



WORLD KARATE UNION

K U M I T E
COMPETITION RULES

version 2.5

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Article 1. Kumite Competition Area

1. The competition area must be flat and devoid of hazard.
2. The competition area will be a matted square, with sides of eight meters (measured from the outside) with an additional two meters on all sides as a safety area. Also the competition area as a circle in diameter of eight meters with an additional two meters on all sides as a safety area is supposed. There will be a clear safety area of two meters on each side. The area may be elevated to a height of up to one meter above floor level. The elevated platform must measure at least twelve meters a side, in order to include both the competition and the safety areas.
3. A line half a meter long must be drawn two meters from the centre of the competition area for positioning the Referee.
4. Two parallel lines each one meter long and at right angles to the Referee's line, must be drawn at a distance of one and a half meters from the centre of the competition area for positioning the competitors.
5. The Judges will be seated in the safety area, one opposite to the referee, and one behind each of the fighters, and one meter towards the Referee. Each will be equipped with a red flag in the left hand and a blue flag in the right hand.
6. The Arbitrator will be seated at a small table just outside the safety area, behind, and to the left of the Referee. He will be equipped with a red flag or sign and a buzzer.
7. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
8. The trainers, by one for each participant, will be seated in the safety area opposite to the referee on the side of the corresponding competitor.
9. The one meter border should be in a different color from the rest of the competition area.

EXPLANATION:

1. *There must be no advertisement hoardings, walls, pillars, etc. within one meter of the safety area's outer perimeter.*
2. *The mats used should be non-slip where they contact the floor proper but have a low coefficient of friction on the upper surface. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard.*
3. *For Boys and Girls of younger age the competition area should be square with the sides of six meters or circle in diameter six meter with an additional two meters on all sides as a safety area.*

Article 2. Official Uniform

1. Contestants and their trainers must wear the official uniform as herein defined.
2. The Referee Board may disbar any official or competitor who does not comply with paragraph 1 of this article.
3. **Referees and Judges**
 - 3.1 Referees and Judges must wear the official uniform. This uniform must be worn at all tournaments, seminars and courses.
 - 3.2 The official uniform will be as follows:
 - a single breasted navy blue blazer bearing two silvery buttons;
 - a white shirt with short sleeves;
 - an official tie, worn without tiepin;
 - plain light-grey trousers without turn-ups;
 - plain dark blue or black socks and black slip-on shoes for use on the competition area;

Female Referees and Judges may wear a hairclip.

4. Competitors

- 4.1 Competitors must wear karate-gi (uniform) without restrictions on color scale. The emblem of the organization, the national emblem or flag of the country without restrictions on an arrangement must be made of soft not injuring materials. In addition, an identifying number issued by the Organizing Committee may be worn on the back. One competitor must wear a red belt and the other a blue belt. The red and blue belts must be around five centimeters wide and of a length sufficient to allow fifteen centimeters free on each side of the knot.
- 4.2 The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. Female competitors must wear a plain T-shirt under the karate-gi jacket. T-shirt color must be identical to color of a jacket.
- 4.3 The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up.
- 4.4 The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.
- 4.5 Competitors must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Headband will not be allowed. Should the Referee consider any competitor's hair too long and (or) unclean, he may disbar the competitor from the bout. Hair slides are prohibited, as are metal hairgrips. Ribbons and other decorations are prohibited.
- 4.6 Competitors must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor. The contestant accepts full responsibility for any injury.
- 4.7 WKU has established compulsory that one competitor wearing red mitts and the other wearing blue mitts.
- 4.8 Gum shields are compulsory.
- 4.9 Instep protectors are compulsory. One competitor wearing red instep protectors and the other wearing blue instep protectors.
- 4.10 Boxes (groin protectors) and soft shin pads are allowed.
- 4.11 Glasses are forbidden. Soft contact lenses can be worn at the competitor's own risk.
- 4.12 Women are obliged to wear breast protector.
- 4.13 A helmet with open face is compulsory for Boys, Girls, Cadets Male and Cadets Female. One competitor wearing red helmet and the other wearing blue helmet.
- 4.14 The wearing of unauthorized clothing or equipment is forbidden.
- 4.15 All protective equipment must be approved by the Referee Board of taking place competition.
- 4.16 The use of bandages, padding, or supports because of injury must be approved by the Referee after advice of the Official Doctor.

5. Trainers

The trainer will at all times during the tournament wear a tracksuit and display official identification.

EXPLANATION:

1. *The competitor must wear a single belt. This will be red for AKA and blue for AO. Belts of other colors should not be worn during the bout.*
2. *Gum shields must fit properly. The use of bandage under mitts for increase in their rigidity is forbidden. Groin protectors using a removable plastic cup slipped into a jockstrap are not permitted and persons wearing them will be held at fault.*
3. *There may well be a religious basis for the wearing of certain items such as turbans or amulets. Persons wishing, by virtue of their religion, to wear what would otherwise be construed as unauthorized clothing must notify the Referee Board in advance of a tournament. The Referee Board will examine each application on its merit.*

4. *If a competitor comes into the area inappropriately dressed, he or she will not be immediately disqualified. Instead the fighter will be given one minute to remedy matters.*
5. *If the Referee Board agrees, Refereeing Panel members may be allowed to remove their blazers.*

Article 3. Organization of Kumite Competition

1. The kumite competition may be further divided into the team match and the individual match. The individual match may be further divided into weight categories and open category. Weight categories are divided ultimately into bouts. The term “bout” also describes the individual kumite competitions between opposing pairs of team members.
2. No contestant may be replaced by another in an individual title match.
3. Individual competitors or teams that do not present themselves within one minute after the corresponding announcement will be disqualified (KIKEN) from that category.
4. The number of competitors in a team should be odd. The number of competitors in a team is defined by the schedule of competitions. The number of spare competitors in a team should not exceed two person.
5. Before each match, a team representative must hand into the official table, an official application defining the names and fighting order of the competing team members. The participants drawn from the full team, and their fighting order can be changed for each round provided the new fighting order is notified first. But once notified, it cannot then be changed until that round is completed.
6. A team will be disqualified if any of its members or its trainer changes the team's composition or fighting order without written notification prior to the round.

EXPLANATION:

1. *A “round” is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination kumite competition, a round eliminates fifty percent of competitors within it, counting byes as competitors. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix or “round robin” competition, a round allows all contestants in a pool to fight once.*
2. *When lining up before a match, a team will present the actual fighters. The unused fighters and the trainer will not be included and shall sit in an area set aside for them.*
3. *The fighting application can be presented by the trainer, or a nominated competitor from the team. If the trainer hands in the application, he must be clearly identifiable as such; otherwise, it may be rejected. The application must include the name of the country or organization, the belt color allotted to the team for that match and the fighting order of the team members. Both the competitor's names and their tournament numbers must be included and the application signed by the trainer, or a nominated person.*
4. *If, through an error in charting, the wrong contestants compete, then regardless of the outcome, that bout (match) is declared null and void. To reduce such errors the winner of each bout (match) must confirm victory with the control table before leaving the area.*
5. *In order to compete teams must present at least three competitors. A team with less than the required number of competitors will forfeit the match (KIKEN).*

Article 4. The Referee Panel Structure

1. The Refereeing Panel for each bout shall consist of one Referee (SHUSHIN), three Judges (FUKUSHIN) and one arbitrator (KANSA).
2. The Referee and Judges of a kumite bout must not have the nationality (organization membership) of either of the participants.

3. In addition, for facilitating the operation of bouts, several timekeepers, caller announcers, record keepers and score-supervisors shall be appointed.

EXPLANATION:

1. *At the start of a kumite match, the Referee stands on the outside edge of the competition area. On the Referee's left stand Judges 1 and 2, and on the right stands the Arbitrator and Judge 3.*
2. *After the traditional exchange of bows by competitors and Referee Panel, the Referee takes a step back, the Judges and Arbitrator turn inwards, and all bow together. All then take up their positions.*
3. *When changing the entire Referee Panel, the departing Referee, Judges and Arbitrator take up position as at the start of the bout or match, bow to each other, then leave the area together.*
4. *When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.*

Article 5. Duration of Bout

1. Duration of the team and individual kumite bout is defined as:
 - three minutes for Juniors Male and Men;
 - two minutes for Boys and Girls of older age, Cadets Male, Cadets Female, Juniors Female and Women;
 - one and a half minutes for Boys and Girls of younger age.
2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "YAME".
3. The timekeeper shall give signals by a clearly audible gong or buzzer, indicating "30 seconds to go" or "time up". The "time up" signal marks the end of the bout.

Article 6. Scoring

1. Scores are as follows:
 - **SANBON** – three points;
 - **NIHON** – two points;
 - **IPPON** – one point.
2. A score is awarded when a technique is performed according to the following criteria to a scoring area:
 - good form;
 - sporting attitude;
 - concentration;
 - readiness for bout continuation (ZANSHIN);
 - timeliness;
 - correct distance.
3. **SANBON** is awarded for:
 - kick to the head level (JODAN GERI);
 - throwing or leg sweeping followed by a scoring technique.
4. **NIHON** is awarded for:
 - kick to the middle level (CHUDAN GERI);
 - punch or strike to the back;
 - punch or strike to the back of the head;
 - punch or strike executed on an advancing towards to the attacking contender;
 - combination of hand techniques, the individual element of which each is scoring technique (RENZOKU);
 - unbalancing the contender with the subsequent scoring technique.
5. **IPPON** is awarded for:
 - punch to the head or middle level (CHUDAN or JODAN TSKI);
 - strike to the head or middle level (CHUDAN or JODAN UCHI);

- throw or sweep, executed with an opponent's landing on tatami, if the following attacking striking technique can not be assessed (scored).
6. Attacks are limited to the following areas:
 - head;
 - face;
 - abdomen;
 - chest;
 - back;
 - side.
 7. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.
 8. No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.
 9. Simultaneous effective scoring techniques delivered by both contestants, the one on the other (AIUCHI) shall not score.

EXPLANATION:

1. *In case of award the scores, Referee and the Judges should be guided by the following conditions of their application:*

Score	Conditions of Application
SANBON (3 points)	<ol style="list-style-type: none"> 1. Any controllable kick, accepted in karate, executed to the head level (JODAN) with an allowable contact degree and satisfied all six scoring criteria. JODAN being defined as the face and head. 2. Any scoring technique which is delivered after really executed throwing technique. Taking the opponent down to the mat is not considered throwing technique. The throwing technique is set off to the competitor, only if he or she has not fallen.
NIHON (2 points)	<ol style="list-style-type: none"> 1. Any controllable kick, accepted in karate, executed to the middle level (CHUDAN) with an allowable contact degree and satisfied all six scoring criteria. CHUDAN being defined as the abdomen, chest, back and side. 2. Any controllable punch or strike, accepted in karate, executed to the opponent's back with an allowable contact degree and satisfied all six scoring criteria. 3. Any controllable punch or strike, accepted in karate, executed to the opponent's back of the head with an allowable contact degree and satisfied all six scoring criteria. 4. Any controllable punch or strike, accepted in karate (except for attacks to the face with open hand techniques), executed on an advancing towards to the attacking contender with an allowable contact degree and satisfied all six scoring criteria. 5. Combination of any controllable hand techniques, accepted in karate (except for attacks to the face with open hand techniques), the individual element of which each is scoring technique, executed to the one of the scoring areas with an allowable contact degree and satisfied all six scoring criteria. 6. Any scoring technique which is delivered after not productive throwing technique, forced the contender to lose balance. 7. Any controllable punch or strike, executed after GEDAN GERI (authorized only for Juniors Male and Men).
IPPON (1 point)	<ol style="list-style-type: none"> 1. Any controllable punch, accepted in karate (except for attacks to the face with open hand techniques), delivered to one of the scoring areas, excluding the back and the back of the head, with an allowable contact degree and satisfied all six scoring criteria. 2. Any controllable strike, accepted in karate (except for attacks to the face with open hand techniques), delivered to one of the scoring areas, excluding the back and the back of

	<i>the head, with an allowable contact degree and satisfied all six scoring criteria.</i>
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	<i>3. Any authorized throwing technique, which have caused opponent's falling, if the following attacking striking technique can not be assessed (scored).</i>
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2. *A striking technique, executed in a jump (with a separation of the sportsman from a floor) with the due control, satisfied all six scoring criteria, is set off to the competitor according to conditions of score application.*
3. *When a contestant slips, falls or loses balance as a result of their own action and is scored upon by the opponent the score will be given as if the contestant had been standing upright.*
4. *For reasons of safety, throws where the opponent is thrown without being held onto or thrown dangerously are prohibited and will incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep, such as simple sweep (ASHI-BARAI), lateral sweep (DE-ASHI-BARAI), lateral sweep from within (KO-UCHI-BARAI), back sweep (KO-SOTO-GERI), a sweep from within (KO-UCHI-GERI), and also leg hooks, such as hook from within (O-UCHI-GERI) and a hook outside (O-SOTO-GERI). After a throw has been executed, the Referee will allow the competitor two-three seconds in which to attempt a scoring technique.*
5. *A technique with “**good form**” is said to have characteristics conferring probable effectiveness within the framework of traditional karate concepts.*
6. ***Sporting attitude** is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.*
7. ***Concentration** defines the power and speed of the technique and the palpable will for it to succeed.*
8. ***Readiness for bout continuation (ZANSHIN)** is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counterattack. He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards. Understanding potential of the contender for counterattack, the sportsman after performance of the technique should move on safe distance or take other measures for maintenance of own protection.*
9. ***Timeliness** means delivering a technique when it will have the greatest potential effect.*
10. ***Correct distance** similarly means delivering a technique at the precise distance where it will have the greatest potential effect. A hand technique to the head or face with the glove touch the target and kicking technique to the head or face with the protector touch the target, may be said to have the correct distance.*
11. *A worthless technique is a worthless technique – regardless of where and how it is delivered. A technique, which is badly deficient in good form or lacking power, will score nothing.*
12. *Techniques, which land below the belt may score, as long as they are above the pubic bone.*
13. *A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.*
14. *For Juniors Male and Men are authorized to execute a striking technique in a combination with additional distracting circular kick by instep of a leg to an external part of the contender's hip (GEDAN GERI). Thus the Referee Panel sets off to the competitor only the striking technique executed according to conditions of score application.*
15. *The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Board.*
16. *True AIUCHI is rare. Not only must two techniques land simultaneously, but both must be valid scoring techniques, each with good form, etc. Two techniques may well land simultaneously, but*

seldom are both, if indeed either, effective scores. The Referee must not dismiss as AIUCHI, a situation where only one of the simultaneous pair is actually a score. This is not AIUCHI.

Article 7. Criteria for Decision

1. The result of a bout is determined by a contestant:
 - obtaining a clear lead of eight points;
 - at time-up, having the highest number of points;
 - by a HANSOKU, SHIKKAKU or KIKEN, imposed against a contestant;
 - by the least quantity of the penal points, appropriated to participants;
 - obtaining a decision (HANTEI).
2. When a bout ends with equal scores, or no scores, the Referee will announce a tie (HIKIWAKE) and the start of the ENCHO-SEN, if applicable.
3. In individual competition, in the event of drawn bout, an extension not exceeding one minute will be fought (ENCHO-SEN). An ENCHO-SEN is an extension of the bout, and all warnings and penalties issued still apply. The first competitor to obtain an award will be declared the winner. In the event that neither competitor is awarded a score, during the ENCHO-SEN, the decision will be made by the least quantity of the penal points, appropriated to participants for the warnings and penalties received by them in the given bout. In case of equal quantity of penal points the decision will be made by a vote of the Referee and three Judges (HANTEI). A decision in favor of one or the other competitor is obligatory and is taken on the basis of the following:
 - the attitude, fighting spirit, and strength demonstrated by the contestants;
 - the superiority of tactics and techniques displayed;
 - which of the contestants has initiated the majority of the action.
4. In team competition, there will be no extension (ENCHO-SEN) except for the circumstances stipulated in paragraph 6 of given article.
5. The winning team is the one with the most bout victories. Should the two teams have the same number of bout victories then the winning team will be the one with the most points, taking both winning and losing bouts into account.
6. If the two teams have the same number of bout victories and points, then a deciding bout will be held. In the event of a continuing tie, there will be an extension (ENCHO-SEN) not exceeding one minute. The first competitor to obtain an award will be declared the winner. In the event that there is no score the decision will be made by the least quantity of the penal points, appropriated to participants for the warnings and penalties received by them in the given bout. In case of equal quantity of penal points the decision will be made by a vote of the Referee and three Judges (HANTEI).
7. In team matches when a team, has won sufficient bout victories or scored sufficient points as to be the established winner then the match is declared over and no further bouts will take place.

EXPLANATION:

1. *The definition of a bout result by the least quantity of the penal points, at the end of an inconclusive ENCHO-SEN, is made by assignment to each warning and a kind of penalty on two categories, received by competitor in the given bout, corresponding quantity of penal points: CHUKOKU – 1 point, KEIKOKU – 2 points, HANSOKU-CHUI – 3 points. Then penal points are summarized.*
2. *When deciding the outcome of a bout by vote (HANTEI), in case of equal quantity of penal points, the Referee will move to the match area perimeter and call “HANTEI!”, followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time indicate his own vote by raising his arm on the side of the preferred contestant. The Referee will give a short blast on his whistle, return to his original position and announce the majority decision.*
3. *In the event of a tied vote, the Referee will resolve the tie by use of his casting vote. On returning to his original position, the Referee will place one arm across his chest and raise his bent arm on the side of the preferred choice to show he is using his casting vote. He will then indicate the winner in the normal way.*

Article 8. Prohibited Behavior

1. There are two categories of prohibited behavior: Category 1 and Category 2.
2. **Category 1**
 - 2.1 Techniques which make excessive contact, having regard to the scoring area attacked.
 - 2.2 Attacks to the arms, joints, neck, groin.
 - 2.3 Attacks to the legs, except for a case of GEDAN GERI execution at Juniors Male and Men.
 - 2.4 Attacks to the face with open hand techniques.
 - 2.5 Dangerous and (or) forbidden throwing techniques.
3. **Category 2**
 - 3.1 Feigning or exaggerating injury.
 - 3.2 Exit from the competition area (JOGAI).
 - 3.3 Self-endangerment by indulging in behavior, which exposes the contestant to injury by the opponent or failing to take adequate measures for self-protection (MUBOBI).
 - 3.4 Avoiding combat as a means of preventing the opponent having the opportunity to win.
 - 3.5 Seizing with the subsequent striking technique.
 - 3.6 Clinching, wrestling, pushing or seizing without attempting a throwing technique.
 - 3.7 Uncontrollable and dangerous technique.
 - 3.8 Attacks with the head, knees, elbows.
 - 3.9 Talking to or goading the opponent, failing to obey the orders of the referee, discourteous behavior towards the refereeing officials or other breaches of etiquette.

EXPLANATION:

1. *Kumite competition is a sport and for that reason some of the most dangerous techniques are banned and all techniques must be controlled. Trained competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, groin, joints, neck and backbone are particularly susceptible to injury. Therefore any technique, which results in injury, may be penalized unless caused by the recipient. The competitors must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.*
2. **Face contact – Juniors Male and Men**
*For Juniors Male and Men competitions non-injurious, moderate (limited), controlled contact to the face and head is allowed. **The moderate (limited) contact to the face or head** is provides enough strong striking techniques in which point of application there can be an easy short local change of integument color, caused by insignificant concussion of soft fabrics without infringement of their integrity. Thus striking techniques resulting in strong long change of integument color, partial or full loss of orientation in space, to a deviation of a head from an axis of its natural position, to anatomic and functional infringements in organic fabrics, **are not supposed**. Where contact is deemed by the Referee to be too strong, but does not diminish the competitor's chances of winning, a warning (CHUKOKU) may be given. A second contact under the same circumstances will be penalized by KEIKOKU. A third offence will be given HANSOKU-CHUI. A further offence will result in disqualification by HANSOKU.*
3. **Face contact – Boys, Girls, Cadets Male, Cadets Female, Juniors Female, Women**
*For Boys, Girls, Cadets Male, Cadets Female, Juniors Female and Women non-injurious, light, controlled contact – **a touch at striking technique to the face and head**, is allowed. In the case of techniques to the face or head, which make contact considered to be more than a glove touch at the hand technique or protector touch at the kicking technique, the Referee Panel will give a warning or penalty. Any technique to the face or head, which causes injury no matter how slight, will be warned or penalized unless caused by the recipient.*

4. *A striking technique on the part of contender's back and directed for a back of the head, a backbone or areas of kidneys must be executed by a **light touch** of the target. In the case if contact to the back of the head, backbone or areas of kidneys cannot be considered as a light touch of the target with the due control, the Referee Panel will give a warning or penalty. Any technique to the back of the head, backbone or areas of kidneys, which causes injury no matter how slight, will be warned or penalized unless caused by the recipient.*
5. *When a competitor makes a scoring technique immediately followed by another which makes excessive contact the Referee Panel does not award the score and instead issues a Category 1 warning or penalty, except for excessive contact caused by the recipient.*
6. *The Referee must constantly observe the injured competitor. A short delay in giving a judgment allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate slight injury for tactical advantage. Examples of this are blowing violently through an injured nose or rubbing the face roughly.*
7. *Preexisting injury can produce symptoms out of all proportion to the degree of contact used and referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact could result in a competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout. Before the start of a match or bout, the Match Area Chief Referee must examine the medical cards and ensure that the contestants are fit to fight. The Referee must be informed if a contestant has been treated for injury.*
8. *Competitors who overreact to light contact, in an effort to have the Referee penalize their opponent, such as holding the face and staggering about or falling unnecessarily, will be immediately warned or penalized themselves.*
9. *When a competitor makes a pretence of having received an excessive contact and the Referee Panel decides instead that the technique in question was controlled, satisfying all six scoring criteria, then a score will be awarded and a Category 2 warning or penalty for exaggeration will be issued.*
10. *Feigning of an injury, which does not exist, is a serious infraction of the rules. SHIKKAKU will be imposed on the competitor feigning injury, i.e. when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor. Exaggerating an injury, which does exist is less serious. A warning or penalty should be imposed for exaggerating injury.*
11. *Competitors, who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the Medical Commission, who will carry out an immediate examination of the competitor. The Medical Commission will submit its report before the end of the competition, for the consideration of the Referee Board. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.*
12. *Throwing techniques should be executed from the high rack or with a one knee touch of a floor and are divided into two types:*
 - *conventional karate **leg sweeping techniques**, such as simple sweep (ASHI-BARAI), lateral sweep (DE-ASHI-BARAI), lateral sweep from within (KO-UCHI-BARAI), back sweep (KO-SOTO-GERI), a sweep from within (KO-UCHI-GERI), and also leg hooks, such as hook from within (O-UCHI-GERI) and a hook outside (O-SOTO-GERI), where the opponent is swept off-balance or thrown without being grabbed first, are concern to the first type;*
 - ***throws**, requiring that the opponent be grabbed or held as the throw is executed, are concern to the second type. At execution of these throws the opponent must be held onto throughout, so that a safe landing can be made. **The following throws are allowed:** a throw through a hip twisting with capture for back (UKI-GOSHI), a throw through a hip an inclination with capture for back (O-GOSHI), a throw through a hip pushing with capture for back (UTSURI-GOSHI), a throw through a hip with capture of a top and sleeve (TSURI-KOMI-GOSHI), a throw through a back with capture of a hand on shoulder (IPPON-SEOI-NAGE), a throw through a back with capture of a hand under shoulder (SOTO-MAKI-KOMI), a throw through a back with capture of a top and sleeve (MOROTE-SEOI-NAGE), a throw by rejection forward (O-GURUMA), a throw capture of a leg by one hand by jerk, a throw capture of legs by two hands by jerk. Also*

footsteps, such as forward footstep (TAI-OTOSHI) and back footstep (HARAI-GOSHI) are allowed.

Dangerous throws, such as a throw through a hip with capture of neck (KUBI-NAGE), a throw through a breast (URA-NAGE), a throw through shoulders (KATA-GURUMA), a throw through a head with an emphasis foot in abdomen (TOMO-E-NAGE), a throw by overturning through itself (SURUI-NAGE), a throw by double pushing (KANI-BASAMI) and others, are forbidden. Any throwing technique, which causes injury no matter how slight, will be warned or penalized unless caused by the recipient.

13. *Open hand techniques to the face are forbidden due to the danger to the contestant's sight.*
14. *Circular kicks on the contender's leg (GEDAN GERI) are the most injuring, therefore their use is allowed for Juniors Male and Men only. In this case GEDAN GERI is supposed to execute only by instep of a leg to an external part of the contender's hip and can be undertaken by the sportsman only after really executed attack. Single GEDAN GERI are inadmissible, and are considered by the Referee Panel as desire to injure the opponent. In case of use by the competitor of single GEDAN GERI or incorrect use of GEDAN GERI, the Referee Panel issues a Category 1 warning or penalty.*
15. *JOGAI relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent.*
16. *A contestant who delivers a scoring technique then exits the area before the Referee calls "YAMAE" will be given the value of the score and JOGAI will not be imposed. If the contestant's attempt to score is unsuccessful the exit will be recorded as a JOGAI. If AO exits just after AKA scores with a successful attack, then "YAME" will occur immediately on the score and AO's exit will not be recorded. If AO exits, or has exited as AKA's score is made (with AKA remaining within the area), then both AKA's score will be awarded and AO's JOGAI penalty will be imposed.*
17. *The contestant who constantly retreats without effective counter, who clinches unnecessarily or who deliberately exits the area rather than allow the opponent an opportunity to score must be warned or penalized. This often occurs during the closing seconds of a bout. If the offence occurs with ten seconds or more of the bout time remaining the Referee will warn the offender. If there has been a previous Category 2 offence or offences, this will result in a penalty being imposed. If however, there is less than ten seconds to go, the Referee will penalize the offender with KEIKOKU (whether there has been a previous Category 2 CHUKOKU or not). If there has been a previous Category 2 KEIKOKU the Referee will penalize the offender with HANSOKU-CHUI. If there has been a previous Category 2 HANSOKU-CHUI the Referee will penalize the offender with HANSOKU and award the bout to the opponent. However, the Referee must ensure that the competitor's behavior is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalized.*
18. *An example of MUBOBI is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch, and are unable to block a counter. Such open attacks constitute an act of MUBOBI and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn away is to draw the Referee's attention to their technique. This is also a clear act of MUBOBI. A warning or penalty for MUBOBI is given when a competitor is **hit or injured through his or her own fault or negligence**. Should the offender receive an excessive contact or sustain an injury and the fault is considered to be the recipient's, the Referee will issue a Category 2 warning or penalty and may decline to give a penalty to the opponent. A competitor who is hit through their own fault and exaggerates the effect in order to mislead the Referee Panel may receive a warning or penalty for MUBOBI as well as an **additional** penalty for exaggeration, since two offences have been committed. It should be noted that there are no circumstances in which a technique that has made excessive contact can be given a score.*
19. *Any discourteous behavior from a member of an official delegation can earn the disqualification of a competitor, the entire team or delegation from the tournament.*

Article 9. Penalties

WARNING (CHUKOKU) May be imposed for attendant minor infractions or the first instance of a minor infraction.

KEIKOKU This is a penalty which is imposed for minor infractions for which a warning has previously been given in that bout or for infractions not sufficiently serious to merit HANSOKU-CHUI.

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

HANSOKU This is a penalty which is imposed following a very serious infraction or when a HANSOKU-CHUI has already been given. It results in the disqualification of the contestant. *In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.*

SHIKKAKU This is a disqualification from the actual tournament or competition. The limit of SHIKKAKU should be determined by the Referee Board of taking place competition. SHIKKAKU may be invoked when a competitor fails to obey the orders of the Referee, acts maliciously or commits an act which harms the prestige and honor of Karate-do or when other actions are considered to violate the rules and spirit of the tournament. *In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.*

EXPLANATION:

1. *Category 1 and Category 2 penalties do not cross-accumulate.*
2. *A penalty can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning for a second instance of excessive contact.*
3. *Warning (CHUKOKU) is given where there has clearly been a minor infraction of the rules, but the competitor's potential for winning is not diminished, in the opinion of the Referee Panel, by the opponent's foul.*
4. *A KEIKOKU may be imposed directly, without first giving a warning. KEIKOKU is normally imposed where the competitor's potential for winning is slightly diminished, in the opinion of the Referee Panel, by the opponent's foul.*
5. *A HANSOKU-CHUI may be imposed directly or following a warning, or KEIKOKU and is used where the competitor's potential for winning has been seriously reduced, in the opinion of the Referee Panel, by the opponent's foul.*
6. *A HANSOKU is imposed for cumulative penalties, but can also be imposed directly for serious rules infractions. It is used when the competitor's potential for winning has been reduced virtually to zero, in the opinion of the Referee Panel, by the opponent's foul.*
7. *Any competitor who receives HANSOKU for causing injury and who has in the opinion of the Referee Panel and Match Area Chief Referee, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for kumite competition, will be reported to the Referee Board. The Referee Board will decide if that competitor shall be suspended from the rest of that competition and (or) subsequent competitions.*
8. *A SHIKKAKU can be directly imposed without warnings of any kind. The competitor need have done nothing to merit it. It is sufficient if the trainer or noncombatant members of the competitor's*

delegation behave in such a way as to harm the prestige and honor of Karate-do. If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused, SHIKKAKU and not HANSOKU, is the correct penalty.

9. A public announcement of SHIKKAKU must be made.

Article 10. Injuries and Accidents in Competition

1. KIKEN or forfeiture is the decision given, when a competitor or competitors fail to present themselves when called, are unable to continue, abandon the bout or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.
2. If two competitors injure each other or are suffering from the effects of previously incurred injury, and are declared by the tournament doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. In individual matches if the points score is equal, then the decision will be made by the least quantity of the penal points, appropriated to participants for the warnings and penalties received by them in the given bout. In case of equal quantity of penal points the decision will be made by a vote of the Referee and three Judges (HANTEI). In team matches the Referee will announce a tie (HIKIWAKE). Should the situation occur in a deciding team match ENCHO-SEN the decision will be made by the least quantity of the penal points, appropriated to participants for the warnings and penalties received by them in the given bout. In case of equal quantity of penal points the decision will be made by a vote of the Referee and three Judges (HANTEI).
3. An injured competitor who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
4. An injured competitor who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from further bouts in that competition.
5. When a competitor is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorized to diagnose and treat injury only.
6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight or whether an extension of treatment time shall be given.
7. Any competitor who falls, is thrown or knocked down and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all bouts in that tournament. In the event that a competitor falls, is thrown or knocked down and does not regain his or her feet immediately, the Referee will signal to the timekeeper to start the ten seconds countdown by a blast on his whistle, at the same time calling the doctor, if required. The timekeeper will stop the clock when the Referee raises his arm.
8. When a competitor (Junior or Adult) falls or bends in the result of a missed controllable strike to abdomen and can not take the initial stance during two or three seconds to continue the match, the Referee should execute the procedures described in the seventh paragraph. If the competitor is not able to continue the match within ten seconds, he/she is acknowledged to be defeated by receiving KIKEN. If the contester takes the initial stance within ten seconds, the match is continued. If the same competitor misses the second controllable strike to abdomen and the Referee begins the countdown for the second time, such competitor should be acknowledged defeated in this match by receiving KIKEN, even he/she is ready to continue the bout within ten seconds. Match Area Chief Referee, taking into account the recommendations of the Doctor, decides whether the competitor, which has received KIKEN as it is described above, is to participate in the following Kumite matches.

EXPLANATION:

1. *When the doctor declares the competitor unfit, the appropriate entry must be made on the competitor's card. The extent of unfitness must be made clear to other Refereeing Panels.*
2. *A competitor may win through disqualification of the opponent for accumulated minor Category 1 infractions. Perhaps the winner has sustained no significant injury. A second win on the same grounds must lead to withdrawal, even though the competitor may be physically able to continue.*
3. *The Referee should only call the doctor when a competitor is injured and needs medical treatment.*
4. *The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured competitor.*
5. *When applying the "Ten seconds rule" the time will be kept by a timekeeper appointed for this specific purpose. A warning will be sounded at seven seconds followed by the final bell at ten seconds. The timekeeper will start the clock only on the referee's signal. The timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his arm.*
6. *The Referee Panel will decide the winner on the basis of HANSOKU, KIKEN or SHIKKAKU as the case may be.*
7. *In team matches, should a team member receive KIKEN, their score will be zeroed and the opponent's score will be set at eight points.*

Article 11. Official Protest

1. No one may protest about a judgment to the members of the Refereeing Panel.
2. If a refereeing procedure appears to contravene the rules, the Head of the organization or the official representative is the only one allowed to make a protest.
3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. The sole exception is when the protest concerns an administrative malfunction. The Match Area Chief Referee should be notified immediately the administrative malfunction is detected.
4. The protest must be submitted to a representative of the Appeals Commission. In due course the Commission will review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report and shall be empowered to take such action as may be called for.
5. Any protest must be submitted in writing and signed by the official representative of the team or competitor.
6. The complainant must deposit a Protest Fee as agreed by the Organizing Committee, and this, together with the protest must be lodged with a representative of the Appeals Commission.
7. The Appeals Commission will be appointed by the Organizing Committee of competition.

EXPLANATION:

1. *The protest must give the names of the contestants, the Referee Panel officiating and the **precise details of what is being protested**. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*
2. *The protest will be reviewed by the Appeals Commission and as part of this review, the Commission will study the evidence submitted in support of the protest. The Commission may also study videos and question Officials, in an effort to objectively examine the protest's validity.*
3. *If the protest is held by the Appeals Commission to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded.*

4. *If the protest is held by the Appeals Jury to be invalid, it will be rejected and the deposit forfeited to Organizing Committee of competition.*
5. *Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Arbitrator, to ensure that the match has been conducted in accordance with the Competition Rules.*
6. *In case of an administrative malfunction during a match in progress, the trainer can notify the Match Area Chief Referee directly. In turn, the Match Area Chief Referee will notify the Referee.*

Article 12. Powers and Duties

1. Referee Board

The Referee Board's powers and duties shall be as follows:

- 1.1 To ensure the correct preparation for each given tournament in consultation with the Organizing Committee, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
- 1.2 To appoint and deploy the Match Area Chief Referees to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Chief Referees.
- 1.3 To supervise and coordinate the overall performance of the Refereeing Officials.
- 1.4 To nominate substitute officials where such are required.
- 1.5 To pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

2. Match Area Chief Referees

The Match Area Chief Referees powers and duties shall be as follows:

- 2.1 To delegate, appoint and supervise the Referees and Judges for all matches in areas under their control.
- 2.2 To oversee the performance of the Referees and Judges in their areas and to ensure that the Officials appointed are capable of the tasks allotted them.
- 2.3 To order the Referee to halt the match when the Arbitrator signals a contravention of the Competition Rules.
- 2.4 To prepare a daily written report on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Board.

3. Referees

The Referee's powers shall be as follows:

- 3.1 The Referee (SHUSHIN) shall have the power to conduct matches including announcing the start, the suspension and the end of the match.
- 3.2 To award points.
- 3.3 To explain to the Match Area Chief Referee, Referee Board or Appeals Commission, if necessary, the basis for giving a judgment.
- 3.4 To impose penalties and to issue warnings, before, during or after a bout.
- 3.5 To obtain and act upon the opinion of the Judges.
- 3.6 To announce extensions (ENCHO-SEN).
- 3.7 To conduct voting of the Referee Panel (HANTEI) and announce the result.
- 3.8 To announce the winner.
- 3.9 The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
- 3.10 The Referee shall give all commands and make all announcements.

4. Judges

The Judges (FUKUSHIN) powers shall be as follows:

- 4.1 To assist the Referee by flag signals.
- 4.2 To explain to the Match Area Chief Referee, Referee Board or Appeals Commission, if necessary, the basis for giving a judgment.
- 4.3 To exercise a right to vote on a decision (HANTEI) to be taken.
- 4.4 The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:
 - when scoring technique is executed;
 - when a competitor has committed a prohibited act and (or) techniques;

- when an injury or illness of a contestant is noticed;
- when both or either of the contestants have moved out of the competition area (JOGAI);
- in other cases when it is deemed necessary to call the attention of the Referee.

5. Arbitrators

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

6. Score-supervisors

The score-supervisor will keep a separate (control) record of the scores awarded by the Referee, using the symbols specified in the Appendix 4, and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

7. Trainers

The trainers at all times during the bout or match will be sited on the chairs and leave their place only on demand of the Referee. Trainers have no right to make comments on actions of the Referee Panel and the behavior should not obstruct a bout or match conduct. The incorrect behavior of the trainer will be penalized by the Referee.

EXPLANATION:

1. *When during a bout the Judge has noticed scoring technique or violation of the rules, he should inform immediately about it by flag signals.*
2. *When three Judges give the same signal or indicate a score for the same competitor, the Referee will stop the bout and render the majority decision. Should the Referee fail to stop the bout the arbitrator will raise the red flag or sign and sound the buzzer.*
3. *When two Judges give the same signal or indicate a score for the same competitor, the Referee will consider their opinions but may decline to stop the bout if he believes them to be mistaken. However, when the bout is halted, the majority decision will prevail. The Referee may ask the Judges to reconsider, but may not give a decision against two Judges, unless he has the positive support of the other Judge.*
4. *When the Referee sees a score he will call "YAME!" and halt the bout using the prescribed signal. He will then indicate his preference by holding his bent arm palm upwards on the side of the scoring contestant.*
5. *After a stop of a bout all three Judges immediately inform about their opinion by flag signals and place flags in a starting position only after the Referee will render a decision.*
6. *In the event if at decision-making the voices of Referee Panel members were distributed equally (two & two), the Referee will indicate with the appropriate signal why the other contestant's score is not considered to be valid and then award the score to the opponent.*
7. *The Referee may ask the Judges to reconsider when he believes them mistaken or when implementation would be a violation of the rules. A reconsideration should be asked for only once. If the Referee's request is not supported then the majority decision must be given.*
8. *When the Referee asks for reconsideration the Judge must first consider the Referee's request. However should the Judge disagree then he should indicate his reason why and then reconfirm his original decision.*

When the Judge awards points to the contestant, and the Referee signals, that technique executed with excessive contact, the Judge is obliged to agree with the Referee's opinion. In any other cases the Judge is not obliged to agree with the Referee's opinion.

When a Judge knows that there were two techniques but could see only one actually reach the scoring area but nevertheless is sure that his decision is correct he should indicate that he did not see (MIENAI) for the Referee's choice then reconfirm his own choice.

*When a Judge knows that there were two techniques but could see only one actually reach the scoring area and believes that the Referee's choice was first (the Judge could see the contestant's body action but not actual arrival at the scoring area) then the Judge should indicate that he did not see (MIENAI) for the Referee's choice and **not** indicate a score for the other. This indicates no preference and no vote and gives responsibility to the Referee to resolve the situation.*

9. *When three Judges each have different opinions, the Referee give a decision, which is supported by one of the Judges.*
10. *At HANTEI the Referee and Judges each have one vote. In the event of equal quantity of voices the Referee will have a casting vote.*
11. *The Judges must only score what they actually see. If they are not sure that a technique actually reached a scoring area, they should signal that they did not see (MIENAI).*
12. *When after a stop of a bout three Judges signal, that they did not see scoring technique (MIENAI), the Referee have the right to make the decision on the basis of own opinion.*
13. *When after a stop of a bout two Judges award points to AKA, and other Judge indicate that he did not see scoring technique (MIENAI), the Referee cannot make the positive decision for AO. The Referee have the right to ask the Judges to reconsider their decision, indicating why he thinks they should do so.*
14. *When after a stop of a bout one Judge awards points to AKA, and other two Judges indicate that they did not see scoring technique (MIENAI), the Referee can make the positive decision for AO if he believes, that he was in a better position to see and interpret the action.*
15. *For the indication of Category 1 infringements Judges should first circle the with the appropriate colored flag then extend the crossed flags to their left for AKA, putting the red flag in front, and to their right for AO, putting the blue flag in front. This enables the Referee to clearly see which competitor is regarded as the offender.*
16. *For the indication of Category 2 infringements Judges should first circle the with the appropriate colored flag then point the red flag with arm bent to their left for AKA, and point the blue flag with arm bent to their right for AO.*
17. *In a case if Judges suggest the Referee to make more serious penalty, then after the indication of Category 1 or Category 2 offence, Judges indicate by flag signals a degree of appropriate penalty, in their opinion (KEIKOKU, HANSOKU-CHUI, HANSOKU).*
18. *For the indication of exit from the competition area (JOGAI) during a bout Judges are required to tap the floor with the appropriate flag. When the Referee stops the bout and returns to his position they should then indicate a Category 2 offence.*
19. *To avoid confusion Judges should give only one signal at a time. Judges should use the signals specified in the Appendix 3. Signals, such as "blocked", "missed", "too weak" and other, should be given only if and when the Referee asks for reconsideration.*
20. *The role of the Arbitrator is to ensure that the bout match or is conducted in accordance with the Competition Rules. He is not there as an additional Judge. He has no vote, nor has he any authority in matters of judgment, such as whether a score was valid or if exit from the competition area (JOGAI) occurred. His sole responsibility is in matters of procedure.*
21. *In the event that the Referee does not hear the time-up bell, the score-supervisor will blow his whistle.*
22. *When explaining the basis for a judgment after the bout or match, the Referee Panel may speak to the Match Area Chief Referee, the Referee Board or the Appeals Commission. They will explain to no one else.*

Article 13. Starting, Suspending and Ending of Bouts

1. The terms and gestures to be used by the Referee and Judges in the operation of a bout shall be as specified in Appendices 1, 2 and 3.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants, the Referee will announce “SHOBU HAJIME!”, and the bout will commence.
3. The Referee will stop the bout by announcing “YAME”. If necessary, the Referee will order the contestants to take up their original positions (MOTO-NO-ICHI).
4. The Referee returns to his position and the Judges indicate their opinion by flag signals. In the case of a score to be awarded the Referee identifies:
 - the contestant (AKA or AO);
 - the area attacked (CHUDAN or JODAN), if applicable;
 - the scoring technique (TSKI, UCHI, GERI, RENZOKU), if applicable;
 - then awards the relevant score (IPPON, NIHON or SANBON) using the prescribed gesture.The Referee then restarts the bout by calling “TSUZUKETE HAJIME”.
5. When a contestant has established a clear lead of eight points during a bout, the Referee shall call “YAME!” and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring “AKA (AO) NO-KACHI”. The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring “AKA (AO) NO-KACHI”. The bout is ended at this point.
7. When time is up and scores are equal or no scores have been awarded, the Referee shall call “YAME!” and return to his position. He will announce a tie (HIKIWAKE) and start the ENCHO-SEN, if applicable.
8. At HANTEI the Referee and Judges each have one vote. In the event of a tied vote the Referee will have a casting vote which will be used to break the tie.
9. The Referee will call “YAME!” and halt the bout temporarily in the following situations:
 - when one or both contestants are out of the match area;
 - when the Referee orders the contestant to adjust the karate-gi and (or) protective equipment;
 - when a contestant has contravened the rules;
 - when the Referee considers that one or both contestants cannot continue with the bout owing to injuries, illness or other causes. Heeding the tournament doctor’s opinion, the Referee will decide whether the bout should be continued;
 - when a contestant seizes the opponent and does not perform an immediate throw within two-three seconds;
 - when one contestant fall or are thrown and no effective techniques are made within two-three seconds;
 - when both contestants are off their feet following a fall or attempted throw and no effective techniques are made within two-three seconds or begin to wrestle;
 - when the effective technique satisfied all six scoring criteria is noticed;
 - when three Judges give the same signal or indicate a score for the same competitor;
 - when requested to do so by the Match Area Chief Referee.

EXPLANATION:

1. *When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other – a quick nod is both discourteous and insufficient. The Referee can call for a bow where none is volunteered by motioning as shown in Appendix 2.*
2. *When restarting the bout, the Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before bout can recommence. The Referee must restart the bout with the minimum of delay.*

Article 14.Modifications

Only WKU Referee Board with the approval of the WKU Directing Board can alter or modify these rules.

Appendix 1

THE TERMINOLOGY

SHOBU HAJIME	Start the bout	After the announcement, the Referee takes a step back.
ATOSHI BARAKU	A little more time left	An audible signal will be given by the timekeeper 30 seconds before the actual end of the bout and the Referee will announce “ATOSHI BARAKU”.
YAME	Stop	Interruption or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.
MOTO-NO-ICHI	Original position	Contestants and Referee return to their starting positions.
TSUZUKETE	Fight on	Resumption of fighting ordered when an unauthorized interruption occurs.
TSUZUKETE HAJIME	Resume fighting – Begin	The Referee stands in a forward stance. As he says “TSUZUKETE” he extends his arms, palms outwards towards the contestants. As he says “HAJIME” he turns the palms and brings them rapidly towards one another, at the same time stepping back.
SHUGO	Judges called	The Referee calls the Judges at the end of the match or bout or to recommend SHIKKAKU.
HANTEI	Decision	After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote at the same time by raising his arm.
HIKIWAKE	Draw	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.
TORIMASEN	Unacceptable as a scoring technique	The Referee crosses his arms then makes a cutting motion, palms downward, to indicate to the Judges that there were no effective technique or technique does not satisfied all six scoring criteria.
ENCHO-SEN	Extension of the bout	The Referee reopens the bout with the command “ENCHO-SEN SHOBU HAJIME”.
AIUCHI	Simultaneous scoring techniques	No point is awarded to either contestant. Referee brings his fists together in front of his chest.
AKA (AO) NO-KACHI	Red (Blue) wins	The Referee obliquely raises his arm on the side of the winner.

AKA (AO) SANBON	Red (Blue) scores three points	The Referee raises his arm up at 45 degrees on the side of the scorer.
AKA (AO) NIHON	Red (Blue) scores two points	The Referee extends his arm at shoulder level on the side of the scorer.
AKA (AO) IPPON	Red (Blue) scores one point	The Referee extends his arm downward at 45 degrees on the side of the scorer.
CHUKOKU	First Category 1 or Category 2 warning without penalty	For Category 1 offences, the Referee turns toward the offender and crosses his arms at chest level. For Category 2 offences, the Referee points his index finger (arm bent) at the face of the offender.
KEIKOKU	Category 1 or Category 2 penalty	The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender.
HANSOKU-CHUI	Category 1 or Category 2 penalty	The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.
HANSOKU	Disqualification	The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender and announces a win for the opponent.
JOGAI	Exit from the match area	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
SHIKKAKU	Disqualification, leave the match area	The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “AKA (AO) SHIKKAKU!” He then announces a win for the opponent.
KIKEN	Renunciation	The Referee points downwards at 45 degrees in the direction of the contestant’s starting line.
MUBOBI	Self endangerment	The Referee touches his face then turning his hand edge forward, moves it to the left and to the right to indicate to the Judges that the contestant endangered himself.

Appendix 2

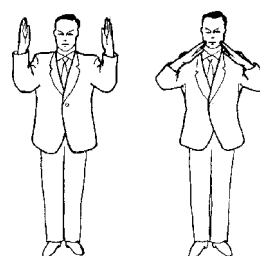
ANNOUNCEMENTS AND GESTURES OF THE REFEREE

SHOMEN-NI-REI

The Referee extends his arms, palms to the front, ordering to the contestants to bow in a direction of official symbolic.

**OTOGAI-NI-REI**

The Referee motions to the contestants to bow to each other.

**SHOBU HAJIME**

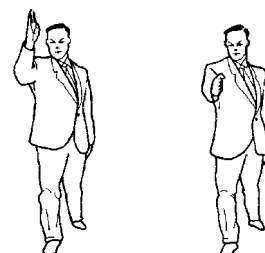
“Start the bout”

After the announcement, the Referee takes a step back.

**YAME**

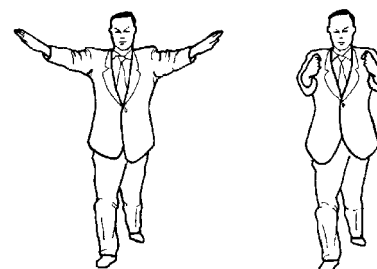
“Stop”

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

**TSUZUKETE HAJIME**

“Resume fighting – Begin”

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



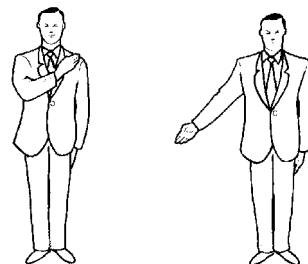
THE REFEREE'S OPINION

After calling "YAME" and using the prescribed signal the Referee indicates his preference by holding his bent arm palm upwards on the side of the scoring contestant.

**IPPON**

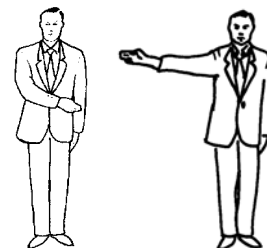
"One point"

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

**NIHON**

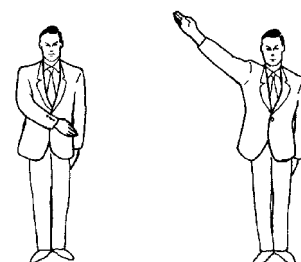
"Two points"

The Referee extends his arm at shoulder level on the side of the scorer.

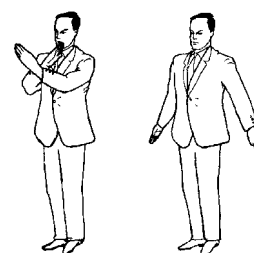
**SANBON**

"Three points"

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

**CANCEL LAST DECISION**

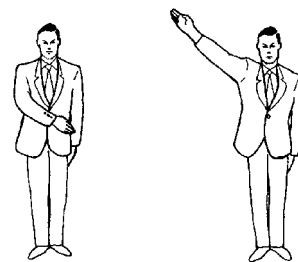
When an award or penalty has been given in error the Referee turns towards the contestant, announces "AKA" or "AO", crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.



NO-KACHI

“Win”

At the end of the match or bout, announcing “AKA (AO) NO-KACHI” the Referee extends his arm upward at 45 degrees on the side of the winner.

**KIKEN**

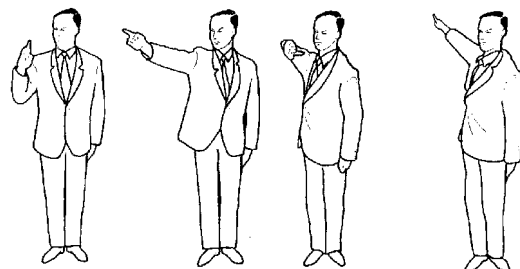
“Renunciation”

The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.

**SHIKKAKU**

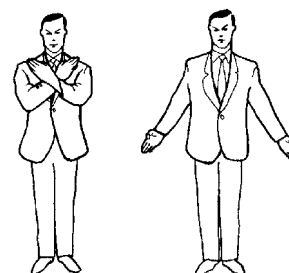
“Disqualification, leave the match area”

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

**HIKIWAKE**

“Draw”

In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.

**CATEGORY 1 CHUKOKU**

“Warning”

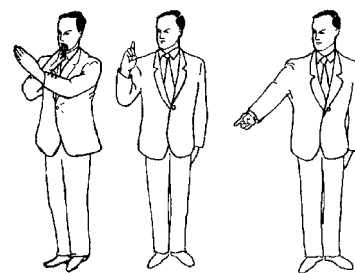
The Referee turns to the infringer and crosses his open hands with the edge of one wrist on the edge of the other at chest level.



CATEGORY 1 KEIKOKU

“Penalty”

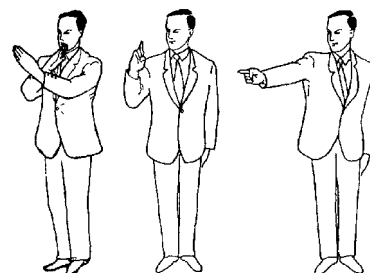
Referee turns toward the offender and crosses his arms at chest level, then points with his index finger downwards at 45 degrees in the direction of the offender.



CATEGORY 1 HANSOKU-CHUI

“Penalty”

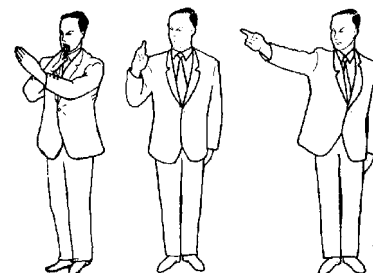
Referee turns toward the offender and crosses his arms at chest level, then points with his index finger horizontally in the direction of the offender.



CATEGORY 1 HANSOKU

“Penalty”

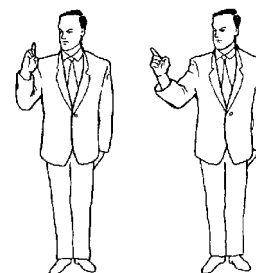
Referee turns toward the offender and crosses his arms at chest level, then points with his index finger upwards at 45 degrees in the direction of the offender and announces a win for the opponent.



CATEGORY 2 CHUKOKU

“Warning”

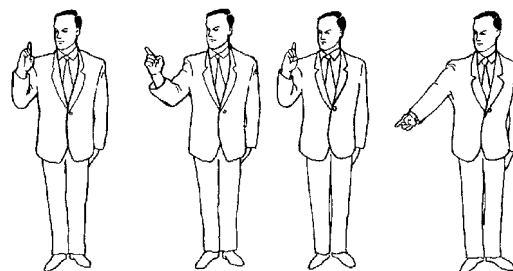
The Referee turns to the infringer and points his index finger at the face of the offender.



CATEGORY 2 KEIKOKU

“Penalty”

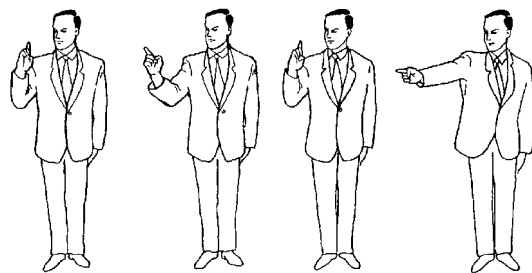
The Referee turns to the infringer and points his index finger at the face of the offender, then points with his index finger downwards at 45 degrees in the direction of the offender.



CATEGORY 2 HANSOKU-CHUI

“Penalty”

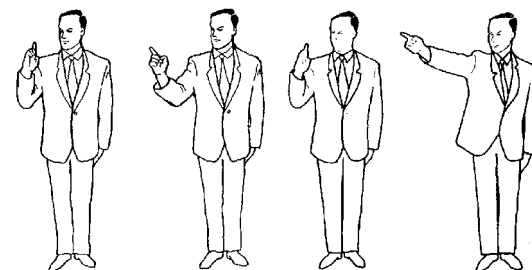
The Referee turns to the infringer and points his index finger at the face of the offender, then points with his index finger horizontally in the direction of the offender.



CATEGORY 2 HANSOKU

“Penalty”

The Referee turns to the infringer and points his index finger at the face of the offender, then points with his index finger upwards at 45 degrees in the direction of the offender and announces a win for the opponent.



AIUCHI

“Simultaneous scoring techniques”

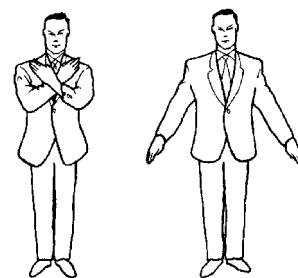
No point is awarded to either contestant. Referee brings his fists together in front of his chest.



TORIMASEN

“Unacceptable as a scoring technique”

The Referee crosses his arms then makes a cutting motion, palms downward, to indicate to the Judges that there were no effective technique or technique does not satisfied all six scoring criteria.



“RECONSIDERATION”

After indicating his reasons, the Referee asks the Judges to reconsider their opinions.



AKA (AO) SCORED FIRST

The Referee indicates to the Judges that AKA scored first by bringing the open right hand to the palm of the left hand. If AO was first, the left hand points into the right hand.

**TECHNIQUE BLOCKED OR OFF TARGET**

The Referee places an open hand over the other arm to indicate to the Judges that the technique was blocked or hit a non-scoring area.

**TECHNIQUE MISSED**

The Referee moves the clenched fist across the body to indicate to the Judges that the technique missed or glanced off the scoring area.

**EXCESSIVE CONTACT**

The Referee indicates to the Judges that there has been Category 1 offence.

**FEIGNING OR EXAGGERATING INJURY**

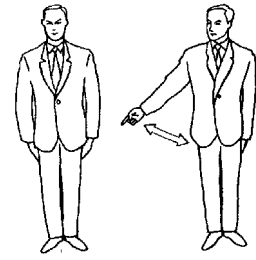
The Referee holds both hands to his face and shakes a head to indicate to the Judges a Category 2 offence.



JOGAI

“Exit from the match area”

The Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender.

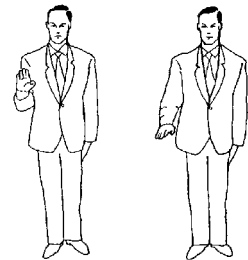
**MUBOBI**

“Self endangerment”

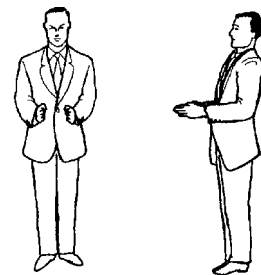
The Referee touches his face then turning his hand edge forward, moves it to the left and to the right to indicate to the Judges that the contestant endangered himself.

**TECHNIQUE TOO WEAK**

The Referee motions up and down with the open hand to indicate to the Judges that the technique did not have sufficient power.

**INCORRECT DISTANCE (Extended)**

The Referee holds both hands, palms facing, about 30 centimeters apart to indicate to the Judges that the technique's distancing was incorrect.

**INCORRECT DISTANCE (Too close)**

The Referee crosses the arms with the backs of the hands facing, fingers pointing forward, to indicate to the Judges that the technique's distancing was incorrect.



AVOIDING COMBAT

The Referee places an open hand before other hand and makes by hands rotary movements to indicate to the Judges that there has been Category 2 offence.

**PUSHING OUT, PUSHES BY HANDS**

The Referee makes a pushing motion with both open hands to indicate to the Judges that there has been Category 2 offence.

**CLINCHING, WRESTLING, SEIZING WITHOUT A THROWING TECHNIQUE**

The Referee holds both clenched fists at shoulder level to indicate to the Judges that there has been Category 2 offence.

**UNCONTROLLED OR DANGEROUS TECHNIQUE**

The referee lifts one hand bent in an elbow with an open palm, and other hand compressed in a fist, cross-wisely places ahead, to indicate to the Judges that there has been Category 2 offence.

**ATTACK WITH THE HEAD**

The Referee touches his forehead with the open hand to indicate to the Judges that there has been Category 2 offence.



ATTACK WITH THE KNEE

The Referee touches his knee with the open hand to indicate to the Judges that there has been Category 2 offence.

**ATTACK WITH THE ELBOW**

The Referee touches his elbow with the open hand to indicate to the Judges that there has been Category 2 offence.

**TALKING TO THE OPPONENT,
INCORRECT BEHAVIOUR**

The Referee places his index finger to his lips to indicate to the Judges a Category 2 offence.

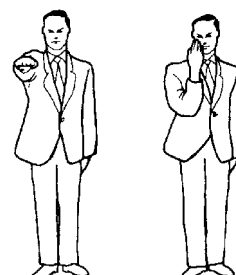
**ATTACK TO THE LOWER LEVEL**

The referee holds a hand a palm downwards at a level of hips to indicate to the Judges a Category 1 offence.

**SHUGO**

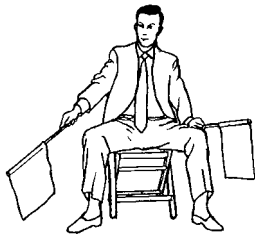
“Judges called”

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

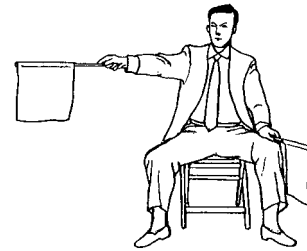


Appendix 3

THE JUDGE'S FLAG SIGNALS



IPPON (one point)



NIHON (two points)

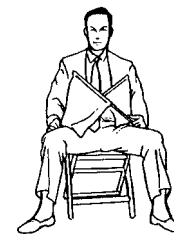


SANBON (three points)



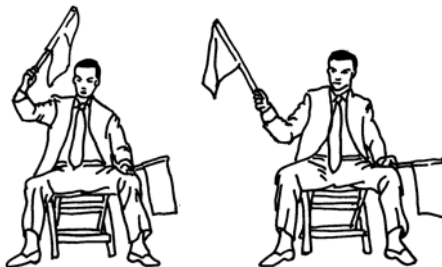
FOUL

Warning of a foul. The appropriate flag is waved in a circle, then a Category 1 or 2 signal is made.



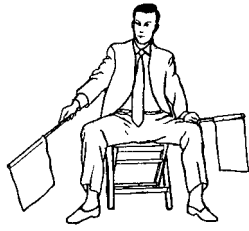
CATEGORY 1 OFFENCE

The flags are crossed and extended with the arms straight.



CATEGORY 2 OFFENCE

The Judge points the flag with arm bent.



JOGAI

The Judge taps the floor with the appropriate flag.



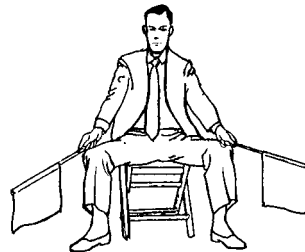
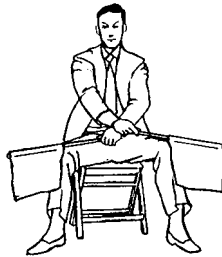
KEIKOKU



HANSOKU-CHUI



HANSOKU

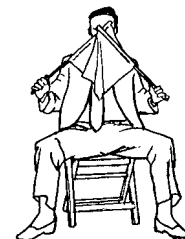


TORIMASEN



AIUCHI

The flags are moved toward each other, in front of the chest.



MIENAI

The flags are held in front of the face.

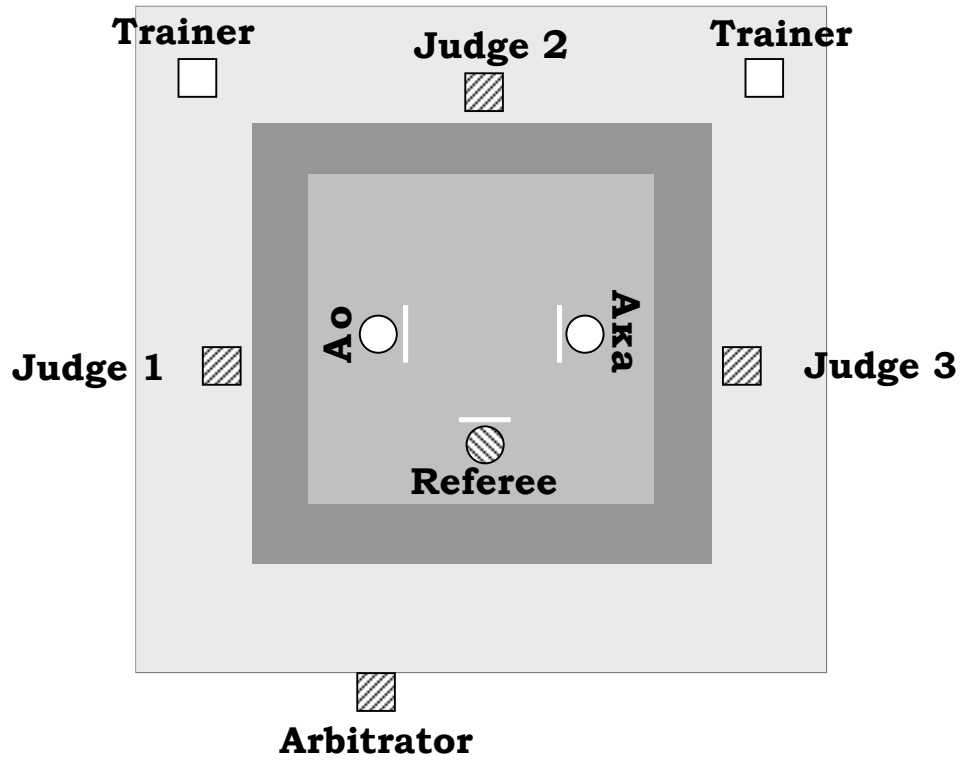
Appendix 4

SCOREKEEPERS MARKS

3	SANBON	Three points
2	NIHON	Two points
1	IPPON	One point
□	KACHI	Winner
X	MAKE	Loser
▲	HIKIWAKE	Draw
C1W	Category 1 offence – CHUKOKU	Warning
C1K	Category 1 offence – KEIKOKU	Penalty
C1HC	Category 1 offence – HANSOKU-CHUI	Penalty
C1H	Category 1 offence – HANSOKU	Disqualification
C2W	Category 2 offence – CHUKOKU	Warning
C2K	Category 2 offence – KEIKOKU	Penalty
C2HC	Category 2 offence – HANSOKU-CHUI	Penalty
C2H	Category 2 offence – HANSOKU	Disqualification
KK	KIKEN	Forfeiture
S	SHIKKAKU	Serious disqualification

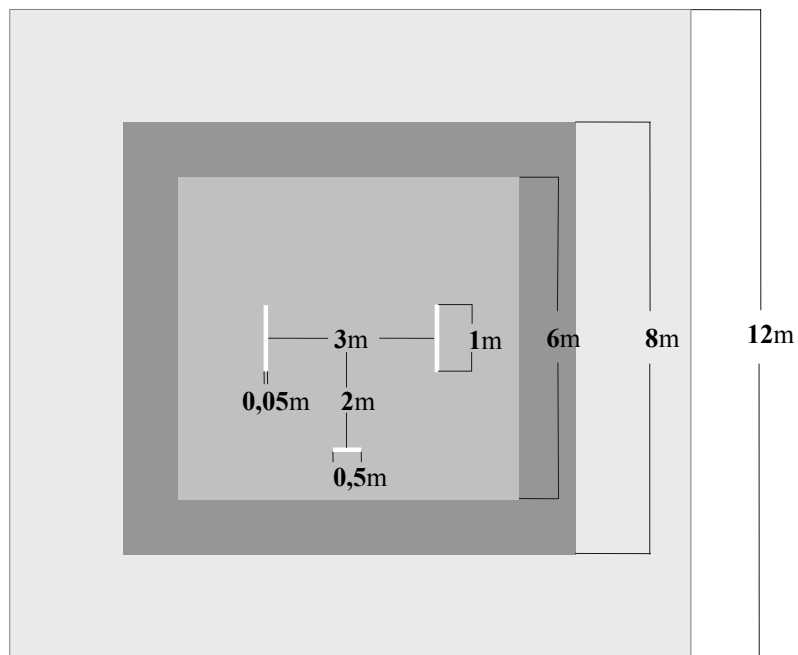
Appendix 5

**THE SCHEME
OF LAYOUT OF CONTESTANTS AND REFEREE PANEL
ON THE SQUARE COMPETITION AREA**



Appendix 6

**THE SCHEME
OF MEASUREMENTS OF THE SQUARE COMPETITION AREA**



Appendix 9

EQUIPMENT OF COMPETITORS

<i>Equipment</i>	<i>Requirements</i>
Mitts (hands protectors)	Mitts should be covered with a smooth leather or a leather substitute of red (blue) color. The mitts should be elastic and close brushes up to nail phalanxes of all five fingers of a hand. For Boys, Girls, Cadets Male and Cadets Female the mitts should be thickness approximately four centimeters and weight four ounces. For Juniors Male, Juniors Female, Men and Women the mitts should be thickness approximately five centimeters and weight six ounces.
Gum shields	Gum shields should be white or transparent.
Instep protectors	Instep protectors should be covered with a smooth leather or a leather substitute of red (blue) color. Protectors should be elastic and close the instep up to a anklebone. Protectors should be thickness of two centimeters.
Helmet with open	The helmet with open should be covered with a smooth leather or a leather substitute of red (blue) color. The helmet should be elastic and not rigid.
Box (groin protector)	The groin protector should be made of plastic. Protectors using a removable plastic cup slipped into a jockstrap are forbidden.
Shin pads	Shin pads should be covered with a material of the color identical to color of karate-gi trousers. Shin pads should be soft, firm plastic is forbidden. The maximal thickness of shin pads – two centimeters. Shin pads should close only a shin, instead of a knee or an anklebone.
Breast protector	The breast protector be covered with a material of the color identical to color of karate-gi jacket. Протектор должен быть упругим и не жёстким. The protector should be elastic and not rigid. The protector should close a lobby and lateral parts of a breast.

Appendix 10**AGE GROUPS OF COMPETITORS**

<i>Group</i>	<i>Age</i>
Younger Boys	12-13 years
Younger Girls	12-13 years
Older Boys	14-15 years
Older Girls	14-15 years
Cadets Male	16-17 years
Cadets Female	16-17 years
Juniors Male	18-20 years
Juniors Female	18-20 years
Men	21 years and more
Women	21 years and more