Defense/ Todome-waza off target		0.2 each instance
7. Defense mistake		0.2 each instance
8. Finger attack to eyes		0.2 each instance
9. Defense/ Unnecessary grab/clinch		0.2 each instance
10. Contact (Light or Moderate)		0.2 each instance
11. Woman/ using offense attack		0.2 each instance
12. Man/ Todome against woman		0.2 each instance
13. No bowing		0.2 each instance
14. Jo-gai		0.2 each instance
15. Incorrect finishing position/direction	Position Direction	0.2 per half step 0.2 per 30°
16. Todome used more than one time		0.2 each occurrence

Remark:

Penalty points are cumulative per category.

F. Uniform Scoring

IV. EN-BU RULES

The Judges should meet at least twenty-four hours prior to the tournament in order to ensure scoring uniformity and consistency through review of at least three model matches.

If Judges are unable to meet prior to the tournament, they may ensure scoring uniformity by together reviewing scores of first match of the tournament (before assigning final score).

5. Han-soku (Foul)

A Han-soku shall be declared against a competitor in the following cases. The Shu-shin's indication of a Han-soku shall be the holding of a zero card overhead.

- A.** When there is a delay or lapse of movement of estimated five seconds or longer during the performance of the demonstration;
- B.** When the competitor(s) speaks during the performance of the demonstration;
- C.** When the competitor(s) receives prompting or coaching from anyone in the Competition Area during the performance of the demonstration;
- D.** When the competitor(s) intentionally ignores the Shu-shin's instructions;
- E.** When the competitor's conduct or demeanor is unruly or impolite or generally not consistent with the normally accepted behavior expected in the Competition Area;
- F.** Heavy Contact;

Remarks:

- (1) See Kumite Rules Article 1-9-D-(1) for contact definition. All decisions regarding level of contact made by Medical Judge.

IV. EN-BU RULES

(2) Han-soku applies when heavy contact is discovered during or after demonstration.

Feigning serious injury during demonstration shall incur the same penalty (Han-soku) as heavy contact.

G. When the competitor seriously violates any of the Competition Rules.

6. Penalty and Han-soku

Apply Kata Rules Article 1-6.

7. Doctor's Stop

Apply Kata Rules Article 1-7.

8. Coach's Protest

Apply Kata Rules Article 1-8.

9. Eliminations

Apply Kata Rules Article 1-9 (section dealing with teams).

10. Court Clerk

Apply Kata Rules Article 1-10. (Addition: add one timer)

Article 2 Competition

1. Competition Wear

Apply Kata Rules Article 2-1.

IV. EN-BU RULES

2. Eliminations and Finals

Apply Kata Rules Article 2-3 (section referring to teams).

3. Kettei-sen

- A. Apply Kata Rules Article 2-4, A, B, D, E which refer to teams.
- B. In case of a Kettei-sen, competitors may perform same or different choreography than original.

4. Operation of Competition

The operation of the competition shall be in accordance with the following order:

- A. Opening Ceremony
- B. Competition
 - (1) Competitors take starting positions, then bow to Shu-shin and each other, then begin demonstration. Competitors may bow from standing position or Sei-za position.
 - (2) After demonstration, competitors return to original position, bow to each other, then bow to Shu-shin and withdraw from the Competition Area when ordered to by Shu-shin.

Remark:

Competitors who begin with standing bow must end with standing bow. Competitors who begin with floor sitting bow must end with floor sitting bow. A competitor who begins with standing bow and ends with floor sitting bow (or vice versa) will receive a “no bowing” penalty.

- (3) Timer reports to Shu-shin the length of the demonstration as to over or under time limit.

IV. EN-BU RULES

- (4) Shu-shin confirms penalty point, and if penalty confirmed, calls Court Judges meeting to decide penalty points. (Procedures – see Kata rules Article 2-7-B-(4)).
 - (5) After penalty is confirmed, then the Court Judges shall complete their Scoring Forms (See Appendix XV).
 - (6) The Recorder shall collect the scoring forms from each Court Judge.
 - (7) Shu-shin shall then request their presentation of the scores by blowing one long whistle followed by one short, sharp whistle. The Court Judges shall each present their scoring by holding their own Scoring Boards overhead.
 - (8) The Announcer shall read each score aloud starting with the Shu-shin and proceeding clockwise. If a score is misread, the Shu-shin shall request a correction from the Announcer. To direct the Court Judges to lower their Scoring Boards after they have been read correctly by the Announcer, the Shu-shin shall blow one, short whistle.
 - (9) The Announcer shall then announce the average score.
 - (10) In case of tie score, Kettei-sen is held. Court Judges decide without raising Scoring Boards.
- C. Closing Ceremony

Article 3
Judging

IV. EN-BU RULES

1. Judges' Dress Code

Apply Kata Rules Article 3-1.

2. Judges' Equipment

Apply Kata Rules Article 3-2. Except regarding Scoring Forms (See Appendix XV).

3. Court Judges

Apply Kata Rules Article 3-

3. Exceptions:

A. Shu-shin or two or more Fuku-shin indicate heavy contact. Shu-shin must call Medical Judge and tournament Doctors, then call Court Judges' Meeting to decide penalty based on Medical Judge's Report.

B. Scoring is based on Article 1-4-E Standards of Scoring.

C. Scoring Forms are used from Appendix XV.

4. Delegation of Authority by the Chief Judge

Apply Kata Rules Article 3-4.

Article 4
Judging Operation

Apply Kata Rules Article 4

Article 5
Supplement to Judging Operation Rules

IV. EN-BU RULES

Apply Kata Rules Article 5

Exception:

Announcement of Synchronized Kata.

V. FUKU-GO RULES

V. FUKU-GO RULES

Article 1 General

1. Fuku-Go: Definition

A synthesis of Kumite and Ki-tei (compulsory form).

2. Competition Area

A. Kumite Matches

Use Kumite Competition Area (See Appendix I).

B. Ki-tei Matches

Use Kata Competition Area rules (Kata Rules, Article 1-2), but create 2 more competitors' position spaces 1.5 m to the left and right of the present rear central position and five Judges' chairs (See Appendix III).

3. Eliminations

A. Use Kumite Rules Article 1-13 but deleting the Repechage system. (See Appendix VII)

B. Each elimination alternates between Kumite and Ki-tei competition.

Remark:

Final match is Kumite;

Semi-final match is Ki-tei;

Third place match is Kumite.

C. Placement

V. FUKU-GO RULES

Use Kumite Rules Article 1-13-B and C.

Article 2 Competition

1. Kumite Matches

Use Kumite Rules or Ko-go Kumite Rules as in individual matches other than specified here.

Remarks:

- A. In case of a tie score, the winner is decided upon by Kettei-sen.
- B. Only one-set match is used, no 3-set match.

2. Ki-tei Competition

A. Ki-tei (Compulsory Form)

After each World Traditional Karate Championship, the ITKF Technical Committee announces a new Ki-tei to be performed at the following World Championship.

B. Rules

Other than that provided by these rules, use the Kata Rules of individual matches. Exception: when the Court Judges of 1 Shu-shin (Referee) and 4 Fuku-shin (Corner Judges) total 5 judges and two competitors start demonstrations simultaneously. (See Appendix III for placement of Judges)

C. Operation of Competition

- (1) Opening Ceremony
- (2) Competition

V. FUKU-GO RULES

- (a) The two competitors take their starting positions at the same time; one Aka (red) (left side facing Main Seating), one Shiro (white) (right side facing Main Seating). Then bow to the Shu-shin, bow to each other, and then again face Shu-shin.
Aka side competitors must wear red belts.
- (b) The Shu-shin indicates “Hajime” (start), and both start the Ki-tei.
- (c) At the end of the Ki-tei demonstration, competitors, after bowing to each other and then to Shu-shin, shall await the Judges’ decision from the finishing position, facing the Shu-shin in Shizen-tai (open leg natural stance).
- (d) Shu-shin confirms penalty points and, if penalty confirmed, calls Court Judges meeting to decide penalty points.
(Procedures: see Kata Rules Article 2-7-B-(4))
- (e) After Han-soku or penalty confirmed, the Judges calculate the scores on the Ki-tei Scoring Forms.
- (f) After the Court Judges calculate the final score, they must indicate either Aka or Shiro side winner. Then the Shu-shin makes one long and one short whistle blow; at the same time, the Shu-shin and the Fuku-shin raise the winning side’s flag (Aka or Shiro).

Note: A tie match cannot be indicated; either Aka or Shiro side must be selected.

V. FUKU-GO RULES

Shu-shin counts the Judges' Flags and determines Aka or Shiro winner by majority. Shu-shin blows whistle and Judges lower their Flags.

- (g) Shu-shin raises winner's Flag (Aka or Shiro), then declares winner. The competitors bow to the Shu-shin, then to each other. They then leave the Competition Area.
 - (h) Recorder(s) collect Court Judges' Scoring Forms.
 - (i) Announcement of Winner – Recording
 - i) After the winner is declared by the Shu-shin, the Announcer announces the winner's name, but no score is given.
 - ii) After the end of the match, the Recorder immediately checks the Court Judges' Scoring Forms. In case a scoring form does not match the Judge's Flag (Aka or Shiro), report the error to the Shu-shin, then announce the correct winner.
- The announcement of the change in the winner's name must be made before the next round begins.

(3) Closing

Ceremony D. Judges' Equipment

(1) Whistle

V. FUKU-GO RULES

- (2) Aka and Shiro Flags
- (3) Official Ki-tei Scoring Form (see Appendix XIV)
- (4) Writing Instrument (pen or pencil)
- (5) Writing Board

E. Scoring

- (1) Use Kata Rules Article 1-4-E-(1) and (2) as Basic and Skill Points together for Kata Scoring.

Except for the Standards of Scoring as follows:

	Poor	Below Avg.	Avg.	Above Avg.	Good	Very Good	Excellent
BODY DYNAMICS	0.8+	1.0+	1.2+	1.4+	1.6+	1.8+	2.0
POWER	0.8+	1.0+	1.2+	1.4+	1.6+	1.8+	2.0
FORM	0.8+	1.0+	1.2+	1.4+	1.6+	1.8+	2.0
TRANSITION	0.8+	1.0+	1.2+	1.4+	1.6+	1.8+	2.0
MASTERY IMPRESSION	0.8+	1.0+	1.2+	1.4+	1.6+	1.8+	2.0
TOTAL	↔4.0+	5.0+	6.0+	7.0+	8.0+	9.0+	10

- (2) Use the penalty points stated in Kata Rules Article 1-4-E-(4) and the following additional penalty points:
 - (a) Mistake in sequence, including misplacement of “Ki-ai” -0.2 each instance.
 - (b) Skipping technique, including omission of “Ki-ai” -0.2 each instance.

F. Han-soku (results in no score)

Use Kata Rules Article 1-5 as follows, except in the following additions:

Competitor does not demonstrate Ki-tei

3. Next Round of Competition

V. FUKU-GO RULES

Winners of Ki-tei participate in next round of Kumite, and then those winners compete in Ki-tei (alternate).

VI. KO-GO KUMITE RULES

VI. KO-GO KUMITE RULES

Article 1

General

1. Ko-go Kumite: Definition

Ko-go Kumite is a specific format of Kumite competition which designates competitors as either Offense or Defense at the start of each match.

2. Ko-go Kumite follows General Kumite Rules with the following exceptions:

- Procedure
- Operation of Competition
- Judging Operation
- Scoring and Penalty Points
- Violations and Penalty
- Terms and Signals

Article 2

Procedure

1. Competition is divided into six matches. Each competitor is designated “offense” three times and must initiate attack. The other competitor is designated “defense” and must respond to the attack.

Remark: Aka (Red) side attacks first and attacks three times in a row, followed by Shiro (White) side.

On elimination chart:

Aka is placed on top

Shiro is placed on bottom

Or,

VI. KO-GO KUMITE RULES

Aka on left side of chart
Shiro on right side of chart

2. Each match is completely independent. Penalty is not carried over to the next match.

Remark: In cases of “Han-soku”, “Shi-kkaku”, Doctor’s Stop or Withdraw, no more matches take place. Opponent is declared the winner.

3. Winner is determined by calculating total score.

In case of a tie (when the points are equal), then the “Kettei-sen” match takes place in which each competitor attacks and defends three times, but this time, alternately initiating the attack, beginning with Aka (Red) side. In case one side scores “Waza-ari” or “Ippon”, then that side is declared winner. If no “Waza-ari” or “Ippon”, then total score determines winner. If score is still tied, then the court judges decide on the winner (applied as General Kumite Rules).

Article 3 Operation of Competition

1. The competition shall operate under the following sequence:
 - (1) Opening Ceremony (see Kumite Rules Article 2-4-A)
 - (2) Shu-shin indicates offense side by the appropriate arm signal for offense side and verbally announcing the order of each attack, i.e. “Ko-geki Ik-kai”, “Ko-geki Ni-kai”, “Ko-geki San-kai”.
 - (3) Aka is always first attacking side.
 - (4) Following indication of attacking side and the number of the attack, Shu-shin announces “Shobu Ippon Hajime” to begin the match.

VI. KO-GO KUMITE RULES

2. “Offense” side:
 - A. Must begin attack within 10 seconds after “Hajime”. After 10 seconds and no attack is initiated, this is recognized as “Jikan”.
 - B. When “Offense” side’s leading hand comes within estimated touching distance of “Defense” side’s leading hand; then “Offense” side cannot hold both hands more than 45° down or hide both hands behind body line. If so, this is recognized as “Kakushi”.
 - C. Limited to maximum four techniques including feint and break-balance technique.

Exception: After last technique and “Defense” side blocks and counterattacks, “Offense” side can shift or block and counterattack only one time; this is acceptable.
3. “Defense” side:
 - A. Can only initiate technique after “Offense” side physically begins attack. Any physical movement used as a feint or faking attack from “Offense” side is recognized as initiating attack.

Note: Verbal sound without physical movement is not recognized as an attack.

If “Defense” side’s initiates technique before “Offense” side attacks: this is recognized as “Saki”.
 - B. If either side’s leading hand can touch opponent’s hand (touching distance), then, there is no need for “Defense” side to wait for actual “Offense” side to initiate defensive counter. In this case, “Defense” side can, in place, touch without body shifting “Offense” side’s leading hand or arm, then initiate technique.
 - C. Counter attack must be continuous after blocking or shifting.

VI. KO-GO KUMITE RULES

- D. If “Offense” side has executed 4 attack techniques and “Defense” side only incompletely or ineffectively blocks or shifts to escape, this is recognized as “Nige-tai”.

Article 4 Judging Operation

1. In the following cases, Shu-shin stops the match:
 - A. In case of “Jikan” (See Article 3-2-A)
 - B. When “Offense” side “Kakushi” (See Article 3-2-B)
 - C. When either side’s leading hand can touch opponent’s body: “Chika-ma” (too close)
 - D. When “Offense” side, using combination techniques, stops continuation within combination.
 - E. When “Offense” side’s combination four techniques are finished, or after “Offense” side’s last technique, “Defense” side counterattacks and “Offense” side counter-counter attacks is over. (See Article 3-2-C)
 - F. When “Defense” side blocks or shifts but counterattack is not continuation of blocking or shifting movement. (See Article 3-3-C)
 - G. When both sides continue exchange of Offense/Defense techniques over four times.
 - H. When “Nige-tai” is recognized. (See Article 3-3-D)
 - I. When “Waza-ari” or “Ippon” is recognized.
 - J. When violation(s) is recognized.

VI. KO-GO KUMITE RULES

- K. In case of Doctor's Stop.
 - L. In case of unforeseen serious situation.
 - M. When "Tento" is recognized. (as Kumite Rules Article 1-7-B-(1))
2. At the end of each match, Shu-shin indicates competitors to return to starting positions, and then declares points, penalty or necessary direction. Then, Shu-shin continues with next match. (as Article 3-1)
3. At the completion of all six matches (three offense and three defense for each competitor), the Shu-Shin confirms score with the Kansa, and then declares the winner.

In case of tie score, immediately begin "Kettei-sen".

Article 5 Violations and Penalties

In addition to General Kumite Rules, penalty points are given to the opponent for violations in the following cases:

- | | | |
|--------------------------|------------------------------|----------|
| 1. In case of "Jikan" | (Article 3-2-A) | 2 points |
| 2. In case of "Kakushi" | (Article 3-2-B) | 2 points |
| 3. In case of "Saki" | (Article 3-3-A) | 2 points |
| 4. In case of "Nige-tai" | (Article 3-3-D) | 2 points |
| 5. In case of "Tento" | (Apply General Kumite Rules) | 1 point |

In case of violation of general Kumite Rules - other than the Ko-go Kumite Rules - Shu-shin gives the penalty after confirming with the court judges, without any informal verbal warning.

Article 6 Additional Judges Terms and Signals

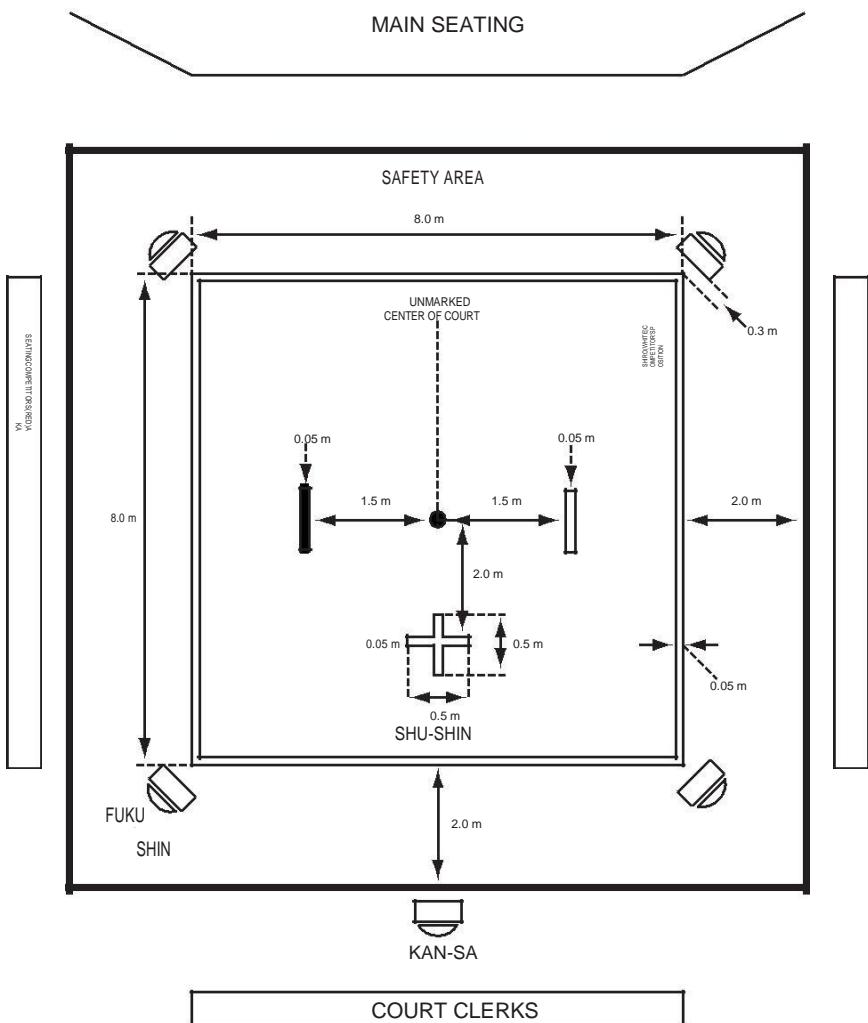
VI. KO-GO KUMITE RULES

	TERM	METHOD OF SIGNALING	
		SHU-SHIN	FUKU-SHIN
1.	Jikan (Article 3-2-A)	Hands form a “T”, then with both hands open, palms facing each other at side of head (as in General Kumite Rules “Ato”)	
2.	Kakushi (Article 3-2-B)	Bring both hands together to backside of body	“Offense” side flag moves to back side of body
3.	Saki (Article 3-3-A)	Index finger shifting from “Defense” side to “Offense” side	Top of flag shifting from “Defense” side to “Offense” side
4.	Nige-tai (Article 3-3-D)	“Defense” side hand open with palm pushing backward	“Defense” side flag, while pointed straight up, moves to side of body
5.	Chika-ma (Article 4-1-C)	Bring both palms together, fingers up, in front of chest area	Bring both flagpoles together, tops pointed up, in front of chest area

APPENDIX

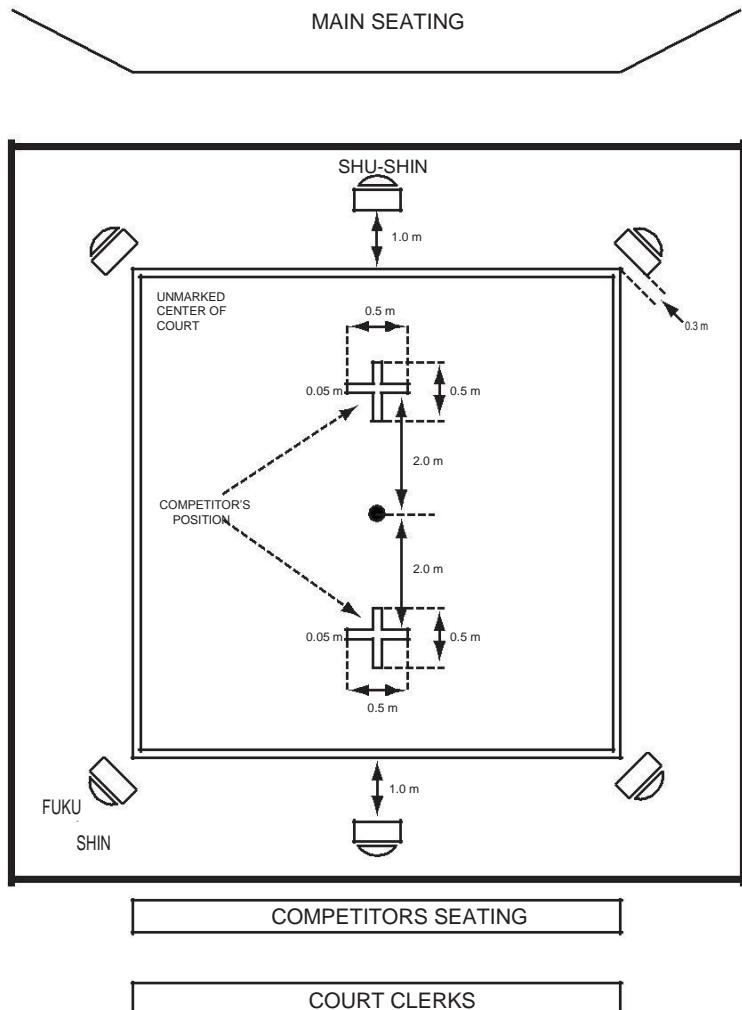
I. KUMITE COMPETITION AREA

KUMITE COMPETITION AREA



II. KATA COMPETITION AREA

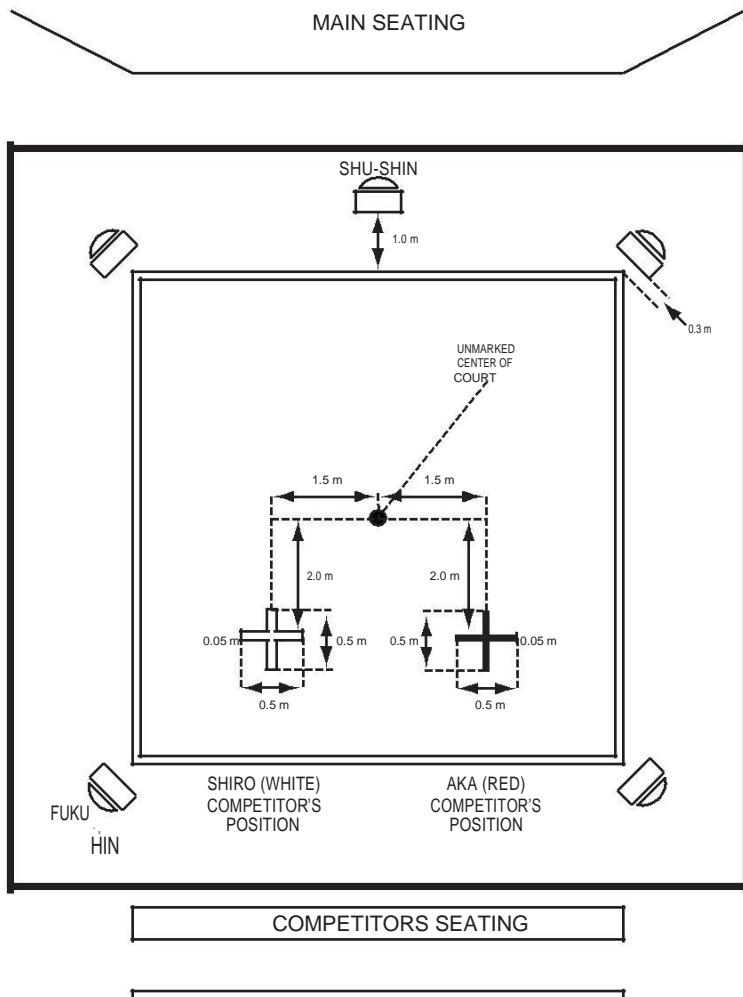
KATA COMPETITION AREA



Remark: Outer boundary area is a designated safety area as in Kumite competition.

III. KI-TEI (COMPULSORY) COMPETITION AREA

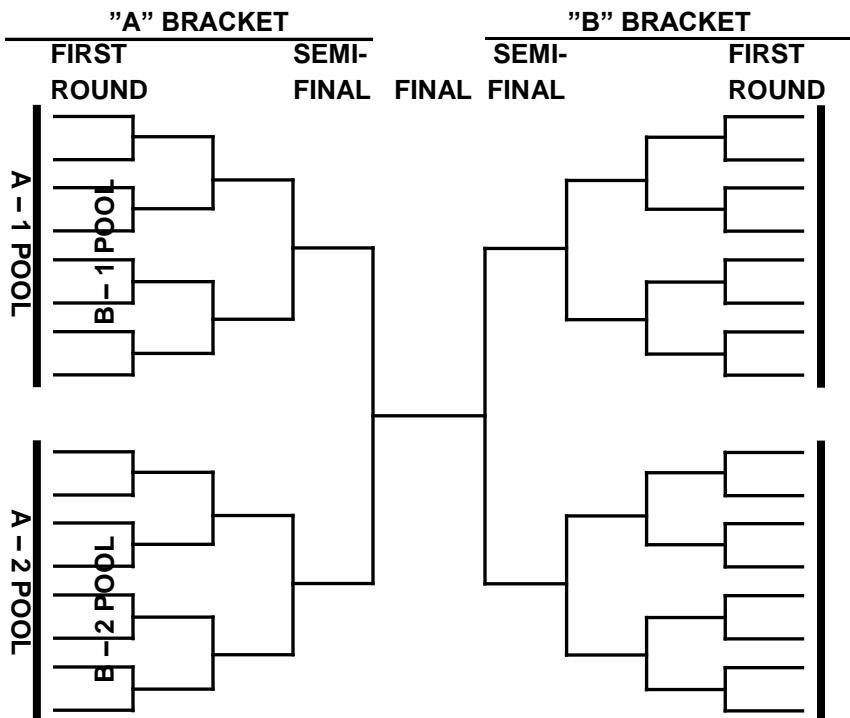
KI-TEI (COMPULSORY) COMPETITION AREA



Remark: Outer boundary area is a designated safety area as in Kumite competition.

IV. KUMITE SINGLE ELIMINATION CHART

KUMITE SINGLE ELIMINATION CHART



Remarks: 1) First round pairing numbers are 1, 2, 4, 8, 16, 32, 64 (multiples there after). If the numbers fall in between the aforementioned pairings the in-between numbers are to be divided into equal pairings for both brackets and pools.

- 2) The seedings for the previous tournament winners, if applicable, are as follows:

1st Place: A-1 Pool

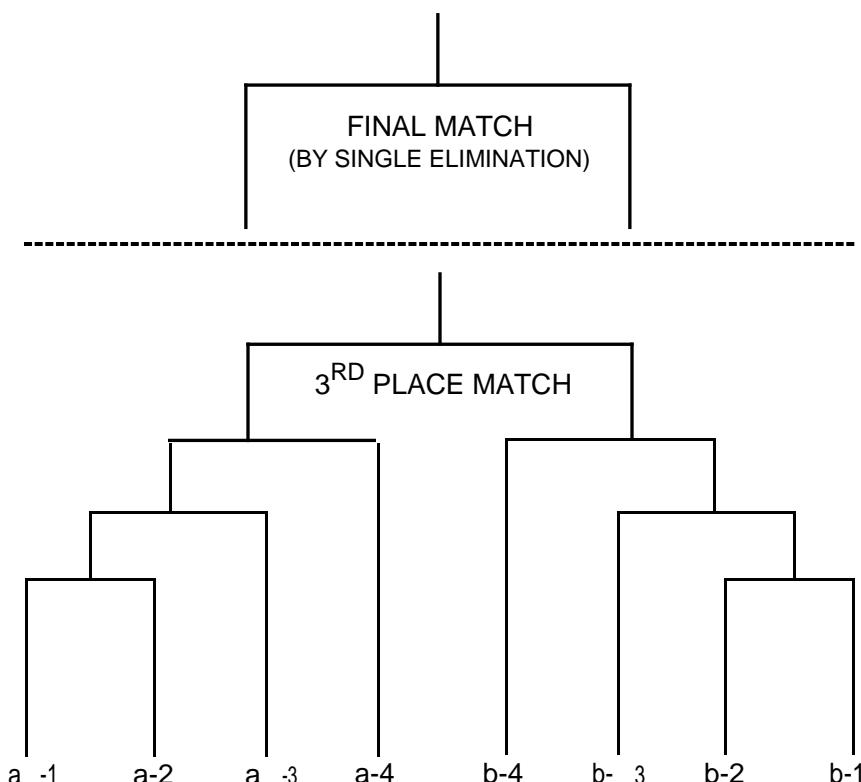
2nd Place: B-1 Pool

3rd Place: B-2 Pool

4th Place: A-2 Pool

V. KUMITE REPECHAGE SYSTEM

KUMITE REPECHAGE SYSTEM



LOSERS OF A

First Round a-1
Second Round a-2
Third Round a-3
Fourth Round a-4
(Count as warranted)

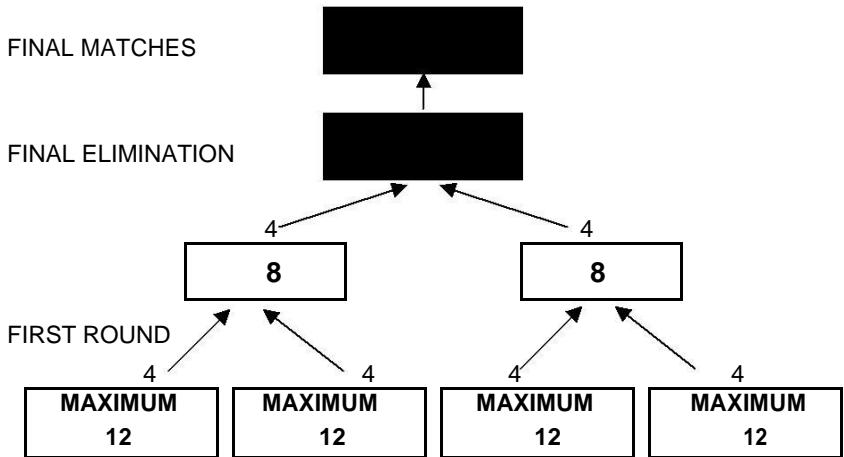
LOSERS OF B

First Round b-1
Second Round b-2
Third Round b-3
Fourth Round b-4
(Count as warranted)

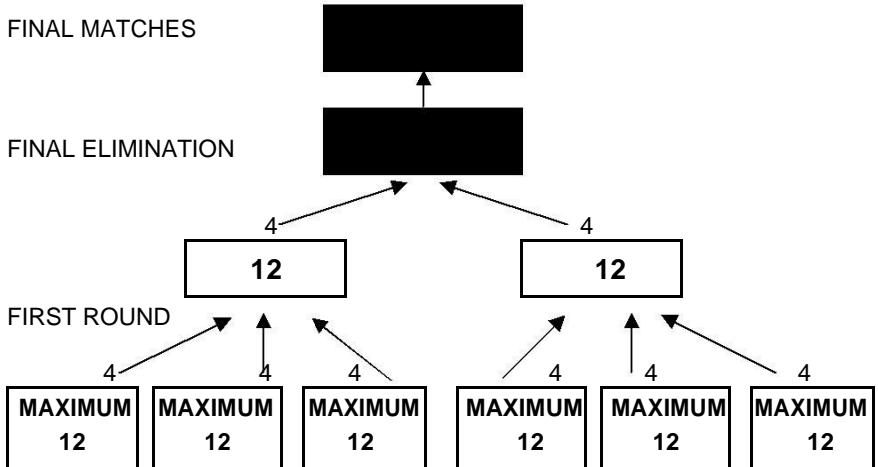
VI. KATA / EN-BU ELIMINATION CHART

KATA / EN-BU ELIMINATION CHART

"A" CHART



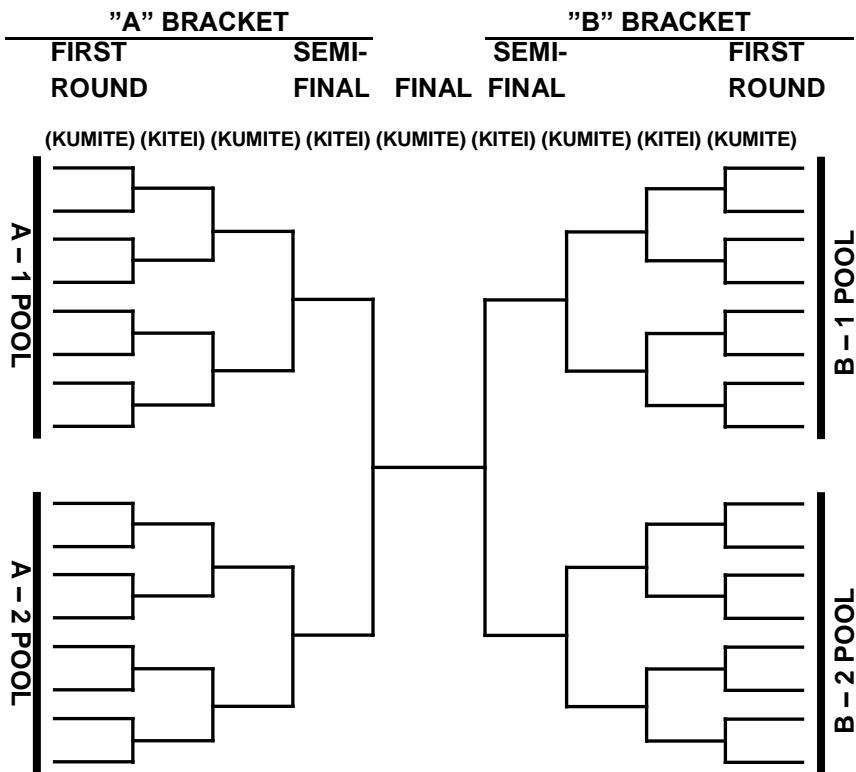
"B" CHART



Remark: Numbers indicate how many competitors.

VII. FUKU-GO ELIMINATION CHART

FUKU-GO ELIMINATION CHART



Remark: See remarks "KUMITE SINGLE ELIMINATION CHART"
(Appendix IV)

VIII. KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

MEANING	TERM	METHOD OF SIGNALING
1 (O) Beginning of match	Shobu ippon, Hajime	Verbal (no hand signal)
2 (O) Temporary stop	Yame	Open hand(s) held over – head palms sideward, then brought down to the waist in a single motion
3 (O) Ordering the competitors to their fixed positions	Motono-ichi	Arms held down, slightly in front, index fingers only pointing down toward each competitors starting position
4 (O) Continue, begin	Tsuzukete, Hajime	Arms fully extended out sideways, palms open, then arms are brought in as if to clap hands but palms do not touch
5 (O) Continue (When the match has been stopped other than by the Shu-shin)	Tsuzukete	Arms partially extended out sideways, elbows slightly bent, palms open, then arms are brought in but palms do not touch
6 (D) Declaration of Waza-ari	Waza-ari	A. Open hand toward scoring side B. Hand signals indicate target and technique or two instance of Jo-gai C. Hand held, palms open sideways, stopping at the opposite shoulder, then brought downward in a sweeping motion with the open palm facing the front
7 (D) Declaration of Ippon	Ippon	A. Open hand toward scoring side B. Hand signals indicate target and technique or two instance of Waza-ari C. Open hand moves from opposite hip diagonally extended above shoulder with palm facing front
8 (D) Two Waza-ari's declared as Ippon	Awasete, Ippon	A. Notice of two Waza-ari's B. Same signal as Ippon (No. 7)

VIII. KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

	MEANING	TERM	METHOD OF SIGNALING
9 (J)	Notice of Sai-shinpan (Rejudgment)	Sai-shinpan	A. Several short, sharp whistles - then - B. Right palm over left chest area - then - C. Explanation by hand signals D. Judgment indicated by hand signals E. One long whistle followed by a single sharp whistle F. After confirmation of decision, short whistle, then flags lowered
10 (O)	Inform competitors that the match will end in 30 seconds	Shibaraku	Verbal (no hand signal)
11 (O)	End of the match	Sore-made	Arm held straight out with open palm facing the front
12 (I)	Indication that competitors are outside competition area	Jo-gai, Nakae	Use the same signal as Yame (see No. 2) followed by a sweeping hand motion ordering competitors back into competition area
13 (N)	Notice of Jo-gai	Aka (Shiro), Jo-gai	Index finger pointed at competitor and then signaling with the same index finger at the boundary line
14 (I)	Indication of first Jo-gai (Kei-koku or Chui)	Ikkai	Index finger raised toward competitor indicates first penalty (Jo-gai, Kei-koku or Chui)
15 (I)	Indication of second Jo-gai (Kei-koku or Chui)	Nikai	Index and middle fingers raised toward competitor indicates second penalty (Jo-gai, Kei-koku or Chui)
16 (I)	Indication of Ten-to (Fall)	Aka (Shiro), Ten-to	Index finger pointed at competitor followed by one large, complete circular motion and then pointed down toward floor
17 (P)	Execution of Ten-to penalty	Sagaru	Index finger motioning competitor directly backward to back boundary line

VIII. KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

MEANING	TERM	METHOD OF SIGNALING
18 (P) Notice of Kei-koku	Aka (Shiro), Kei-koku	A. Open hand toward penalized competitor B. Hand signal explains reason C. Raised index finger indicates Kei-koku
19 (P) Notice of Chui	Aka (Shiro), Chui	A. Open hand toward penalized competitor B. Hand signal explains reason C. Elbow bent with index finger pointed toward competitor's chest indicates Chui
20 (P) Notice of Han-soku	Aka (Shiro), Han-soku	A. Open hand toward penalized competitor B. Hand signal explains reason C. Arm straight with index finger at face level of penalized competitor
21 (P) Notice of Shi-kkaku	Aka (Shiro), Shi-kkaku	A. Index finger pointed toward penalized competitor B. Hand signal explains reason C. Index finger raised up (at 45° angle) with elbow straight and pointing behind competitor indicates Shi-kkaku
22 (P) Notice of no competition ability	Aka (Shiro), Mu-no	A. Open hand toward penalized competitor B. Crossed open hands in front of chest in X shape
23 (N) Notice of Doctor's Stop	Aka (Shiro), Doctor's Stop	A. Open hand toward injured, sick or original position B. One arm vertical, one horizontal in front of chest making cross, then open hand lowered from head in downward "Yame"-like motion
24 (N) Notice of withdraw	Aka (Shiro), Ki-ken	A. Open hand toward competitor withdrawn from competition B. Both palms open to the front, elbows bent, with hands at head level

VIII. KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

	MEANING	TERM	METHOD OF SIGNALING
25 (D)	Declaration of winner by opponent receiving Shi-kkaku, Han-soku, Ki-ken or Doctor's Stop	Aka (Shiro) Shi-kkaku (Han-soku, Ki-ken or Doctor's Stop) Ni-Yori, Shiro (Aka) No-Kachi	After explanation by hand signals, then declaration of Ippon (same as No. 7)
26 (I)	Indication for emergencies (violations, sickness, any other emergencies)		Open hand outstretched overhead moving in a circular motion
27 (O)	Request for Doctor	Doctor	Both hands are held above the head in a criss-cross fashion
28 (J)	Calling Fuku-shin	Fuku-shin, Shugo	Both arms straight out, palms open face up, followed by complete bending of elbows simultaneously until palms face backward
29 (J)	Calling specific Fuku-shin	Fuku-shin	A. Index finger pointed at specific Judge(s) B. One arm straight out, palm open face up, followed by complete bending of elbow until palm face backward
30 (J)	Judgment	Han-tei	A. One long whistle followed by a single, sharp whistle to request judgments B. One short whistle to lower the flags
31 (D)	Declaration of victory of the Aka (Shiro)	Aka (Shiro) no Kachi	Use the same signal as Ippon (See No. 7)
32 (J)	A draw	Hiki-wake	Both hands held, palm open sideways, cross at shoulders, then brought downward in a criss-cross sweeping motion palm front
33 (O)	Start of Kettei-sen	Kettei-sen, Hajime	Verbal (no hand signal)

VIII. KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

	MEANING	TERM	METHOD OF SIGNALING
34 (J)	Void No point or penalty	Tora-nai	Arms held straight out in front of body pointing down to waist level, palms open facing down, then one criss-cross motion
35 (E)	Weak technique	Yowai	Arms straight out in front of body, open palm down, then one downward arm motion stopping at waist level
36 (E)	Technique blocked or covered	Uke	One vertical arm completely bent at the chest with the palm of the other hand tapping the lower arm once
37 (E)	Off target	Nuke	Arm bent at a right angle with fist sweeping across lightly touching the stomach
38 (E)	Off distance: Insufficient reach	Ma-ai Toh-ma	Arms straight out in front, palms open about 15 cm (6 inches) apart, then arms extended out once about shoulder-width
39 (E)	Off distance: Too close	Ma-ai Chika-ma	Arms straight out in front, palms open about shoulder-width apart, then palms moved closer to about 15 cm (6 inches) apart
40 (E)	Poor timing	Osoi	Holding both forearms bent parallel in front of the body and then moving both arms in a quick, circular motion around each other
41 (E)	Simultaneous attack	Ai-uchi	Arms in front of and parallel to body, elbows bent, with fists almost touching each other
42 (E)	Weak stance	Tachi	Fingertips touching in front of chest to form triangle shape
43 (E)	Snap back hand technique (Tsuki, Uchi, Ate)	Snap back	Extend fist then make snap back motion
44 (E)	No snap in striking technique	Furi-Uchi	Make fist, elbow straight, swing arm from side to side

VIII. KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

	MEANING	TERM	METHOD OF SIGNALING
45 (E)	No knee snap or thrust kicking	Furi-Geri	Make fist, swing arm with elbow straight from hip to above head
46 (E)	Pushing technique	Oshi	Palm open to front, fingers up, hand pushing forward
47 (E)	For technique with opposite body momentum (technique moves in one direction with the body retreating in the opposite direction)	Nige-Tsuki (punch) Nige-Uchi (strike) Nige-Ate (smash) Nige-Geri (kick)	One arm swinging once from side of body, forward and then backward
48 (E)	Use of incorrect striking part	Fu-teki	Open palm placed on top of other hand
49 (E)	Faster technique	Aka (Shiro), Hayai	One arm bent completely at the elbow, palm up, at a right angle to the body with the other arm, indicating the faster side coming across, palm flat and touching the side of the elbow
50 (E)	Grab/Clinch	Tsuka-mi	An open hand extended out then closing in a grabbing gesture
51 (E)	Contact	Ate	A fist touching the side of the face
52 (E)	Prohibited or dangerous contact	Kin-shi	Open hand palm down, fingers together thrust forward throat
53 (E)	Where a technique is ignored (Technique executed ignores opponent's technique which has sufficient reach)	Mu-shi	One hand covering eyes
54 (E)	Ignoring the Shu-shin's warning	Chui Mu-shi	Open palms covering both ears
55 (E)	Bad manners / Poor attitude	Fu-kei	Open hand, palm forward with a side to side motion

VIII. KUMITE SHU-SHIN (REFEREE) TERMS AND SIGNALS

MEANING	TERM	METHOD OF SIGNALING
56 (E) Sign for actions simultaneous with -Time up -Jo-gai -Ten-to	Doji	Both arms extended forward at shoulder level and then clapping hands together one time
57 (E) After the fact (Technique is executed after Yame or Jo-gai, etc.)	Ato	Both arms are held up bent at the elbow with palms parallel at head level
58 (E) Very good timing	Yoshi	Make circular motion with arm extended in front of body
59 (E) Wild flurry of uncontrolled techniques	Mo-da	One hand is held over eyes, other hand makes fist and arm extended forward at stomach level
60 (E) Final technique is weak pressure to floor	Pressure	With arms parallel to floor, open hands, one palm facing up, and the other facing down, in front of stomach. Upper palm hits lower palm.

Remarks:

- (O) Operation of competition
- (D) Declaration of points
- (J) Judgment
- (N) Notice
- (I) Indication
- (P) Penalty
- (E) Explanation

IX. KUMITE FUKU-SHIN (CORNER JUDGE) SIGNALS

KUMITE FUKU-SHIN (CORNER JUDGE) SIGNALS

	MEANING	METHOD OF SIGNALING
1 (J)	Waza-ari	Arm, holding flag, toward corresponding competitor, held straight out at side of body parallel to the floor simultaneously blowing one sharp whistle
2 (J)	Ippon	Arm holding corresponding flag held straight out at side of body 45 degree angle, then blowing one sharp whistle
3 (J)	Tek-kaku (Eligible technique becomes point)	Corresponding flag for Waza-ari (see No. 1) or Ippon (see No. 2) with other flag covering eyes. Simultaneously blow one sharp whistle
4 (J)	Tora-nai (No point or penalty)	Waving the flags criss-crossing in front just above the knees with several continuous sharp whistles
5 (J)	Mie-nai (Did not see)	Both flags held criss-crossed covering eyes
6 (J)	Jyo-gai (Out of bounds)	Sharp whistle with corresponding flag held straight down (For simultaneous Jo-gai, both flags are held straight down)
7 (J)	Ten-to (Fall)	Sharp whistles with corresponding flag pointed at competitor followed by one large, complete circular motion and then pointed down toward floor
8 (O)	Signal for emergencies (Violations, injuries, sickness, any other emergencies)	Several continuous, sharp whistles while holding corresponding flag overhead
9 (O)	Doctor (Request for Doctor)	Flags are held criss-crossed above head
10 (E)	Ate (Contact)	Corresponding flag tip is held touching the side of the face
11 (E)	Chui Mu-shi (Ignoring the Shu-shin's warning)	Simultaneous motion of both flags to cover the ears
12 (E)	Kin-shi (Prohibited or dangerous actions)	Top of corresponding flag brought toward throat
13 (E)	Mu-no (No competition ability)	Use both flags, crossing arms in front of chest

IX. KUMITE FUKU-SHIN (CORNER JUDGE) SIGNALS

	MEANING	METHOD OF SIGNALING
14 (E)	Fu-kei (Bad manners / Poor attitude)	Corresponding flag held at a right angle with elbow in front of body; flag moved side to side
15 (E)	Mu-shi (Where a technique is ignored)	Corresponding flag held up covering eyes
16 (E)	Tsuka-mi (Grab / Clinch)	Both flags held together in one hand while the other hand grabs the two flags
17 (J)	Aka (Shiro) no Kachi (Winner)	Same signal as Ippon (see No. 2) except that there is no whistle
18 (J)	Hiki-wake (Draw)	Both flags crossed above the head
19 (E)	Yowai (Weak technique)	Arm straight out in front parallel to floor at waist level then moved downward toward knees
20 (E)	Uke (Technique blocked or covered)	One flag held up, elbow bent close to body, and the other held sideways parallel to floor moving to touch first flag
21 (E)	Nuke (Off target)	Arm bent at a right angle with flag sweeping across the stomach
22 (E)	Ma-ai (Off distance) Toh-ma (Insufficient reach)	Arms holding flags straight out in front about 15 cm (6 inches) apart, then arms extend out about shoulder width
23 (E)	Ma-ai (Off distance) Chika-ma (Too close)	Arms holding flags straight out in front about shoulder width, then arms moved closer to about 15 cm (6 inches) apart
24 (E)	Osoi (Poor timing)	Holding the corresponding flag in each hand, with the arms bent parallel in front of the body. Arms move in a quick circular motion around each other
25 (E)	Ai-uchi (Simultaneous attack)	Both flags held in front at waist level with elbows bent, flag tips touching
26 (E)	Tachi (Weak stance)	Both flags in front of chest forming triangle
27 (E)	Snap-back (hand technique)	Corresponding flag moved from chest forward in snapping / punching action
28 (E)	Furi-Uchi (No snap in striking)	Corresponding flag held straight to front, then swinging up to the side at shoulder level

IX. KUMITE FUKU-SHIN (CORNER JUDGE) SIGNALS

	MEANING	METHOD OF SIGNALING
29 (E)	Furi-Geri (No snap or thrust action in kicking)	With elbow straight, corresponding flag arm swings upwards from low to high position
30 (E)	Oshi (Pushing technique)	Hold respective side flag vertical to ground then push away outward from body
31 (E)	Nige (Technique with opposite body momentum)	Corresponding flag held in one hand, arm held forward and the swinging once backward over the shoulder
32 (E)	Fu-teki (Incorrect use of body part)	Corresponding flag tapping top of opposite hand
33 (E)	Hayai (Faster technique)	One arm bent completely at the elbow, held close to the body, palm up, with the other arm coming across, flag in hand, with the tip of the flag touching the side of the other flag
34 (E)	Doji (Simultaneous actions with Time-up or Jo-gai)	Both arms extended frontward at shoulder level, flags in hands, and then bringing both flags together once in a kind of clapping motion
35 (E)	Ato (After the fact; Technique is executed after Yame, Jo-gai, etc.)	Holding the corresponding flag in each hand, then moving both arms upward bent at the elbow with palms parallel at head level
36 (E)	Yoshi (Very good timing)	With corresponding flag extended in front of body, make circular motion with tip of flag
37 (E)	Mo-da (Wild flurry of uncontrolled techniques)	One flag covers eyes, other flag extended forward at stomach level
38 (E)	Pressure (Final technique is weak pressure to floor)	One flag in front of stomach, arm parallel to floor, other flag (side executing technique) hitting down on side of flag

Remarks:

- (J) Judgment
- (O) Operation of competition
- (E) Explanation

X. INDIVIDUAL KUMITE SCORING RECORD

TRADITIONAL KARATE OFFICIAL RECORD

NO.

INDIVIDUAL KUMITE SCORING RECORD

BLOCK: NO.:

NO.:

	POINTS & PENALTY	SCORE
1.	Ippon	10
2.	Waza-ari	4
3.	Opponent Receives Chui	4
4.	Opponent Receives Kei-koku	2
5.	Opponent Commits Jo-Gai	2
6.	Opponent received Ten-to penalty but not executed due to expiration of time	1

KEY:		O	(Penalty)	Shi-kkaku	DQ
(Point)	Ippon	O		Han-soku	⊗
	Waza-ari			Chui	
(Target)	Jo-dan	J			X
	Chu-dan	C		Kei-koku	
(Technique)	Tsuki	T		Jo-gai	⊥
	Uchi	U		Ten-to	
	Ate	A	(Medical)	Doctor's	
	Keri	K		Stop	DS

* Example of Point
Chu-dan – Tsuki – Waza-ari CT

SIGNATURE OF KAN-SA

XI. TEAM KUMITE SCORING RECORD

TRADITIONAL KARATE OFFICIAL RECORD

TEAM KUMITE SCORING RECORD

	AKA (RED)	SHIRO (WHITE)
	Name of Team	Name of Team
1.		
2.		
3.		
	TOTAL	TOTAL
4.		
5.		
RES.	WINNER LOSER	WINNER LOSER

DIVISION: M / W ROUND

BLOCK: _____ NO.: _____

	POINTS & PENALTY	SCORE
1.	Ippon	10
2.	Waza-ari	4
3.	Opponent Receives Chui	4
4.	Opponent Receives Kei-koku	2
5.	Opponent Commits Jo-Gai	2
6.	Opponent received Ten-to penalty but time expires and there is no succeeding round (including Kettei-sen)	1
7.	Opponent receives Doctor's Stop	4

(Point)	IpponO
	Waza-ari
(Target)	Jo-danJ
	Chu-danC
(Technique)	TsukiT
	UchiU
	AteA
	KeriK
(Penalty)	Han-soku◎
	ChuiX
	Kei-koku△
	Jo-gai⊥
	Ten-to/
(Medical)	Doctor's StopDS

* Example of Point
Chu-dan – Tsuki – Waza-ari: CT

SIGNATURE OF KAN-SA

XII. KATA SCORING FORM

TRADITIONAL KARATE OFFICIAL FORM

KATA SCORING FORM

Judge's No. _____

Men's _____ Women's / _____ Individual _____ Synchronized / _____ Elimination (1, 2, 3, 4, 5) _____ Final

Athlete's Team No. _____ Name of Kata _____

BASIC POINTS SKILL	W	VERY BAD	BAD	POOR	BELOW AVG.	AVG.	ABOVE AVG.	GOOD	VERY GOOD	EXCEL.	SCORE		
		5.1 ↓ (-)	5.2 5.3	5.6 5.7	6.0 6.1	6.4 6.5	6.8 6.9	7.2 7.3	7.6 7.7	8.0 7.9	(+)		
FROM OVERVIEW		BAD	SLIGHTLY WORSE	SAME	SLIGHTLY BETTER	GOOD	VERY GOOD				(1)		
BODY DYNAMICS		- 0.2	- 0.1	0	+ 0.1	+ 0.2	+ 0.3						
POWER		- 0.2	- 0.1	0	+ 0.1	+ 0.2	+ 0.3						
FORM		- 0.2	- 0.1	0	+ 0.1	+ 0.2	+ 0.3						
SUB-TOTAL OF ADJUSTMENT											(+/-)		
SUB-TOTAL OF BASIC POINTS (Elimination) ○ + ○											(+)		
MASTERY IMPRESSION		1.1	1.2	1.3	1.5	1.6	1.8	1.9	2.0		(3)		
SUB-TOTAL OF BASIC & SKILL POINTS (Final) ○ + ○											(4)		
HESITATION		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.1					(5)	
LOSS OF BALANCE		A. IN PLACE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.1			B. MOVING (½ STEP) <input type="checkbox"/> <input type="checkbox"/> X 0.3								(6)
POSITION		C. FALLING <input type="checkbox"/> <input type="checkbox"/> X 0.5			D. COMPLETE FALL <input type="checkbox"/> <input type="checkbox"/> X 1.0								
ETIQUETTE		A. FORGOT TO BOW					<input type="checkbox"/> X 0.2						
SYNCHRONIZATION		B. ATTITUDE POOR <input type="checkbox"/> X 0.3			BAD <input type="checkbox"/> X 0.5								
SYNCHRONIZATION		A. SLIGHTLY OFF (1-4) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.1			5 OR OVER 0.5 <input type="checkbox"/>								
SYNCHRONIZATION		B. OFF (1-2) <input type="checkbox"/> <input type="checkbox"/> X 0.3			3 OR OVER 0.7 <input type="checkbox"/>								
SYNCHRONIZATION		C. EXTREMELY OFF <input type="checkbox"/> 1.0											
SUB-TOTAL OF PENALTY POINTS											(-)		
FINAL SCORE ○ ○ ELIMINATION 3 - 6 FINAL 5 - 6 ○ ○													

SIGNATURE OF JUDGE

XIII. SYNCHRONIZED KATA SCORING FORM

TRADITIONAL KARATE OFFICIAL FORM

SYNCHRONIZED KATA APPLICATION SCORING FORM

Judge's No. _____

Team No. _____

Men's ___ Women's ___

UVW P	VERY BAD	BAD	POOR	BELOW AVG.	AVG.	ABOVE AVG.	GOOD	VERY GOOD	EXCEL	SCORE
UVW P	4.3 .5 .6 .7 .8 .9 ()	4.4 .3 .4 .5 .6 .7 .8 5.0 .1	5.2 .3 .4 .5 .6 .7 .8 .9	6.0 .1 .2 .3 .4 .5 .6 .7	6.8 .9 7.0 .1 .2 .3 .4 .5	7.6 .7 .8 .9 8.0 .1 .2 .3 9.0 .1	8.4 .5 .6 .7 .8 .9 9.0 .1	9.2 .3 .4 .5 .6 .7 .8 .9	10.0	(+)
ADJUSTMENT POINTS	FROM OVERVIEW		BAD	SLIGHTLY WORSE	SAME	SLIGHTLY BETTER	GOOD	VERY GOOD		
ADJUSTMENT POINTS	KATA		-.3 -.4	-.1 -.2	0	+.1 +.2	+.3 +.4	+.5 +.6		
ADJUSTMENT POINTS	APPLICATION OF TECHNIQUE		-.3 -.4	-.1 -.2	0	+.1 +.2	+.3 +.4	+.5 +.6		
ADJUSTMENT POINTS	TIMING / MA-AI		-.3 -.4	-.1 -.2	0	+.1 +.2	+.3 +.4	+.5 +.6		
ADJUSTMENT POINTS	CHOREOGRAPHY		-.3 -.4	-.1 -.2	0	+.1 +.2	+.3 +.4	+.5 +.6		
SUB-TOTAL OF ADJUSTMENT-----										(+/-) (2)
SUB-TOTAL OF SYNCHRONIZED KATA APPLICATION ① ② -----										(+) (3)
HESITATION		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.1								
LOSS OF BALANCE		A. IN PLACE <input type="checkbox"/> X 0.1 B. MOVING (½ STEP) <input type="checkbox"/> X 0.3 C. FALLING <input type="checkbox"/> X 0.5 D. COMPLETE FALL <input type="checkbox"/> X 1.0								
ERROR OF APPLICATION		A. OFFENSE - FEWER OR MORE ATTACKS THAN ALLOWED <input type="checkbox"/> X 0.5 B. OFFENSE - NO 2 PERSONS ATTACK <input type="checkbox"/> X 0.5 C. DEFENSE - 1 ST TECHNIQUE HAS DIFFERENCE(S) <input type="checkbox"/> X 0.3 D. DEFENSE - DIFFERENT TECHNIQUE(S) <input type="checkbox"/> X 0.3 E. POSITION ¼ STEP X <input type="checkbox"/> X 0.1 30° X <input type="checkbox"/> X 0.2								
UNREALISTIC TECHNIQUE		<input type="checkbox"/> X 0.2								
ETIQUETTE		A. FORGOT TO BOW <input type="checkbox"/> X 0.2 B. ATTITUDE POOR <input type="checkbox"/> X 0.3 BAD <input type="checkbox"/> X 0.5								
SUB-TOTAL OF PENALTY POINTS -----										(-) (4)
FINAL SCORE ③ ④ -----										

SIGNATURE OF JUDGE

TRADITIONAL KARATE OFFICIAL FORM

KI-TEI (COMPULSORY) SCORING FORM

Elimination (1, 2, 3, 4, 5) ___ Men's ___ Women's

Judge's No. _____

AKA (RED) Athlete's Team No. _____

OVERVIEW	POOR		BELOW AVG.		AVG.		ABOVE AVG.		GOOD		VERY GOOD		SCORE
	EW	EV		Avg.		Avg.		Avg.		Avg.		Avg.	
	4.0 .1.2.3 .4.5.6 .7.8.9		5.0 .1.2.3 .4.5.6 .7.8.9	6.0 .1.2.3 .4.5.6 .7.8.9		7.0 .1.2.3 .4.5.6 .7.8.9		8.0 .1.2.3 .4.5.6 .7.8.9		9.0 .1.2.3 .4.5.6 .7.8.9		(+)	(1)
FROM OVERVIEW	SIMPLY	WORSE	SLIGHTLY	SIMPLY	SAME	BETTER	GOOD						
DYNAMICS	- 0.1	0	+ 0.1	+ 0.2									
POWER	- 0.1	0	+ 0.1	+ 0.2									
FORM	- 0.1	0	+ 0.1	+ 0.2									
TRANSITION	- 0.1	0	+ 0.1	+ 0.2									
MASTERY	- 0.1	0	+ 0.1	+ 0.2									

SUB-TOTAL OF ADJUSTMENT

(+-)

PENALTY POINTS	SUB-TOTAL OF BASIC POINTS 14/-2 -----				
	MISTAKE	HESITATION	LOSS OF BALANCE	POSITION	ETIQUETTE
<input type="checkbox"/> X 0.2	<input type="checkbox"/> X 0.1	<input type="checkbox"/> X 0.1	<input type="checkbox"/> X 0.1	<input type="checkbox"/> X 0.2	(-)
<input type="checkbox"/> X 0.3				<input type="checkbox"/> X 0.3	
<input type="checkbox"/> X 0.5				<input type="checkbox"/> X 0.5	
<input type="checkbox"/> X 1.0		=			
=	=				

FINAL SCORE 3-4 -----

AKA (RED)

WINNER

SHIRO (WHITE)

SHIRO (WHITE) Athlete's Team No. _____

OVERVIEW	POOR		BELOW AVG.		AVG.		ABOVE AVG.		GOOD		VERY GOOD		SCORE
	EW	EV		Avg.		Avg.		Avg.		Avg.		Avg.	
	4.0 .1.2.3 .4.5.6 .7.8.9		5.0 .1.2.3 .4.5.6 .7.8.9	6.0 .1.2.3 .4.5.6 .7.8.9		7.0 .1.2.3 .4.5.6 .7.8.9		8.0 .1.2.3 .4.5.6 .7.8.9		9.0 .1.2.3 .4.5.6 .7.8.9		(+)	(1)
FROM OVERVIEW	SIMPLY	WORSE	SLIGHTLY	SLIGHTLY	SAME	BETTER	GOOD						
DYNAMICS	- 0.1	0	+ 0.1	+ 0.2									
POWER	- 0.1	0	+ 0.1	+ 0.2									
FORM	- 0.1	0	+ 0.1	+ 0.2									
TRANSITION	- 0.1	0	+ 0.1	+ 0.2									
MASTERY	- 0.1	0	+ 0.1	+ 0.2									

SUB-TOTAL OF ADJUSTMENT

(+-)

PENALTY POINTS	SUB-TOTAL OF BASIC POINTS 14/-2 -----				
	MISTAKE	HESITATION	LOSS OF BALANCE	POSITION	ETIQUETTE
<input type="checkbox"/> X 0.2	<input type="checkbox"/> X 0.1	<input type="checkbox"/> X 0.1	<input type="checkbox"/> X 0.1	<input type="checkbox"/> X 0.2	(-)
<input type="checkbox"/> X 0.3				<input type="checkbox"/> X 0.3	
<input type="checkbox"/> X 0.5				<input type="checkbox"/> X 0.5	
<input type="checkbox"/> X 1.0		=			
=	=				

FINAL SCORE 3-4 -----

(2)

135

(2)

(3)

(4)

SIGNATURE OF JUDGE

XV. EN-BU SCORING FORM

TRADITIONAL KARATE OFFICIAL FORM

EN-BU SCORING FORM

Team No. _____
Men's Mix

Judge's No. _____

SUB-TOTAL OF BASIC POINTS (Elimination) 1 + 2 -----

POINTS	SKILL	MASTERY IMPRESSION	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	(+)
		SUB-TOTAL OF BASIC & SKILL POINTS (Final)	3+	4	-----								(+)

MISSED OFFENSE TECHNIQUE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
TIME – SHORT / OVER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2 (PER 5 SEC.)
HESITATION / BREAK	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
NO TODOME (FINAL)	<input type="checkbox"/> X 0.5
OFFENSE – OFF TARGET	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
DEFENSE – TODOME OFF TARGET	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
MISSED DEFENSE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
FINGERTIP TO EYE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
DEFENSE – GRAB / CLINCH (UNNECESSARY)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
JOGAI	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
TODOME BY MALE TO FEMALE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
OFFENSE BY FEMALE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2
NO BOWING	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X 0.2

SUB-TOTAL OF PENALTY POINTS

FINAL SCORE
ELIMINATION 3-6 **FINAL** 5-6

SIGNATURE OF JUDGE

XVI. KO-GO KUMITE SCORING RECORD

TRADITIONAL KARATE OFFICIAL RECORD

NO. _____

KO-GO KUMITE SCORING RECORD

DIVISION: M / W ROUND BLOCK: _____ NO.: _____

AKA:			SHIRO:			AKA:			SHIRO:		
A/D	DETAIL	SCORE	A/D	DETAIL	SCORE	A/D	DETAIL	SCORE	A/D	DETAIL	SCORE
1 A			D			1 A			D		
2 A			D			2 A			D		
3 A			D			3 A			D		
1 D			A			1 D			A		
2 D			A			2 D			A		
3 D			A			3 D			A		
TOTAL			TOTAL			TOTAL			TOTAL		
Winner			Winner			Winner			Winner		
AKA:			SHIRO:			AKA:			SHIRO:		
A/D	DETAIL	SCORE	A/D	DETAIL	SCORE	A/D	DETAIL	SCORE	A/D	DETAIL	SCORE
1 A			D			1 A			D		
2 A			D			2 A			D		
3 A			D			3 A			D		
1 D			A			1 D			A		
2 D			A			2 D			A		
3 D			A			3 D			A		
TOTAL			TOTAL			TOTAL			TOTAL		
Winner			Winner			Winner			Winner		
DECISION						DECISION					

	POINTS & PENALTY	SCORE
1. Ippon		10
2. Waza-ari		4
3. Opponent Receives Chui		4
4. Opponent Receives Kei-koku		2
5. Opponent Commits Jo-Gai		2
6. Opponent Receives Jikan		2
7. Opponent Receives Saki		2
8. Opponent Receives Nige-tai		2
9. Opponent Receives Kakushi		2
10. Opponent Receives Ten-to		1

KEY:			
(Point)	Ippon	O	(Penalty) Shi-kkaku
(Target)	Waza-ari		Han-soku
(Technique)	Jo-dan	J	Chui
	Chu-dan	C	Kei-koku
	Tsuki	T	Jo-gai
	Uchi	U	Ten-to
	Ate	A	Jikan
	Keri	K	Saki
			Nige-tai
			Kakushi

* Example of Point
Chu-dan – Tsuki – Waza-ari. CT

SIGNATURE OF KAN-SA

XVII. KUMITE / FUKU-GO FINAL ELIMINATION RECORD

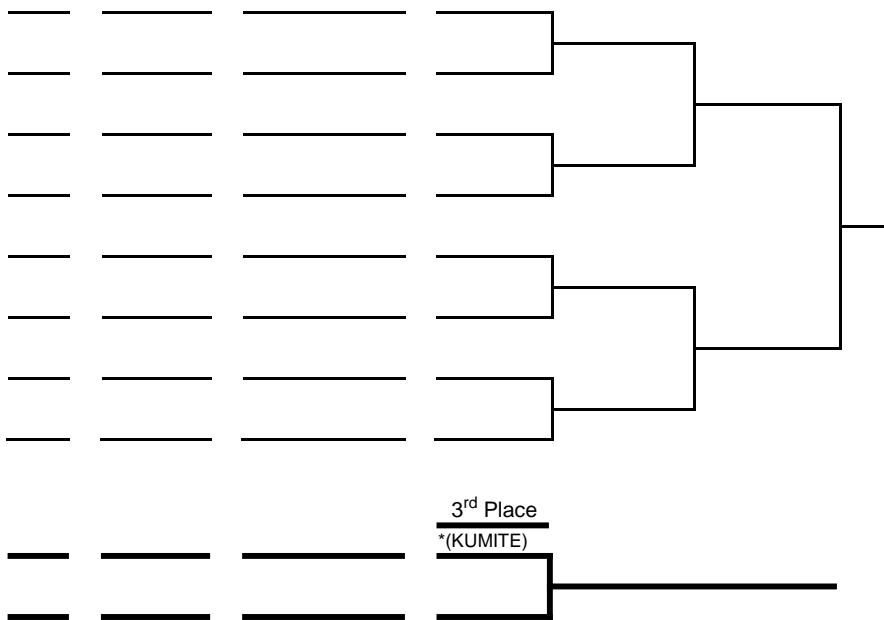
TRADITIONAL KARATE OFFICIAL RECORD

KUMITE / FUKU-GO FINAL ELIMINATION RECORD

 Men's Women's

Court: _____

No.	Ind./Team No.	Name (Country)	Quarter Semi Final *(KUMITE)	Semi Final *(KI-TEI)	Final *(KUMITE)
-----	------------------	-------------------	------------------------------------	-------------------------	--------------------



* Case of Fuku-go

SIGNATURE OF KAN-SA

XVIII. INDIVIDUAL KATA SCORING RECORD

TRADITIONAL KARATE OFFICIAL RECORD
INDIVIDUAL KATA SCORING RECORD

NO. _____

SEX: _____ COURT: _____

SIGNATURE OF SHU-SHIN

XIX. SYNCHRONIZED KATA SCORING RECORD

TRADITIONAL KARATE OFFICIAL RECORD
SYNCHRONIZED KATA SCORING RECORD

NO. _____

SEX: _____ COURT: _____

SIGNATURE OF SHU-SHIN

XX. EN-BU SCORING RECORD

TRADITIONAL KARATE OFFICIAL RECORD

NO. _____

EN-BU SCORING RECORD

MEN'S MIX

COURT: _____

SIGNATURE OF SHU-SHIN

XXI. STANDARD FOR KARATE GI (UNIFORM)

STANDARD FOR KARATE GI (UNIFORM)

1. Material

The karate-gi material must be bleached White 100% Cotton Canvas No. 10, 11 or 9A. This minimizes the shrinkage to 2% after washing.

2. Sewing Construction

The karate-gi must be sewn and constructed in conformance with the following:

(1) Jacket (see diagram)

(Unit: cm (± 1 cm))

For (Height)	JACKET SIZE					
	No.	Length (A)	Sleeve (B)	Width of Back (C)	Armhole (D)	Cuff (E)
135	0	53	33	23	24	15
145	1	59	36	25	25	16
155	2	65	39	27	27	17
160	2.5	68	41	28	28	18
165	3	71	42	29	28	18
170	3.5	74	44	30	29	19
175	4	77	45	31	29	19
180	4.5	80	47	32	30	20
185	5	83	48	33	30	20

- (a) The Inner Part – Deep and loose, two stitches.
- (b) Neckband – Sewn together with white padding and stitches.
- (c) Sleeve – Two stitches or constructed by sewing down.
- (d) Side – Reinforced cloth (1.5 cm x 5 cm)
- (e) A Cuff – Five stitch construction and tape (4 cm width) for reinforcement.
- (f) Side Vent – Folds at both end, sewn on and made of tri-cloth (cotton canvas)
- (g) Waist – Secured by strings (1.8 cm x 29 cm cotton canvas, same material as the rest of the gi)
- (h) Number of sewing machine needles required and placement: interval of 2.5 cm, eight needles or more.

XXI. STANDARD FOR KARATE GI (UNIFORM)

- (i) Machine-cotton – A fine quality No. 30.
- (2) Pants (see diagram)

(Unit: cm (± 1 cm))

For (Height)	PANTS SIZE				
	No.	Length (F)	Waist (G)	Foot (H)	Thigh (I)
135	0	70	39	18	21
145	1	76	42	20	23
155	2	82	45	22	25
160	2.5	85	46	23	26
165	3	88	48	24	27
170	3.5	91	49	25	28
175	4	94	51	26	29
180	4.5	97	52	27	30
185	5	100	54	28	31

- (a) Construction must be strong and durable with a uniform stitch and a seam of 1 cm.
- (b) The Cuffs – Five stitches by turnover-sewing and made of cotton canvas.
- (c) A cord – A sheet of cotton canvas (5.2 cm width) in three, width 3.5 cm or more.
- (d) On the section thigh: This has tri-cloth (cotton canvas) for reinforcement.
- (e) The stress point of section both sides has tri-cloth (cotton canvas) for reinforcement.
- (f) Number of sewing machine needles required and placement interval of 2.6 cm, eight needles or more.
- (g) Machine-cotton – A fine quality No. 30.

- (3) Belt

No.	Width	Length	No.	Width	Length
0	4 cm	205 cm	4	4 cm	265 cm
1	4 cm	220 cm	5	4 cm	280 cm
2	4 cm	235 cm	6	4 cm	295 cm
3	4 cm	250 cm	7	4 cm	310 cm

XXI. STANDARD FOR KARATE GI (UNIFORM)

- (a) Constructed of nine straight stitches or more.
- (b) Padding – This has the qualities of Judo material or white cotton canvas.
- (c) Number of sewing machine needles and placement interval of 2.6 cm, seven needles or more.
- (d) Machine-cotton – A fine quality No. 30.

DIAGRAM

