国際松濤館空手連盟

INTERNATIONAL SHOTOKAN KARATE FEDERATION

Tournament
Rules and Regulations
Sixth Edition

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ISKF TECHNICAL COMMITTEE

RULE CHANGES

(i) Any amendments to the rules contained herein shall require a two-thirds majority vote of the members of the Technical Committee and final approval by the *Shihankai* of the International Shotokan Karate Federation.

(ii) The rules of this manual, having been issued on September 1, 1978, have been revised and implemented October 2008 (1st Ed.), May 2009 (2nd Ed.), August 2013 (3rd Ed.), August 2014 (4th Ed.), August 2016 (5th Ed.), and December 2017 (6th Ed.)

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Article I. General Rules

Section 1.01 Philosophy & Oath of Contestant

(a) Philosophy

(i) *Karate* contests are an extension of dojo training and must therefore be conducted in the spirit of *karate-do*.

(ii) Contestants:

1) All contestants must respect and observe the proper forms of etiquette toward officials, Judges, and fellow contestants. They must do their utmost to compete with courage, dignity, and honor, and to uphold the precepts of the *Dojo Kun*. These values take precedence over winning or losing.

(iii) Judges:

1) To uphold the integrity and reputation of the officials, Judges must be fair and impartial. All Judges must give their undivided attention to the match and observe each movement of the contestants in order to make as accurate a decision as is humanly possible.

(b) Qualifications of participants

(i) ISKF member in good standing

(c) Oath of Contestants

(i) *Sensei*:

(ii) *On behalf of the contestants of the (insert name of tournament), I pledge to compete with courage, dignity and honor. Sensei, I will abide by the rules of the ISKF Karate-do Tournament and comply with any decision of the Chief Judge, Referees, and Judges in the true spirit of karate-do*.

(iii) *Osu*!

(iv) (After reading, present oath to the Chairman and Chief Instructor)

Section 1.02 Levels of Tournaments

(a) These rules and regulations shall apply to the following ISKF sanctioned tournaments:

(i) ISKF World Shoto Cup Tournaments

(ii) International Regional Tournaments

(iii) National Tournaments

(iv) Domestic Regional Tournaments

(v) *Dojo* Tournaments

Section 1.03 Age Divisions

(a) These rules and regulations shall apply to the following ISKF sanctioned age divisions:

(i) Youth – 7-17 years of age. (Up to five divisions allowed – see 5.02 (a))

(ii) Junior Adult – 18-21 years of age; separate male and female *kata* and *kumite* divisions.

(iii) Adult – 22-44 years of age; separate male and female *kata* and *kumite* divisions.

(iv) Senior Adult – 45-54 years of age; separate male and female *kata* and *kumite* divisions.

(v) Super Senior – 55-64 years of age; separate male and female *kata* and *kumite* divisions - *jiyu ippon kumite* only.

(vi) Super, super Seniors – 65+ years of age; *kata* only.

Section 1.04 Rules of Conduct for All Participants

(a) Assembly Area

(i) Judges and contestants shall not sit among the spectators.

(ii) Separate areas shall be set aside for the Judges, and, for the contestants. They shall remain there when they are not actively participating in the tournament. The area must be a reasonable distance from the contest area.

(iii) A warm-up area will be designated for contestants scheduled to participate in an approaching round of competition. When the round is completed, the contestants will return to their designated area.

(b) General Behavior

(i) Loud and tumultuous behavior will not be tolerated.

(ii) In the event of a controversial decision by a Referee or Judge, a team coach may seek redress of the decision through the Ring Arbitrator.

(iii) The Ring Arbitrator makes the final decision. In the majority of cases this should be sufficient. If a controversy still exists, it may be brought to the attention of the Chief Arbitrator whose decision will be final.

(iv) Verbal disruptive coaching is not permitted.

(c) Contestants' Behavior

(i) Failure of contestants to immediately and courteously obey any instruction by the Referee may result in disqualification as per Section (e) - Penalties.

(d) Judges' Behavior

(i) Judges are prohibited from acting in the capacity of a coach; this is the responsibility of the appointed team coach.

(e) Penalties

(i) A contestant, coach, instructor, Judge or Referee found guilty of violating the rules of conduct may be suspended from participating further in the said tournament, or any ISKF sanctioned tournament for one calendar year. Serious offences may lead to loss of membership in the ISKF. This is subject to the decision of the Chief Instructor or the Technical Committee.

(ii) A one calendar year suspension shall be interpreted as one calendar year from the date of the offence.

1) If an individual is suspended January 1 of the current year, and the next annual event is held January 1 of the following year, the suspension is lifted. However, if the tournament is held December 31 of the current year, the suspension is still in effect.

Section 1.05 Additional Information

(a) If a situation undefined in the present document, arises, the decision shall be given by the Chief Judge.

Article II. Tournament Operations

Section 2.01 Administration of *Karate* Contests and Tournaments

(a) The contest is a part of *karate* leading to the accomplishment of its training objectives. These events may be a potential source of aid in the evaluation of training methods, and as such, should be well-organized and efficient operations based on solid rules and guidelines. As an aid to sponsoring well-conducted events, it is recommended that the points listed below be considered.

(b) The precise amount of pre-contest, contest, and post-contest preparation is entirely dependent upon the type and level of contest/tournament being conducted. The following is not an exhaustive study of each type, but rather a checklist for a minimum set of requirements.

(c) Pre-Contest Preparations

(i) Good organization places the overall supervision and responsibility for the event in the hands of a tournament director. This job should be assigned to a highly experienced *karate* exponent who has both technical and administrative abilities. The tournament director should be a noncompeting *karate* exponent in as much as the nature of the job precludes concentration on the actual competition.

(ii) In smaller events, the tournament director performs almost all duties required to bring off a successful event, but may delegate various tasks to other personnel. In larger events, experience has proven that separate committees should be appointed to achieve specially assigned tasks for the tournament director, who must then coordinate all committee functions.

(iii) The tournament director is, in the final analysis, the source of tournament management and is responsible for what the event achieves or fails to achieve. The following checklist will suggest a handy guide to preparations.

1) Duties of the Tournament Director

a) The tournament director advises and supervises the overall administration of all activities pertaining to the scheduled event, and assigns specific committees as required.

2) Duties of the Tournament Committee

a) Prepare the tournament budget.

b) Prepare, distribute, and receive returned entry forms.

c) Obtain trophies and/or medals.

d) Obtain necessary equipment for officials (stopwatches, time clocks, bell-gong, whistles, red and white flags and belts, contest forms, pencils, scratch paper, and rulers.)

e) Train volunteers for ring management, score keeping, recorders, time keeping, and ring maintenance duties

f) Acquire necessary licenses and permits.

g) Obtain and check tournament site and facilities (contest area, seating for spectators and participants, lockers, showers, lavatories, tables and chairs for officials, and public address system).

h) Appoint ticket sellers-takers, ushers, and announcers.

i) Identify accommodation for visiting competitors

j) Arrange for first-aid personnel and/or tournament doctor.

k) Handle finances for necessary disbursements.

l) Prepare invitations for special guests and officials.

m) Prepare intermission and rest period demonstrations.

3) Duties of the Publicity Committee

a) Solicit advertisements for the contest program.

b) Solicit publicity in the form of television, radio, newspaper, magazine coverage, posters, exhibition, and demonstration-lecture media.

c) Seek out financial assistance through contest sponsor(s).

4) Duties of the Technical Committee

a) Make pre-tournament pairings. Check competition ladders prior to the first match to ensure, if possible, that competitors from the same dojo or region are not paired in the first round.

b) Provide officials (Referees and Judges).

(d) Contest Day Preparations

(i) The day of the tournament should find all in readiness except reasonable last-minute details which cannot be attended to earlier. Outstanding among these is the physical checking-in of all officials and contestants. Officials should congregate at least an hour prior to contest time in order to familiarize themselves with all details and to provide the necessary technical assistance for the conduct of the matches.

(ii) As contestants check in, certain vital statistics must be properly recorded such as names, club affiliations, ranks, etc. In the event that pre-contest pairings were not utilized, such vital statistics become increasingly important and strict accuracy must be maintained in their recording. Pairings should be made by experienced pairing officials in order to derive maximum benefit from the combinations of contestants.

1) Duties of the Tournament Committee

   a) Sell tickets and programs.

   b) Provide usher service.

   c) Meet and aid visiting competitors.

   d) Assign announcers, ring managers, timekeepers, scorekeepers, and recorders.

   e) Assist Publicity Committee in its duties.

   f) Provide cleaning and policing of area.

   g) Provide first-aid services and/or tournament doctor stations.

2) Duties of the Publicity Committee

   a) Arrange for coverage of matches by media.

   b) Contact news media not present at tournament regarding tournament results.

3) Duties of the Technical Committee

   a) Conduct officials' meetings.

   b) Make rulings on all special requests by participants (Special Religious Dress, etc.).

   c) Assign ring officials (Ring Arbitrators, Referees and Judges).

   d) Conduct matches.

The actual contest time is one of extreme rapidity of events, thus the officials actually engaged in the conduct of the matches must be isolated as much as possible from miscellaneous details which tend to hamper proper supervision of the matches. Tournament and Publicity Committee members should make every effort to respect this fact and utilize their initiative in solving problems that arise.

The physical arrangements of the various officials' tables should be carefully studied. Efficient operations require that the contest area be located so as to permit certain perimeter activities without interfering with the action in the contest area. These perimeter activities include viewing of the contestants by substitute Referees and Judges, guests of honor, tournament director, and medical doctor as well as the scorer, recorder, and timekeepers. The announcer should also be given a place in the perimeter area.

Special provisions are made for the competitors in order that they may be grouped in an orderly manner, thus causing no delay in the matches. Unnecessary mixing of the competitors with the spectators or official tournament perimeter activities produces straggling and greatly hinders efficient tournament operation.

(e) Post-Contest Activities

(i) Post-contest activities are vital to efficient tournament procedures and to obtain the maximum benefit from the event within *karate* training objectives. Post-contest activities are often regarded as activities left to junior members to carry out. Overall supervision of the Tournament Director/Manager should continue unabated until all assigned work is completed. The following checklist may be helpful:

1) Post-Tournament Duties of the Tournament Committee

a) Completely record all match records for proper distribution to files, visiting organizations, etc.

b) Check tickets versus cash receipts.

c) Report finance results to the appropriate committee.

d) Secure and return all facilities and properties to satisfactory condition.

e) Prepare and distribute letters of thanks and appreciation.

2) The *Karate* Tournament in Retrospect

a) Regardless of its intended purpose, each contest and surrounding event is a source of training. It is an exercise in both the technical and administrative aspects of *karate*. Whether designed as a championship or other event, contests should bring understanding to each and every participant, official and contestant.

Section 2.02 Tournament Officials

(a) Chief Judge and Chief Arbitrator

(i) As a general rule, the ISKF Chief Instructor will preside as the Chief Judge in the World Shoto Cup as well as the Pan-American Championships.

(ii) In national championships, the Chief Judge and the Chief Arbitrator will be appointed by the Chief Instructor of the country. In regional tournaments, these positions will be appointed by the regional Chief Instructor. The Chief Instructor may also appoint a Vice-Chief Judge and a Vice-Chief Arbitrator as needed.

(iii) Since the roles of Chief Judge and Chief Arbitrator have a supervisory component, both officials should locate themselves so they may observe activity in the rings. Generally this will place them at the head table. However, there will be times when it will be advisable to visit various rings to better observe the activities of the Judges and Ring Arbitrators.

(b) Chief Judge

(i) The Chief Judge is responsible to maintain a fair and smooth course of occurrence of all events in a given tournament

(ii) The Chief Judge is responsible to provide appropriate decisions in the following situations:

1) If there is an issue with the rules and regulations or if unfairness has been identified

2) If there is a matter exceeding this present document

3) If there is an accident

(iii) If a situation has occurred, after consulting with the Ring Arbitrator, Referee and Judges, and Chief Arbitrator, the Chief Judge will take action as per the following:

1) Give special advice or instructions

2) Banish from the tournament

3) Disqualify a competitor from the tournament

4) After consultation with the Referee and Judges, the Chief Judge will decide the duration of disqualification and if it applies to further tournaments.

(c) Referee and Judges

(i) The Referee and the Judges are responsible for a match or event and make decisions during a given match or event

(ii) The Referee and the Judges exert control over the surroundings of the match or event as well.

(iii) The Referee and the Judges are solely responsible for the outcome of the match or event and cannot be challenged with the exception of the Ring Arbitrator and Chief Arbitrator.

(iv) The Referee coordinates the match or event and gives the final decision regarding the outcome of the match or event.

(v) The Judges assist the Referee by indicating their own decisions during the match or event.

(vi) The Referee and the Judges are selected amongst the pool of certified Judges and appointed to their positions by the Chief Judge.

(d) Chief Arbitrator

(i) The Chief Arbitrator will be available to advise ring arbitrators and to settle problems that the ring arbitrators cannot handle.

(e) Ring Arbitrator

(i) One Ring Arbitrator shall be stationed at each ring.

(ii) The Ring Arbitrator is selected and appointed to the position by the Chief Judge.

(iii) A Ring Arbitrator is responsible for the following:

1) That the Referee and the Judges have appropriate qualifications for the tournament.

2) That the competitors have appropriate qualifications as well.

3) That the rules and regulations are being followed.

(iv) A Ring Arbitrator is responsible to provide appropriate decisions to the Referee and Judges, timekeepers and scorekeepers in the following situation: if the head coach has a question or protest.

(v) A Ring Arbitrator if necessary, can consult the Referee, Judges, or support personnel involved.

(vi) The Ring Arbitrator will attend judge's conferences called by the Referee during the match. The Ring Arbitrator's role during this conference will be to ensure that the rules are being followed and answer questions raised in regard to the rules and procedures. The Ring Arbitrator will not have a vote in scoring.

(vii) The position of Ring Arbitrator will be rotated among the senior judges present.

(viii) The Ring Arbitrator will document the scores during the match and perform other duties as needed.

(f) Competitors

(i) If the competitors are qualified, the Host Organization cannot refuse their participation in a tournament.

(ii) As a general rule, the competitors are active members of the ISKF.

(g) Head Coach

(i) One Head Coach can be present for his competitor during a match or event

(ii) A Head Coach must be registered with the Host Organization prior to the Tournament.

(iii) If a Head Coach has a question or protest regarding a match or event, it has to be addressed to the Ring Arbitrator.

(iv) A Head Coach cannot give advice or coach a competitor from outside the ring during a match or event.

Section 2.03 Tournament Staff

The number of personnel shall be determined by the tournament host and stationed at appropriate locations with the following duties:

(a) Announcer

(i) The announcer will call the contestants to their appropriate position (*aka*/*shiro*) and then will direct the contestants throughout the match by announcing their name (or number) and whether they are 'on deck' or 'in preparation' and/or to enter the ring.

(ii) *Kata* events - When the point system is used, the announcer will stand and announce the scores starting with the Referee and continuing clockwise around the ring of Judges, pointing to each score as they announce it. In addition, the announcer shall receive the total points from the recorder and announce them.

(b) Recorder

(i) When the flag system is used, the recorder will note on the recording forms the decisions and essential remarks of the match. In *kumite* matches, the appropriate Referee decisions must be documented (e.g. *ippon*, *waza ari*, *jogai*, *chui*, etc.)

(ii) When the point system is used, calculation sheets and forms will be accurately computed from the points announced. The name of the contestant, their *kata*, and the winner of the match must be recorded accurately.

(c) Facility Crew

(i) Concerns itself with the progress of the match.

(ii) Communicates with the contestants and Judges.

(iii) Prepares the match area.

(iv) Carries out other duties as determined by the tournament host.

(d) First Aid Personnel

(i) Keeps first aid equipment on hand.

(ii) Prepares a place to care for the injured.

(iii) A medical doctor should be present and must be stationed in a designated area.

(iv) Arrange transport to medical facility in cases of emergency.

(v) Performs other duties as determined by the tournament host.

Section 2.04 Equipment

(a) Required Equipment – *Kumite* Matches

(i) Red and white flags

(ii) Red ribbons or belts

(iii) Standard recording forms (see Section 6.14–6.17)

(iv) Stop watch

(v) Bell or buzzer

(vi) *Kumite* scoreboards

(b) Required Equipment – *Kata* Matches

(i) Red and white flags

(ii) *Kata* score cards

(iii) *Kata* selection cards

(iv) Red ribbons or belts

(v) Recording materials

Section 2.05 Dress Code for Participants

(a) The Referees and Contestants must wear the official uniform as defined below.

(b) The Technical Committee may prohibit any official or competitor from participating who does not comply with this regulation.

(c) Referees and Judges

(i) Must wear the official uniform as set out by the ISKF Technical Committee. This uniform must be worn at all tournaments. (Unless otherwise approved by the Chief Referee of the Tournament).

(ii) A single-breasted, navy blue blazer.

(iii) A white long sleeve ISKF regulation dress shirt with standard collar, tucked inside of pants.

(iv) A maroon or wine color ISKF regulation tie, neatly tied at the collar.

(v) Plain light grey dress trousers.

(vi) For one-day tournaments (including camp tournaments), judges shall wear a *karate gi*.

(vii) For local, regional, or national tournaments lasting two days, judges shall wear a *karate gi* on day one, and official uniform on day two.

(viii) For international tournaments, judges shall wear official uniform for all days of tournament.

(d) Contestants

(i) Must wear a clean white *karate gi* with ISKF patch on left chest.

(ii) The jacket should be loose and long enough to cover at least half of the buttocks. The sleeves must fall about midway between the elbow and the wrist. Sleeves must not be rolled up. Female contestants must wear a white t-shirt or white sports bra under their jacket.

(iii) The pants must be loose and the length must fall about midway between the knee and the ankle. The bottom of the pants must not be rolled up.

(iv) For international tournaments, the national flag of the country may be worn on the left shoulder of the jacket and may not exceed 12cm. × 8cm. Following the International tournament, the flag must be removed from the sleeve.

(v) The belt must be long enough to go twice around the waist. It is tied with a square knot with sufficient length to allow at least twenty-five centimeters free on each side of the knot. During a contest, one competitor wears a red ribbon or belt.

(vi) Contestants shall keep their nails short and shall not wear metallic objects or any other objects on their person that may cause injury to their opponents or themselves.

(vii) No jewelry of any kind may be worn by both males and females. The use of metallic teeth braces must be approved by the Referee and the official doctor, and the contestant / parent / guardian must accept full responsibility for any injury.

(viii) Hair slides and metal hairgrips are prohibited. Any hair apparel that is considered by the Referee to be potentially dangerous is not permitted.

(ix) Eyeglasses are not allowed, not even the "safety" type of glasses. Soft contact lenses may be used at the contestants own risk. If contact lenses fall out during a match, the contestant may be allowed a maximum of one minute, or longer at the discretion of the Referee, to find, replace, or do without it, before the match is continued. In the event that they cannot continue, they may forfeit the match.

(x) White sparring gloves and mouth guards are compulsory. Only ISKF approved gloves made with non-blood-absorbent material that may be easily cleaned with a bleach disinfectant solution may be worn.

(xi) Bandages and/or safety devices may be permitted if approved by the Referee on the advice of the official doctor.

(xii) Junior and female chest protectors may be used but must be worn inside the *gi* jacket; it must be white in color and small enough so that it does not impede the free movement of the contestant's upper body and arms. Groin guards (shatter proof type) are not mandatory but if worn must be done so at the contestants own risk.

(xiii) The wearing of unauthorized dress or equipment is forbidden. Contestants wishing to wear what would be considered unauthorized dress on religious grounds may do so subject to the approval of the Technical Committee in advance of the contest.

(xiv) If a contestant comes into the competition area improperly dressed, they will be given one minute to remedy the matter. If they refuse to comply or are unable to do so in the time given, they may be disqualified.

Section 2.06 Set-up of Courts

(a) *Kumite* Match Area

(i) The match area shall have a flat surface with necessary measures taken for the prevention of hazards (See Section 6.04).

(ii) Wooden floors are preferred. However, *tatami* (foam or rubber mats) or other suitable surface may be used as long as it is flat and smooth.

(iii) The size of the match area, in principle, shall be eight meters square (See Section 6.04).

(iv) The match area shall have a safety area two meters wide surrounding its perimeter.

(v) Two parallel lines, each one meter long, indicated by a red tape on the right of the Referee and a white tape on the left of the Referee, shall be placed at a distance of 1.5 meters from and on both sides of the center point of the match area. These shall be the standing lines for the contestants. An additional line, one meter long, shall be drawn at a distance of 1.5 meters from the center and perpendicular to the contestant standing lines. This shall be the line where the Referee stands at the beginning of a match.

(b) *Kata* Match Area

(i) The match area shall have a flat surface with necessary measures taken for the prevention of hazard.

(ii) Wooden floors are preferred. However, *tatami* (foam or rubber mats) or other suitable surface may be used as long as it is flat and smooth.

(iii) There is no standard size. The size shall be such that the participants are able to perform the *kata* without any obstacles and the floor shall be border lined as in *kumite*.

Article III. *Kumite* Events

Section 3.01 Definition of Individual Event

(a) An individual match is decided by *ippon* or *sanbon shobu* (two or three minutes respectively).

(b) Individual matches are of three types:

(i) *Tentori Shiai* (Single Elimination)

(ii) *Soatari Shiai* (Round Robin)

(iii) *Kachinuki Shiai* (Winner Continue)

(c) For characteristics of individual *kumite* matches see Section 6.06.

Section 3.02 Definition of Team Event

(a) The number of persons comprising a team shall be an odd number.

(b) Matches between individual members of each team shall be held (*ippon shobu*) in a predetermined order and the winner of a team match shall be decided on the basis of these individual matches.

(c) Team matches shall be conducted according to two methods:

(i) *Tentori Shiai* is the method of deciding a winning team on the basis of the number of individual matches won.

1) Under this method (hereinafter referred to as the number of winners method), the final team result shall be decided on the basis of the number of individual winners. However, when the number of winners from the two teams is the same, the team which has scored more *ippon* or quality of wins shall be the winning team. In case both teams are equal, the match shall be decided on the basis of, and in the order of "*awase waza*," and decision-win. Victories won through a foul or disqualification of the opponent shall be counted as *ippon*. When a team ties with the opposing team under these methods of decision as mentioned above, the decision shall be made on the basis of the results of an extra match conducted between the representatives of the contending teams.

2) The extra match shall be fought between one chosen representative from each team, repeatedly and successively, until a winner is established. However, in case the number of extra matches is extended beyond two, the representative from each team shall be replaced by another member of each team.

(ii) *Kachinuki Shiai* is the method of successive winning carried out until the opposing team has exhausted its contestants.

1) Under this method, hereinafter referred to as the successive winning method, the winner emerging from an individual match shall continue to fight new contestants from the

opposing team until he is defeated and the victory shall be awarded to the team whose member defeated the last contestant of the opposing team. A system of limited successive wins (under which a contestant or contestants who successively won three to five individual matches are withdrawn from the match) may be adopted.

(d) For characteristics of team *kumite* matches see Section 6.07.

Section 3.03 Conduct Of *Kumite* Matches

(a) The contestants shall take their positions, with toes behind the lines, bow to one another and, with the Referee's command "*shobu ippon hajime*" or "*shobu sanbon hajime*", shall start the match.

(b) When the command "*yame*" is made by the Referee, the contestants shall return to their designated positions to wait for the decision of the Referee. When the decision is given, they shall bow to one another. At that point the match is over.

(c) Matches shall be conducted exclusively by the instructions of the Referee.

(d) When a contestant fails to take their position on their aforesaid line, the Referee shall announce "*aka* (or *shiro*) *fusensho*," followed by "*shiro* (or *aka*) *no kachi*" (award the match to the other side).

(e) When a contestant or contestants are unable to continue due to injury, abandon the match, or withdraw for any other reason, the referee shall announce "*shiro* (or *aka*) *kiken ni yori*" followed by "*aka* (or *shiro*) *no kachi*" (forfeiture). This includes injury not caused by the opponent.

(f) See Section 6.02 for Japanese pronunciation.

(g) See Section 6.10 for Referee's terms and their meanings.

Section 3.04 Duration Of *Kumite* Matches

(a) The duration of a *Shobu Ippon* match is two minutes.

(i) The duration of an extra match shall be for two minutes also. There are only two matches in individual elimination *kumite*. The extra match is based on ***sakidori ippon*** (sudden death-first contestant to score a *waza-ari* or *ippon* is declared the winner), within the two-minute period. However, in the finals of individual *kumite*, the extra match is the same as the first match and is known as ***sai shiai***. Thereafter, the third and final match is the same as *sakidori ippon*.

(ii) If, after these extra matches, the score is not conclusive, the panel of Judges may determine the winner of the match by decision.

(b) The duration of *Shobu Sanbon* match is five minutes for men, and three minutes for women. The competitors can earn up to three points in a *shobu sanbon* kumite match. This type of match may be used in the final individual *kumite* events.

(c) The timing of a match shall start when the Referee signals the contestants to begin the match. ISKF tournaments use running time. A match may only be stopped when the Referee indicates *jikan* to the time-keeper.

Section 3.05 Scoring

(a) Victory or defeat shall be determined on the basis of *ippon*, victory by decision, or defeat due to a foul or disqualification.

(b) The scoring areas shall be limited to the following: (a) the head, (b) the neck, (c) the chest, (d) the abdomen and, (e) the back.

(i) See Section 6.11 for *kumite* scoring target areas.

Section 3.06 The Rules For Judging *Kumite*

(a) These rules are instituted for the purpose of ensuring strict fairness and uniformity of the methods of judging and thus enhancing the integrity and authority of the Judges, and shall be applicable to matches held under the auspices of the International Shotokan Karate Federation.

(b) Methods of Decision – Referees and Judges shall judge matches in accordance with the rules of *Kumite* Match of the ISKF.

(c) The Panel of Judges for a match shall consist of: one *Kansa* (Ring Arbitrator), one *Shushin* (Referee) and four *Fukushin* (Judges).

(d) Power and Duty of Referees and Judges - The Referee and Judges shall be vested with the following powers:

(i) The Referee shall have the power to

1) Conduct matches (including announcing the commencement and conclusion of the match),

2) To award *ippon* for an accurate and effective technique or *waza-ari* for a technique almost comparable to *ippon*,

3) To explain, when necessary, the grounds on which the decision was awarded,

4) To announce fouls,

5) To issue warnings (prior to or during a match),

6) To take other disciplinary actions (to suspend or dismiss a contestant from a match),

7) To obtain advice from Judges,

8) To decide victory by voting in case of a tie decision,

9) To extend the duration of the matches,

10) When only one Judge signals (by flag or whistle) to indicate an effective technique delivered by one of the contestants, the Referee may ignore the signal and continue with the match.

11) During the match the Referee shall have two votes while in the ring, but only one vote during conferences. The Referee cannot exceed his/her two votes while in the ring.

12) When the match ends and a decision is voted upon, the Referee and each Judge have one vote each.

(ii) The Judges shall take their positions at prescribed locations outside the match area, carrying a pair of red and white flags and a whistle, and shall assist the Referee.

1) Judges shall give their opinion regarding the awards given, shall signal their Judgment by means of flags and/or whistles regarding *ippon*, *waza-ari*, or foul, and shall exercise their right to vote for the decision of the match.

2) The Judges shall carefully observe the actions of the contestants and in the following cases; they shall instantly signal the Referee by means of whistle and flag, correctly giving their opinion.

a) When the Judge observes *ippon* or *waza-ari*.

b) When the Judge notices that a contestant is about to commit a prohibited act.

c) When the Judge finds the injury or illness of a contestant before the Referee notices it.

d) When both or either of the contestants moves out of the match area.

e) In other cases when the Judge determines it necessary to bring something to the attention of the Referee.

3) The Referee and the Judges shall bear in mind the following points:

a) The Referee and the Judges must conduct themselves impartially and fairly.

b) They must conduct themselves with dignity and composure.

c) They must concentrate their full attention on the match and judge every action of the contestants impartially and fairly.

d) They must not converse with anyone during the match other than the Ring Arbitrator, the Judges, and the contestants.

e) Referees and Judges must present themselves without expressions of emotion, inappropriate attitude or inattentiveness. This has an important bearing upon the reputation and public esteem of *Karate-Do*. Their attitude and moves taken during the match must therefore be vigorous, agile, and refined.

f) See Section 6.12 for Referee Signals

g) See Section 6.13 for Judges Signals.

h) See Section 6.02 for Japanese pronunciation.

Section 3.07 Procedure and Operation Of *Kumite* Matches

(a) The Referee shall take up their position facing the Chief Judge and call the Judges and competitors to line up. Red side (*aka*) will take up their position on the right side of the Referee and the white side (*shiro*) shall take up their position on the left side of the referee. The Referee shall then announce "*shomen ni rei*" followed by "*otagai ni rei*".

(i) This procedure is reversed at the end of the event.

(ii) Whenever the Referee and Judges need to turn, they shall uniformly turn to the right, unless instructed otherwise by the Referee.

(b) The Judges shall move to their designated positions as defined in Section 6.05. They shall sit upright and position their flags to correspond to red (*aka*) and white (*shiro*).

(c) Two competitors shall move to their respective designated positions and bow to each other and await the Referee's instructions.

(d) The Referee shall stand at attention and start the match by announcing "*Shobu Ippon Hajime*" (or "*Shobu Sanbon Hajime*")

(e) When the Referee observes and recognizes a technique executed by a contestant as *ippon*, the Referee shall stop the match by announcing "*Yame*" and order the contestants to their original positions. The Referee shall also return to their position and after checking all Judges for a majority decision, will identify the decisive technique used, and by raising a hand on the side of the winner, shall declare the winner, and terminate the match.

(f) When the Referee observes a technique not quite adequate for an *ippon*, but as effective, the Referee announces "*yame*" and orders the contestants to their original positions. The Referee shall also return to their position and after checking all Judges for a majority decision, award *waza-ari* and resume the match by announcing "*tsuzekete hajime*." Whenever the Referee awards a point, they shall stand at attention in *musubi-dachi*. When a contestant scores another *waza-ari*, the Referee shall award the second *waza-ari*, and shall declare the winner by announcing "*awasete-ippon*" and end the match.

(g) If the match ends and no *ippon* has been scored by either contestant, the Referee shall return to their position and announce "*soremade*". The Referee will then step back out of the match area to get a clear view of all the Judges. Having allowed the Judges time for weighing their judgment, the Referee shall announce "*hantei*" then signal by whistle for the Judges to give their decision. Once all Judges have responded, the Referee will signal by whistle to lower their flags. The Referee shall return to their position and announce the decision. The decision shall be based on majority vote as defined in Section 6.08.

(h) Whenever a Referee or Judge is being relieved, they shall remain inside the match area facing their replacement (on the outside), exchange bows and then return to the pre-match designated area.

(i) When faced with the following situations, the Referee shall announce "*yame*" and halt the match temporarily and, when resuming the match, they shall announce "*tsuzekete hajime*".

(i) When both or either of the contestants are out of the match area, or when a Judge signals "*jogai*" by means of their whistle and points with the respective flag (no tapping with the flag), the Referee shall call "*jogai*" followed by "*nakae*" to order the contestant back into the ring and resume the match. "*Jogai*" refers to a situation in which any portion of a contestant's foot or body part touches ground out of the match area. An exception is when the contestant is physically pushed or thrown from the match area by the opponent.

(ii) When the Referee orders the contestant to adjust their uniform.

(iii) When the Referee notices a contestant is about to commit a prohibited act or receives a signal from a Judge regarding same, the Referee shall immediately stop the match and give warning to the contestant against such acts.

(iv) When a contestant commits a prohibited act or when the Referee receives a signal from a Judge regarding same, the Referee shall stop the match and call the Judges together to determine whether the rules have been broken or not. In case of a foul, the Referee shall declare the guilty contestant the loser due to a foul.

(v) When the Referee determines that one or both of the contestants cannot continue with the match owing to injuries, illness or other causes, the Referee shall immediately stop the match and call the Judges together to decide the outcome of the match.

(j) In case of a difference of opinion between the Referee and more than one Judge, the Referee is compelled to call a Judge's conference. This takes place in the presence of the Ring Arbitrator. A decision shall then be made based on a majority decision of the conferring Judges.

(k) Each Judge shall continuously evaluate the relative technical excellence of the contestants and form an opinion independently.

(l) When the Referee calls "*hantei*" each of the Judges shall give their opinion in the prescribed manner.

(m) The timekeeper shall give signals by a bell or buzzer indicating 30 seconds remaining or the end of the match. The Referee will confirm the time signal by announcing "*atoshibaraku*" or "*yame*" respectively.

(n) Only the Referee shall have the authority to suspend or terminate the match. No one other than the Referee shall be permitted to halt the match arbitrarily. An attack, even if effective, delivered after an order to halt or stop the match shall not be recognized as such, nor shall it constitute a basis for decision.

(o) When the contestants move out of the contest area, the match shall be stopped and warnings issued as appropriate.

(p) The power of the Ring Arbitrator for the supervision of the match shall include supervision, inspection and direction of the timekeeper and of the record keeper. Should the decision of the Referee and/or Judges not be in accordance with the rules of the competition, the Ring Arbitrator will immediately inform the Referee and advise on how to proceed. Records kept at the match shall become official records subject to the approval of the Ring Arbitrator.

(q) In case of the disability of a Judge owing to an accident or other causes, the Referee shall report to the Chief Judge, who will assign a substitute Judge. The composition of a panel of Judges cannot be changed at the discretion of the Judges or the Referee alone.

(r) When a match develops into an in-fighting situation, with neither of the contestants delivering effective techniques, the Referee shall call "*yame*" and separate the contestants. In this manner, precautions are taken to prevent confusion and/or injuries.

(s) When a match develops into a deadlock without the exchange of effective techniques, the Referee may temporarily suspend the match, order the contestants to their original positions, and then resume the match. When a contestant grabs or seizes an opponent, the Referee shall immediately separate them.

(t) The terms and signs to be used by the Referee in the operation of the match shall be those specified in Section 6.10 and Section 6.12.

(u) The signals to be made by flags and/or whistles by Judges during the match shall be as specified in Section 6.13.

(v) When the Referee awards a decision on the basis of the signals given by the Judges, the decision shall be governed by the rules given in Section 6.08.

Section 3.08 Definition & Criteria For Scoring Points In *Kumite*

(a) *Ippon* shall be decided according to the following criteria:

(i) When an effective and powerful *tsuki*, *uchi*, *ate*, or *keri* is delivered to a recognized area under the following conditions, *ippon* (decisive technique) may be awarded. When a contestant scores *waza-ari* (an effective technique) during a match, these two *waza-ari* in combination shall be considered as an *ippon*.

(ii) The conditions referred to in the preceding paragraph shall mean good form, good attitude, strength, vigor, proper timing, correct distancing, and *zanshin*.

(iii) An effective technique delivered outside the prescribed match area shall be considered valid when the attacker has both feet in the ring and the defender has only one foot outside.

(iv) Techniques delivered under the following conditions shall be considered as *ippon* even if they are somewhat insufficient in power:

1) An attack delivered at the instant that the opponent begins to move toward the attacker.

2) An attack delivered within two seconds when the opponent was thrown off balance by the attacker.

3) A combination of successive and effective *tsuki* attacks.

4) A combined use of *tsuki* and *keri* techniques.

5) A combined use of *nage* (throwing) and *tsuki* techniques.

6) When the opponent loses fighting spirit and turns their back to the attacker.

7) An attack delivered to a defenseless opponent.

8) When the opponent is caught completely off guard.

(v) Techniques delivered under the following conditions shall not be considered as *ippon* even if they were accompanied by sufficient power:

1) When a contestant fails to deliver a technique the moment the opponent is seized.

2) When a contestant fails to deliver an effective technique within two seconds after the opponent is thrown.

Section 3.09 Criteria For Reaching An Outcome In a *Kumite* Match

(a) In the absence of *ippon* or defeat due to a foul or disqualification during the prescribed time of a match, a decision may be made on the basis of the following:

(i) Whether a *waza-ari* has been scored.

(ii) Whether there has been a warning due to a foul.

(iii) The number of *jogai*.

(iv) Comparative excellence in fighting attitude.

(v) Ability and skill.

(vi) The degree of vigor and fighting spirit.

(vii) The number of attacking moves.

(viii) Comparative excellence in the strategy used.

Section 3.10 Criteria Leading To Disqualification In *Kumite*

(a) The following acts and techniques are prohibited and can result in a warning (*hansoku chui*) or disqualification (*hansoku*):

(i) Techniques that cause excessive contact, having no regard whether it is a scoring area or not.

(ii) Attacks with head butts.

(iii) Ramming your opponent

(iv) Attacks to the face with *nukite*.

(v) Direct attacks to the arms, legs, joints, groin, instep, or other vulnerable areas.

(vi) Dangerous or forbidden throws, which includes all throws hip high and above, 'sacrifice' throws, and dumping (*sakaotoshi*).

(vii) Seizing, clinching, pushing or wrestling without attempting a throw or other scoring technique.

(viii) Excessive moving out of the match area. The penalties are:

1) First *jogai* - *jogai keikoku* (caution),

2) Second *jogai* - *jogai chui* (warning)

3) Third *jogai* - *jogai hansoku* (disqualification).

(ix) Moves wasting time may be treated in the same manner as *jogai* above. For example: stopping to adjust one's *gi*, excessive avoidance of the opponent, etc.

(x) Any inappropriate behavior such as abuse, provocation, or needless utterances.

(xi) Feigning, or exaggerating an injury. Dishonesty is considered a serious offence.

1) Over reacting to light contact, to get the Referee to penalize their opponent, by feigning an injury when there is none, holding the face, staggering, or falling and rolling on the ground may result in *shikkaku* (disqualification).

2) Competitors who receive a *shikkaku* for feigning injury will be taken from the match area and be subjected to immediate examination by the tournament doctor. A report will be submitted before the end of the tournament to the Tournament Technical Committee for review. Competitors who feign injury will be subject to serious penalties.

3) Exaggerating an injury that exists is less serious – A *chui* (warning) may be applied.

(xii) Self-endangerment behavior may expose the contestant to injury by their opponent. Failing to take adequate measures for self-protection may result in a warning or disqualification.

1) Further, turning one's back to the opponent after delivering a technique in a display of dominance intended to draw attention to their technique.

2) If the contestant receives excessive contact or is injured during such acts the Referee and Judges may choose to penalize both competitors; the attacker for lack of control and the injured competitor for self-endangerment behavior.

3) Techniques that cannot be controlled are dangerous to one's opponent. A warning will be given for uncontrolled attacks. Further uncontrolled attacks will result in disqualification. When a contestant is about to, or has already committed a prohibited act, the Referee shall give a warning or announce a disqualification. When the contestant, after being warned, repeats similar acts or acts infringing upon the rules, the Referee may announce the contestant's defeat on account of the disqualification

(xiii) When a contestant or member of a delegation commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant by *shikkaku* (disqualification), a warning need not be given before. The penalty will include an automatic and immediate one-year suspension.

1) When a contestant fails to obey the orders of the Referee.

2) When a contestant becomes overexcited and is considered by the Referee as a danger to the other contestant.

3) When the act or acts of a contestant are considered as malicious and deliberately violate the rules.

4) When a coach or fellow teammate behave in a manner as to harm the prestige and honor of *karate-do*.

5) Other acts which are determined to be a violation of the rules and spirit of the tournament.

Section 3.11 In the Case Of Injury In *Kumite*

(a) When a contestant or both contestants are unable to continue due to injury, abandon the match, or withdraw for any other reason, the referee shall announce "*shiro* (or *aka*) *kiken ni yori*" followed by "*aka* (or *shiro*) *no kachi*" (forfeiture). This includes injury not caused by the opponent.

(b) In case an injury, or injuries sustained during the match are not attributed to one contestant, or if both contestants are injured at the same time for reasons for which both are responsible, the contestant who quits the match shall be declared *kiken* and forfeit the match. In case the reasons causing the injuries are not attributed to any of the contestants, and none of the contestants can continue, both shall receive *kiken*.

(c) A contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that tournament.

(d) A contestant who wins a match by disqualification due to injury is not allowed to fight again without permission from the tournament doctor. If the same contestant wins a second match by disqualification, due to injury again, they will be prohibited from any further *kumite* matches in that tournament.

(e) If a contestant is injured, the match must be suspended until medical personnel treat the injured party. Only medical personnel are authorized to diagnose and treat the injury.

(i) The other contestant shall return to their starting position, sit in *seiza* <u>facing the inside of the ring</u>. The reason for this procedure is as follows: the injured angry party may attack their opponent in retaliation if their back is turned; legal liability; to eliminate the possibility of the offending party receiving instructions from their coach, and to witness the extent of the injury to the other party. This is not possible if the party is facing outward.

(ii) A competitor who is injured during a match will be given three minutes of treatment time, after which the Referee will determine if the match will be terminated by decision, or whether an extension of treatment time will be given.

Section 3.12 Degree Of Contact In *Kumite*

(a) Light – verbal caution.

(i) A point may or may not be awarded for non-injurious, light or "skin" contact to the face, which does not move the head, or any target area.

(b) Medium – *hansoku-chui*.

(i) A point may not be awarded for medium contact to any target area.

(c) Heavy – *hansoku*.

(i) A point will not be awarded for heavy contact to the face, which moves the head, or any target area. The competitor is disqualified.

(ii) If a competitor accumulates two team *kumite hansoku*, they cannot compete further in any other team *kumite* event. For example, if a team member receives a *hansoku*, and the team goes on to win, the whole team can compete again. However, if the same member receives another *hansoku*, and the team wins again that individual cannot participate in any further team *kumite* matches.

Section 3.13 Protests and Other Matters In *Kumite*

(a) The contestants cannot personally protest the Judges' decisions.

(b) When a decision given by the Referee and the Judges is suspected as having violated the rules of the match or the rules of judging, the coach of the team or individual involved may protest the decision to the Ring Arbitrator. This protest must be made immediately following the controversial decision.

(c) In case of a situation not foreseen in these rules, or if there is doubt about the applicability of these rules to a given situation, the Judges, Referee and the Ring Arbitrator shall consult amongst themselves to find a solution with the approval of the Chief Arbitrator.

(d) When the Ring Arbitrator receives a protest against a decision from the coach of a team to which the contestant belongs, the Ring Arbitrator shall call a halt to the match in progress, summon the referee and review the complaint. In case the decision is determined by the Ring Arbitrator to be unreasonable or not in keeping with the rules of the competition, the Ring Arbitrator may order the panel of Judges to review or reverse its decision or re-do the match.

Article IV. *Kata* Events

Section 4.01 Definition & Guidelines of Event

(a) Flag System

(i) Two contestants shall perform the assigned *kata* simultaneously. They will be judged according to the rules outlined below. The winner shall be determined by majority vote.

(b) Point System

(i) Contestants shall perform individually or as a three-person team. Points are awarded as outlined below. The winner shall be the contestant with the highest score.

(ii) The Referee, on advice from the chief Judge, will determine an average score for the round of competition and will inform the Judges before the round begins. This average score will depend on the age and rank of the competitors, which is usually between five (5) points to eight (8) points.

Section 4.02 Selection of Match System

(a) The system to be used shall be decided by the technical committee and shall include *shitei*, *sentei* and *tokui kata*.

(b) Types of *Kata* to be performed

(i) *Shitei kata*: *Heian Nidan*, *Heian Sandan*, *Heian Yondan*, *Heian Godan* and *Tekki Shodan*.

(ii) *Sentei kata*: *Bassai-dai*, *Kanku-dai*, *Enpi*, *Jion, and Hangetsu*.

(iii) *Tokui Kata*: Choice of contestant, but may be restricted based on age and/or rank.

Section 4.03 The Rules For Judging *Kata*

(a) These rules are instituted for the purpose of ensuring strict fairness and uniformity of the methods of judging and thus enhancing the integrity and authority of the Judges, and shall be applicable to matches held under the auspices of the International Shotokan Karate Federation.

(b) Methods of Decision – Referees and Judges shall Judge matches in accordance with the rules of *Kata* Match of the ISKF.

(c) The Panel of Judges for a match shall consist of: one *Kansa* (Ring Arbitrator), one *Shushin* (Referee) and four *Fukushin* (Judges) for flag system or four/six for point system

(i) For stationing of Judges during *kata* competition see Section 6.05.

(d) Power and Duty of Referees and Judges - The Referee and Judges shall be vested with the following powers:

(i) The Referee shall have the power to:

1) Conduct matches (including announcing the commencement and conclusion of the match).

2) To explain, when necessary, the grounds on which the decision was awarded.

3) To obtain advice from Judges.

4) To decide victory by voting in case of a tie decision.

(ii) The Judges shall take their positions at prescribed locations outside the match area to assist the Referee carrying a pair of red and white flags, score cards, and a whistle.

1) Judges shall exercise their right to vote for the decision of the match.

2) The Judges shall carefully observe the actions of the contestants and in the following cases; they shall instantly signal the Referee by means of whistle and flag, correctly giving their opinion.

a) When the Judge finds the injury or illness of a contestant before the Referee notices it.

b) In other cases when the Judge determines it necessary to bring something to the attention of the Referee.

3) The Referee and the Judges shall bear in mind the following points.

a) The Referee and the Judges must conduct themselves impartially and fairly.

b) They must conduct themselves with dignity and composure.

c) They must concentrate their full attention on the match and Judge every action of the contestants impartially and fairly.

d) They must not converse with anyone during the match other than the Ring Arbitrator, the Judges, and the contestants.

4) Referees and Judges must present themselves without expressions of emotion, inappropriate attitude or inattentiveness. This has an important bearing upon the reputation and public esteem of *Karate-Do*. Their attitude and moves taken during the match must therefore be vigorous, agile, and refined.

5) Judges must be mindful of the following:

a) Judges must be objective; to be objective Judges must be fully aware of bias:

b) Conflict of interest is defined as when a Judge has something to gain by a contestant winning or losing. For example: their student, their child, or their region/country representative.

c) Pre-judging is defined as a Judge who is influenced by previous knowledge of a competitor's record, or lack thereof.

d) The use of their own criteria and personal preferences, contrary to those stated in the rulebook. For example, because *Unsu* is more difficult or more beautiful than *Sochin*, extra marks are given for *Unsu*.

e) Reacting to other Judges' scores is when one is influenced by the standards of other Judges.

f) Bias gives competitors a false or inflated sense of their performance, and degrades the integrity of the Judges.

g) **See Section 6.12 for Referee Signals.**

h) **See Section 6.13 for Judges Signals.**

i) **See Section 6.02 for Japanese pronunciation**

Section 4.04 Procedure and Operation of *Kata* Matches

(a) Commencement

(i) The Referee shall take up their position facing in the opposite direction from the Chief Judge and call the Judges and competitors to line up. Red side (*aka*) will take up their position on the right side of the Referee and the white side (*shiro*) shall take up their position on the left side of the referee. The Referee shall then turn to face the head table and announce "*shomen ni rei*", turn back to face the contestants and announce "*otagai ni rei*".

(ii) This procedure is reversed at the end of the event.

(iii) Whenever the Referee and Judges need to turn, they shall <u>uniformly turn to the right</u>, unless otherwise instructed by the Referee.

(iv) The Judges shall move to their designated positions as defined in Section 6.05. They shall sit upright and position their flags to correspond to red (*aka*) and white (*shiro*).

(v) Flag system

1) As in *kumite*, two competitors shall move to their respective designated positions inside the ring, bow to each other, then face the referee, heels on the line.

2) The Referee will select a *kata* from the appropriate *kata* cards, announce it and <u>show each contestant the selection</u>. Each contestant will acknowledge verbally the name of the *kata* and bow to the Referee.

3) The contestants will commence performance with the Referee's order of *hajime*. Upon completion of the *kata*, they will return to the original position upon the Referee's order of *yame* to await the Judges' decision.

4) At the end of the match, the contestants exchange bows to each other and exit the ring.

(vi) Point system

1) When called upon, the contestant shall immediately proceed to the commencement line, place heels on the line, bow to the Referee, and present the name of the *kata* to be performed, the Referee will repeat the *kata* name and if correct the contestant will bow. The contestant will then commence the *kata* and after completion of the *kata*, return to the original position to await the Judges' decision.

(b) Decision

(i) Flag System

1) Upon completion of the *kata*, the Referee shall call for the Judges' decision by announcing *hantei*, followed by the whistle procedure. The corner Judges will immediately and simultaneously raise their red or white flag to signify their decision, or both flags, in case of a tie. The Referee will then signal with another whistle command to lower the flags. The winner shall then be announced by the Referee based on majority decision.

2) In the case of a tie, the Referee will select a different *kata*. For the second *kata*, all Judges must declare a clear decision, no draws are allowed. The Referee must then announce the winner based on a majority decision that includes the Referee's decision.

(ii) Point System

1) Upon completion of the *kata*, the Referee shall call for the Judges' decision by announcing *hantei*, followed by the whistle procedure. The Referee and Judges will immediately and simultaneously raise their scorecards indicating their score. The Referee will then signal with another whistle command to lower the score cards.

2) The announcer will stand and announce the scores starting with the Referee and continuing clockwise around the ring of Judges, pointing to each score as they announce it.

3) The recorder shall record the announced score on the proper forms and calculate the final score as follows:

a) Of the scores received, the highest and lowest shall be discarded and the remaining scores shall be totaled.

4) In addition, the announcer shall receive the total points from the recorder and announce them.

5) In case of a tie, a different *kata* must be performed. If the rematch is tied again, the lowest score will be added. If the result is still tied, the highest score will be added. If deadlocked, a third *kata* must be performed.

(iii) Termination

1) After the announcement of the decision, the contestant(s) will bow to the Referee and leave the match area.

Section 4.05 Criteria For Point Deduction & For Disqualification in *Kata*

(a) Under the following conditions, points will be deducted from the point score:

(i) The performer makes a mistake and continues smoothly (0.1 - 0.2).

(ii) The performer makes a mistake, hesitates and then continues smoothly (0.2 - 0.5).

(iii) The performer slips, falls, recovers, and continues smoothly (0.5 - 1).

(iv) The performer omits a technique and continues smoothly (0.5 - 1).

(v) The performer makes a mistake and discontinues (disqualification), Referee awards 0 (zero).

(b) The difference between a bad technique, mistake or omitting a technique is as follows:

(i) A bad technique does not qualify for a formal judges conference to deduct points.

(ii) A mistake requires a formal judges conference to deduct standard points

(iii) An omitted technique requires a formal judges conference to deduct higher points

(iv) Using the most common technique, the straight punch as an example, the differences between the three as stated above is as follows:

1) A bad technique is when the thumb is not wrapped properly around the index and middle fingers of the closed fist.

2) A mistake is when the flat fist (*hiraken*) is used instead of the fore fist (*seiken*).

3) An omitted technique(s) is when one punch is used instead of two or three punches (as in *Jion* movement 3-6).

(c) Point Evaluations Explained

Basis for Judgment	Important Points	Deduction
Deportment (*Taido*)	The contestant should approach the starting point smartly. A bow is performed at the beginning and the end of the *kata*. After bowing, the contestant assumes *kamae* (starting position of the *kata*). The beginning *kamae* must demonstrate fighting spirit, correct eye position and intensity. A *zanshin* (finishing position) must be demonstrated in the ending.	0.1 - 1.0
Position and Posture (*Shisei*)	Is the performer's body vertical when required to be so? Are they leaning at the correct angle when leaning is required? Is the body straight, half-facing or side-facing when required?	0.1 - 1.0
Stance (*Tachi kata*)	Length and/or width of stances should be correct. Toes and knees of the same leg must point in the same direction. Hip position and location of the center of gravity must be correct.	0.1 - 1.0
Basic Techniques (*Kihon waza*)	Each technique must be made in the proper sequence, direction, and at the proper target. The elbow must follow the correct trajectory in the performance of defensive and offensive hand techniques.	0.1 - 1.0
Correct Application of Power (*Chikara no kyojaku*)	Does the performer use strength indiscriminately and/or excessively?	0.1 - 1.0
Speed of Techniques (*Waza no kamkyu*)	Does the performer use speed indiscriminately and/or excessively?	0.1 - 1.0
Body Expansion and Contraction (*Karada no shin-shuku*)	Does the performer use principles of tension, relaxation, and flexibility properly?	0.1 - 1.0

Basis for Judgment	Important Points	Deduction
Line of Movement (*Embusen*)	The performance must be along the predetermined line and must begin and end at the same point.	0.1 - 1.0
Body Movement (*Unsoku*)	The performance should be fluid and rhythmical. Movement should not be jerky nor should there be unnecessary stamping of the feet.	0.1 - 1.0
Interpretation (*Waza no imi*)	The performer must fully understand and clearly demonstrate the meaning of each movement.	0.1 - 1.0
Continuity (*Renzoku-sei*)	*Kata* moves are integrally related. The performance should demonstrate the cohesiveness of the movements.	0.1 - 1.0

(d) In *kata* match, each performance is not to be decided simply good or bad, but judged according to the essential elements of judging. Because it is a competition, points must be deducted for even the slightest error. Contestants shall not be allowed to repeat their performance.

(e) Any matters of judgment not covered in these rules shall be discussed and settled among the judges. All officials will be notified of these decisions and a concise explanation of these results will be made to the public.

Article V. Youth Competitions

Section 5.01 General Rules

(a) Age-Rank Qualifications and Rules: All eligible youth competitors must be members in good standing of the ISKF. They must be between the ages of 7 - 17 years old. This age range may be lowered at the discretion of the country.

(b) For international-regional (Pan-American or continental) and World Shoto Cup tournaments, only brown and black belts may participate.

(c) Countries may allow lower ranks to participate in their nationals at their discretion.

Section 5.02 Individual Competition

(a) Individual: Competition is open to both male and female competitors, 7-17, and <u>may</u> include fewer or more than the five age categories below, as determined by the Chief Judge and the hosting organization. Except where indicated, the groupings apply to both *kata* and *kumite*.

(i) Ages 7-9

1) Boys and girls may be combined in the following groups:

a) Beginner Grade - Ungraded to 7th *kyu*

b) Intermediate Grade - 6th *kyu* to 4th *kyu*

c) Advance Grade - 3rd *kyu* and above

(ii) Ages 10 to 11

1) Boys and girls may be combined in the following groups:

a) Beginner Grade - Ungraded to 7th *kyu*

b) Intermediate Grade - 6th *kyu* to 4th *kyu*

c) Advance Grade - 3rd *kyu* and above

(iii) Ages 12 to 13

1) Boys and girls may be combined in the following groups:

a) Beginner Grade - Ungraded to 7th *kyu*

b) Intermediate Grade - 6th *kyu* to 4th *kyu*

c) Advance Grade - 3rd *kyu* and above *Kata*

2) Boys and girls should be separate in the following group:

a) Advance Grade - 3rd *kyu* and above *Kumite*

(iv) Ages 14 to 15

1) Boys and girls may be combined in the following groups:

a) Beginner Grade - Ungraded to 7th *kyu*

b) Intermediate Grade - 6th *kyu* to 4th *kyu*

2) Boys and girls should be separate in the following group:

a) Advance Grade - 3rd *kyu* and above *Kata*

b) Advance Grade - 3rd *kyu* and above *Kumite*

(v) Ages 16 to 17

1) Boys and girls may be combined in the following groups:

a) Beginner Grade - Ungraded to 7th *kyu*

b) Intermediate Grade - 6th *kyu* to 4th *kyu*

2) Boys and girls should be separate in the following group:

a) Advance Grade - 3rd *kyu* and above *Kata*

b) Advance Grade - 3rd *kyu* and above *Kumite*

Section 5.03 Team Competition

(a) The youth team *kata* will be open to all ages, ranks and genders as stated above. Regions may enter as many youth *kata* teams as authorized by the tournament host. There will be no team *kumite* for youths. The number of participants in each category will determine adjustments made, if any, to their categories.

Section 5.04 Contest Rules

(a) ***Kata***

(i) Contestants may not perform *kata* in competition higher than that required for their next promotion examination. The table below indicates the appropriate *kata* for each rank.

(ii) In the case of team *kata*, the *kata* performed must be in accordance with the status of the lowest ranking member of the team.

(iii)

Rank	Permitted *Kata*
9th *Kyu*	*Heian* 1
8th *Kyu*	*Heian* 1, 2
7th *Kyu*	*Heian* 1, 2, 3
6th *Kyu*	*Heian* 1, 2, 3, 4
5th *Kyu*	*Heian* 1, 2, 3, 4, 5
4th *Kyu*	*Heian* 1, 2, 3, 4, 5, *Tekki Shodan*
3rd *Kyu* to 1st *Kyu*	*Heian* 1, 2, 3, 4, 5, *Tekki Shodan*, *Bassai-dai*, *Jion, Kanku-dai, Enpi*
Shodan and above	*Heian 1-5, Tekki 1-3, Bassai-dai, Kanku-dai, Jion, Enpi, Hangetsu, Ganka-ku, Jitte*

(b) ***Kumite***

(i)

Rank	Eliminations	Finals
9th *Kyu*	*Ippon kumite* (one-step)	*Ippon kumite* (hand techniques only)
8th *Kyu*	*Ippon kumite* (one-step)	*Ippon kumite* (hand techniques only)
7th *Kyu*	*Ippon kumite* (one-step)	*Ippon kumite* (hand techniques only)
6th *Kyu*	*Ippon kumite* (one-step)	*Ippon kumite* (hand & leg techniques)
5th *Kyu*	*Ippon kumite* (one-step)	*Ippon kumite* (hand & leg techniques)
4th *Kyu*	*Ippon kumite* (one-step)	*Ippon kumite* (hand & leg techniques)
3rd - 1st *Kyu*	*Jiyu-ippon kumite* (semi-free)	*Jiyu-ippon kumite* (semi-free)
Shodan and above	*Jiyu kumite* (free)	*Jiyu kumite* (free)

(ii) Contact is not permitted under any circumstances. This rule will be strictly enforced.

(iii) For contestants who are unranked through 7th *kyu*, during *ippon kumite*, each side attacks four times, using *oi zuki jodan* and *oi zuki chudan* with both right and left hands. The first attack shall be made using the right hand. The technique and target will be announced before each attack. At the start of each match, *aka* (red side) will initiate the attack. Contestants who are 6th, 5th, or 4th *kyu*, attack four times with their favorite side using *oi zuki jodan*, *oi zuki chudan*, *mae geri chudan*, and *yoko geri kekomi chudan*.

(iv) For contestants who are 3rd, 2nd, or 1st *kyu*, the method of *kumite* is *jiyu-ippon*, or semi-free; attack four times with the favorite side (not alternating sides). The attacks are *oi zuki jodan*, *oi zuki chudan*, *mae geri chudan*, and *yoko geri kekomi chudan*.

(v) For contestants who are black belts, the method of *kumite* is *jiyu-kumite*, or free-sparring.

(vi) The defending side must demonstrate two different countering techniques among the four delivered. Failure to do so will result in disqualification. Only one counterattack is permitted.

1) In the case of a draw during an *ippon kumite* match between contestants in which the *kyu* ranks of 6th *kyu* through 4th *kyu* are involved, the Referee shall instruct the contestants to repeat *ippon kumite* but the initial attacking side shall be alternated.

Section 5.05 Warnings, Fouls and Disqualifications

(a) Ippon Kumite

(i) For contestants who are unranked through 7th *kyu*, each side attacks four times; using *oi zuki jodan* and *oi zuki chudan* with the right hand, then *oi zuki jodan* and *oi zuki chudan* with the left hand.

(ii) For contestants who are 6th, 5th, or 4th *kyu*, each side attacks four times with their favorite side, using *oi zuki jodan*, *oi zuki chudan*, and *mae geri chudan,* and *yoko geri kekomi chudan*. In the case of a draw, the Referee shall instruct the contestants to repeat *ippon kumite* with the alternate side.

(iii) During an *ippon kumite* match, at least one counter-attack must be different or that contestant shall be disqualified. This disqualification shall be administered at the completion of the individual contest.

(iv) If, during an *ippon kumite* match, the initial defending side uses only one type of counter-attack on all four counter-attacks, that side is still required to act as the attacking side for that individual match.

(v) During *ippon kumite* matches, a contestant who utters verbal noises, engages in feints, false starts, and other attempts to distract the opponent shall be given a warning. Upon a second instance the contestant shall be disqualified.

(vi) During an *ippon kumite* match if the attacking contestant announces one target area and delivers a technique to a different area than that which was announced, that contestant shall be given a warning. A second violation shall lead to a disqualification.

(vii) When counter-attacking, the defending contestant is not permitted to employ the following: sweeping techniques, any techniques aimed below the waist, throwing, wrist locks, joint manipulation or, techniques aimed at a joint, grabbing, other techniques deemed dangerous by the Judges. Use of any of these techniques will result in disqualification.

(viii) When counter-attacking after a single offensive technique, the defending contestant shall employ a single counter-attack.

(ix) When announcing the target area during an *ippon kumite* match the following shall apply:

1) The announcement of the target area must be of significant volume to be heard by all of the Judges for that match, and the attacking side may move forward with the attack directly after announcing the target. The attacker does not have to receive confirmation from the defense.

2) The announcement of the target area must be made after the attacking contestant has assumed a stationary, front stance position.

3) When delivering a technique, the attacking contestant may follow in the direction of the defending contestant if the defensive side moves/shifts on an angle.

(b) ***Jiyu-ippon kumite***

(i) The essence of *jiyu-ippon kumite*, offensively, is to make one strong attack in order to catch your opponent defenseless. Defensively, one needs to make a strong counter-attacking measure coupled with a block. The defending side must demonstrate two different countering techniques.

(ii) At the start of each match, *aka* (red side) will initiate the attack. Each attack must be clearly and loudly announced in the order of *jodan oizuki*, *chudan oizuki*, *chudan mae geri*, and *chudan yoko-geri kekomi*. The attacking side shall use right side attacks only (start from *gedan-barai* with right leg back). Thereafter, white side attacks.

(iii) In case of a draw, left attacks are applied.

(iv) The defending side is allowed one counter-attack technique aimed at the appropriate target.

(v) Prohibited techniques

1) The attacking side may not use feints or noises to distract their opponent.

2) The attacking side must make their attack once they are within correct distance. Once the correct distance has been established, they cannot hesitate, stalk, or pursue their opponent without an offensive technique or a warning will be issued by the Referee.

3) The attacking side, upon completion of an attack, must maintain their *kamae* (attack posture) and not immediately draw back the attack technique or a warning will be issued by the Referee.

4) The attacking side cannot block counter-attacking techniques or avoid them by body shifting, they must maintain attack posture.

5) The attacking side cannot jump or slide with the lunge attacks.

6) No grabbing or holding will be permitted by either side.

7) Escaping out of bounds by the defending side will result in the following:

a) First time - *jogai keikoku* (out of bounds)

b) Second time - *jogai chui* (warning)

c) Third time - *jogai hansoku* (disqualification, loss of match)

8) In semi-final and/or final matches in which the rank of either contestant is 3rd , 2nd, or 1st *kyu*, the method of the contest will be *jiyu ippon* (semi-free). The match will be in accordance with ISKF rules.

9) Safety equipment: A mouthpiece is required for all contestants regardless of rank, as well as white ISKF-approved *kumite* gloves of smooth leather or leather-like material that can

easily be cleaned on the spot, canvas or cloth material is not acceptable. No contestant will be permitted to compete without both gloves and a mouthpiece. Eyeglasses are not allowed, not even the "safety" type of glasses. Soft contact lenses may be worn as outlined in the rules of *kumite*.

Article VI. APPENDICES

Section 6.01 Rules Specific To Individual Countries USA: Collegiate Competition

(a) Eligibility

(i) Collegiate karate tournaments are open to ISKF members who are currently full-time graduate or undergraduate students in good standing of a college, university, or junior college. Competitors must be at least 18 years of age. Competitors must present valid proof of full-time graduate or undergraduate status and a current ISKF membership card. In team competition, all members of a team must be students of the same school. The total number of years a student may compete as a collegiate competitor is four years.

(b) Collegiate Individual Events

(i) The following individual events will be included:

1)

Beginner Ranks	**Intermediate Ranks**	**Advanced Ranks**
(9 to 7 *Kyu*)	(6, 5, 4 *Kyu*)	(3 *Kyu* and above)
Combined *kata*	Combined *kata*	Women's *kata*
Men's *kumite*	Men's *kumite*	Men's *kata*
Women's *kumite*	Women's *kumite*	Women's *kumite*
		Men's *kumite*

(ii) There is no limit to the number of contestants from one school in individual events.

(c) Collegiate Team Events

(i) All members of a collegiate team must be from the same college. Only one team per school is allowed in each team event. A team consists of three members and one alternate.

1) Team *kata*: Teams may be composed of any combination of rank or gender.

2) Team *kumite*: Teams may be composed of any combination of ranks for the men's team and for the women's team.

(d) Contest Rules

(i) *Kata*

1) In performing the *kata* of their choice, contestants may not perform *kata* in competition higher than that required for their next promotion examination. If a student is asked by the Chief Judge to perform a *kata* that has not been taught to them, the student shall inform the Chief Judge of that fact, and the Chief Judge will then assign a *kata* required for their last or earlier promotion(s). The table below indicates the appropriate *kata* for each rank.

2) In the case of team *kata*, the *kata* performed must be in accordance with the status of the lowest ranking member of the team.

Rank	Permitted *Kata*
9th *Kyu*	*Heian* 1
8th *Kyu*	*Heian* 1, 2
7th *Kyu*	*Heian* 1, 2, 3
6th *Kyu*	*Heian* 1, 2, 3, 4
5th *Kyu*	*Heian* 1, 2, 3, 4, 5
4th *Kyu*	*Heian* 1, 2, 3, 4, 5, *Tekki Shodan*
3rd *Kyu* to 1st *Kyu*	*Heian* 1, 2, 3, 4, 5, *Tekki Shodan, Bassai-dai, Jion, Kanku-dai,Enpi*
Shodan and above	Any *kata* may be performed

(ii) ***Kumite***

1) In matches where the rank of either contestant is 4th *kyu* or below, either team or individual, the method of the contest is *ippon kumite* (one-step sparring).

a) For contestants who are 9th *kyu* through 7th *kyu*, each side attacks four times using *oi zuki jodan* and *oi zuki chudan* with the right hand; then *oi zuki jodan* and *oi zuki chudan* with the left hand. The technique and target will be announced loudly and clearly before each attack. A*ka* (red side) will initiate the attacks.

b) For contestants who are 6th, 5th, or 4th *kyu*, each side attacks four times using *oi zuki jodan, oi zuki chudan, mae-geri chudan* and *yoko geri kekomi chudan,* attacking with their favorite side. *Aka* (red side) will initiate the attacks. The technique and target will be announced loudly and clearly before each attack.

c) The defending side must demonstrate two or more different countering techniques. Failure to do so will result in disqualification. Only one counterattack is permitted.

d) In the case of a draw during an *ippon kumite* match between contestants in which the *kyu* ranks of 6th *kyu* through 4th *kyu* are involved, the Referee shall instruct the contestants to repeat *ippon kumite* but the initial attacking side shall be alternated.

e) Prohibited techniques:

i) The attacking side may not use feints or noises to distract the opponent.

ii) The attacking side must demonstrate correct distancing. In the case of incorrect distancing, the Referee may issue a warning.

iii) The attacking side, upon completion of an attack, must maintain the *kamae* and not immediately draw back the attack technique. The Referee can issue a warning if *kamae* is not maintained.

iv) The attacking side cannot block the counter-attacking techniques or avoid them by body shifting, but must maintain the attack posture.

v) The attacking side cannot jump or slide forward during the lunge punches or kicks.

vi) Grabbing or holding is not permitted by either side.

f) In the case of a draw during *ippon kumite* with contestants 6th through 4th *kyu,* the match is repeated with *aka* (red side) attacking first, but attacking with the opposite side. In the first match, if the attacks were with the right side, the draw match will begin with the left side.

2) In matches where the rank of either contestant is 3rd *kyu* through 1st *kyu*, either team or individual, the method of the contest is *jiyu ippon kumite* (semi-free sparring) and will follow the ISKF rules.

a) The essence of *jiyu ippon kumite* for the offensive side is to make one strong attack to catch the opponent defenseless. After loudly and clearly announcing the technique and the target, *aka* (red side) initiates the attacks.

The essence of *jiyu ippon kumite* for the defensive side is to make one strong counter attack, preceded by an effective block. The defending side must demonstrate two different countering techniques, and *aka* (red side) initiates the attacks.

b) In the case of a draw during *jiyu ippon kumite*, *aka* (red side) attacks first, but changes the attacking side.

c) Prohibited techniques:

i) The attacking side may not use feints or noises to distract their opponent.

ii) The attacking side must attack immediately upon reaching proper striking distance to the opponent. Hesitating, stalling or stalking an opponent without executing an attack will be grounds for the Referee can issue a warning.

iii) The attacking side, upon completion of the attacking technique, must maintain the *kamae* (attack posture) long enough for the defensive side to execute a complete block and countering technique.

iv) The attacking side cannot block the countering technique of the defensive side, or avoid it by body shifting before the counter-attack is completed.

v) The attacking side cannot jump or slide with the lunge punches or kicks.

vi) Grabbing or holding is not permitted by either side.

vii) Escaping out of bounds by the defensive side will result in: 1) *jogai kekoku* – out of bounds, first offense; 2) *jogai chui* – warning, second offense; 3) *jogai hansoku* – disqualification/loss of match, third offense.

3) In team, or individual matches, where the rank of both contestants is *shodan* and above, the method of the contest is *jiyu kumite* (free sparring) and will follow the ISKF rules.

4) Contact is not permitted under any circumstances. This rule will be strictly enforced.

(e) Warnings, Fouls and Disqualifications

(i) During an *ippon kumite* or *jiyu ippon kumite* match, at least one counter-attack must be different or that contestant shall be disqualified. This disqualification shall be administered only after both competitors have completed all attacks.

(ii) If, during an *ippon kumite* or *jiyu ippon kumite* match, the initial defending side uses only one type of counter-attack on all four counter-attacks, that side is still required to act as the attacking side for that individual match.

(iii) During *ippon kumite* or *jiyu ippon kumite* matches, a contestant who utters unnecessary verbal noises, engages in feints, false starts, and/other attempts to distract the opponent shall be given a warning. Upon a second instance the contestant shall be disqualified.

(iv) During an *ippon kumite* or *jiyu ippon kumite* match, if the attacking contestant announces one target area and delivers a technique to a different area than that which was announced, that contestant shall be given a warning and shall be made to redo the attack correctly. A second violation shall lead to a disqualification.

(v) Prohibited techniques when counter-attacking: The defensive contestant is not permitted to employ sweeping techniques, any techniques below the waist, *nukite* to the face or neck, wrist lock, joint manipulation, or any technique aimed at a joint, grabbing, or other techniques considered dangerous by the Judges. Use of any of these techniques may result in a warning or disqualification.

(vi) When announcing the target area during an *ippon kumite* or *jiyu ippon kumite* match, the following shall apply:

1) The announcement of the target area must be of significant volume to be heard by all of the Judges for that match. The announcement of the target area must be made after the attacking contestant has assumed a stationary, front stance position.

2) When delivering a technique, the attacking contestant may follow in the direction of the defending contestant if the defensive side moves/shifts on an angle.

(vii) Safety equipment: A mouthpiece is required for all contestants regardless of rank, as well as white, ISKF-approved *kumite* gloves of smooth leather, or leather-like material, that can easily be cleaned on the spot. <u>Canvas or cloth material is not acceptable</u>. No contestant will be permitted to compete without both gloves and a mouthpiece. Eyeglasses are not allowed, not even the "safety" type of glasses. Soft contact lenses may be worn as outlined in the rules of *kumite*.

Section 6.02 Japanese Pronunciation

(a) *Romaji* is the spelled-out English transliteration of *Kanji*, *Hiragana* and *Katakana*. To pronounce *karate* terminology adequately, a basic understanding of the Japanese syllabary is essential. This consists of five basic vowels in the following order: A, I, U, E, O. They are pronounced thus:

A – as in Ah
I – as in E
U – as in Ou (Ou-la la)
E – as in E(lephant) or E(dible)
O – as in Oh

Rhyming the vowels is the first step to proper pronunciation. By adding consonants to the vowel the pronunciation becomes:

Ka, Ki (Key), Ku (Koo), Ke (Keh), Ko
Sa, Shi (She), Su, Se (Seh), So
Ta, Chi, Tsu (Sue), Te (Teh), To
Na, Ni (Knee), Nu, Ne (Neh), No
Ha, Hi (He), Fu, He (Heh), Ho
Ma, Mi, Mu (Moo), Me (Meh), Mo
Ya, Yu (You), Yo
L/Ra, L/Ri, L/Ru, L/Re, L/Ro
Wa, W(o)
N as in *da(n*)

The most common mispronunciations in *karate* terminology are:

Karate – pronounced Ka-Rah-Teh, not kara-tee
Seiza – Say-za, not See-za
Rei – Ray, not Ree
Sensei – Sen-say, not Sen-see
Heian – Hay-an, not he-an

Section 6.03 Sample Tournament Setups

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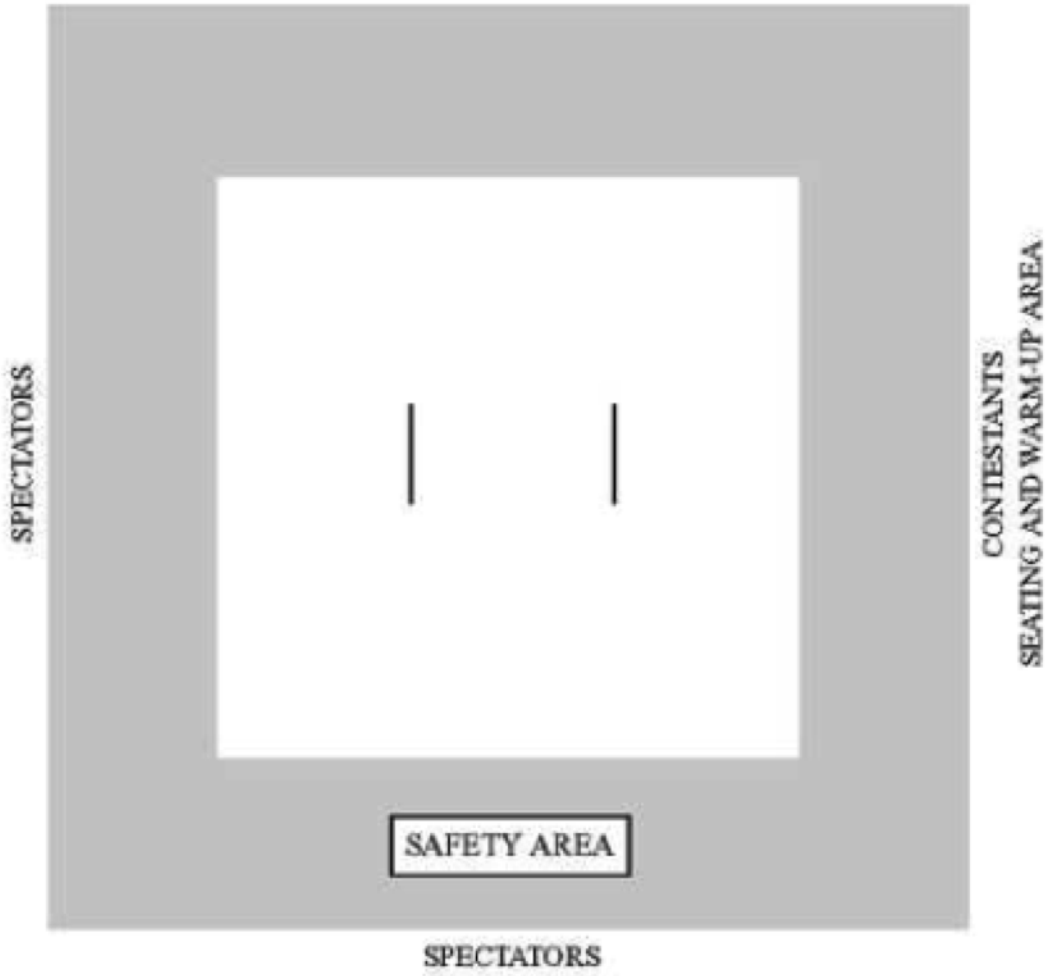
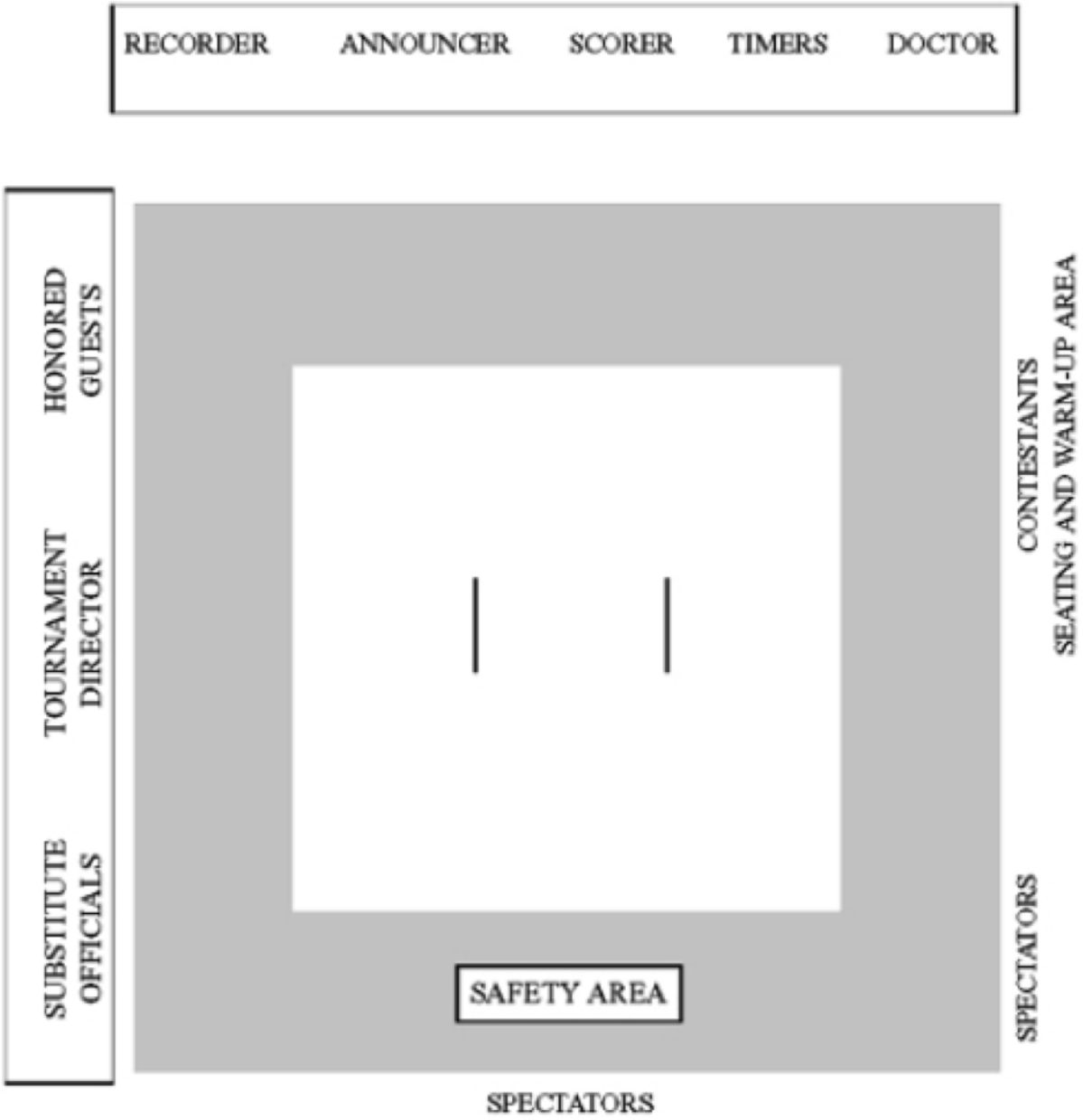
HONORED GUESTS	ANNOUNCER	TIMERS	DOCTOR

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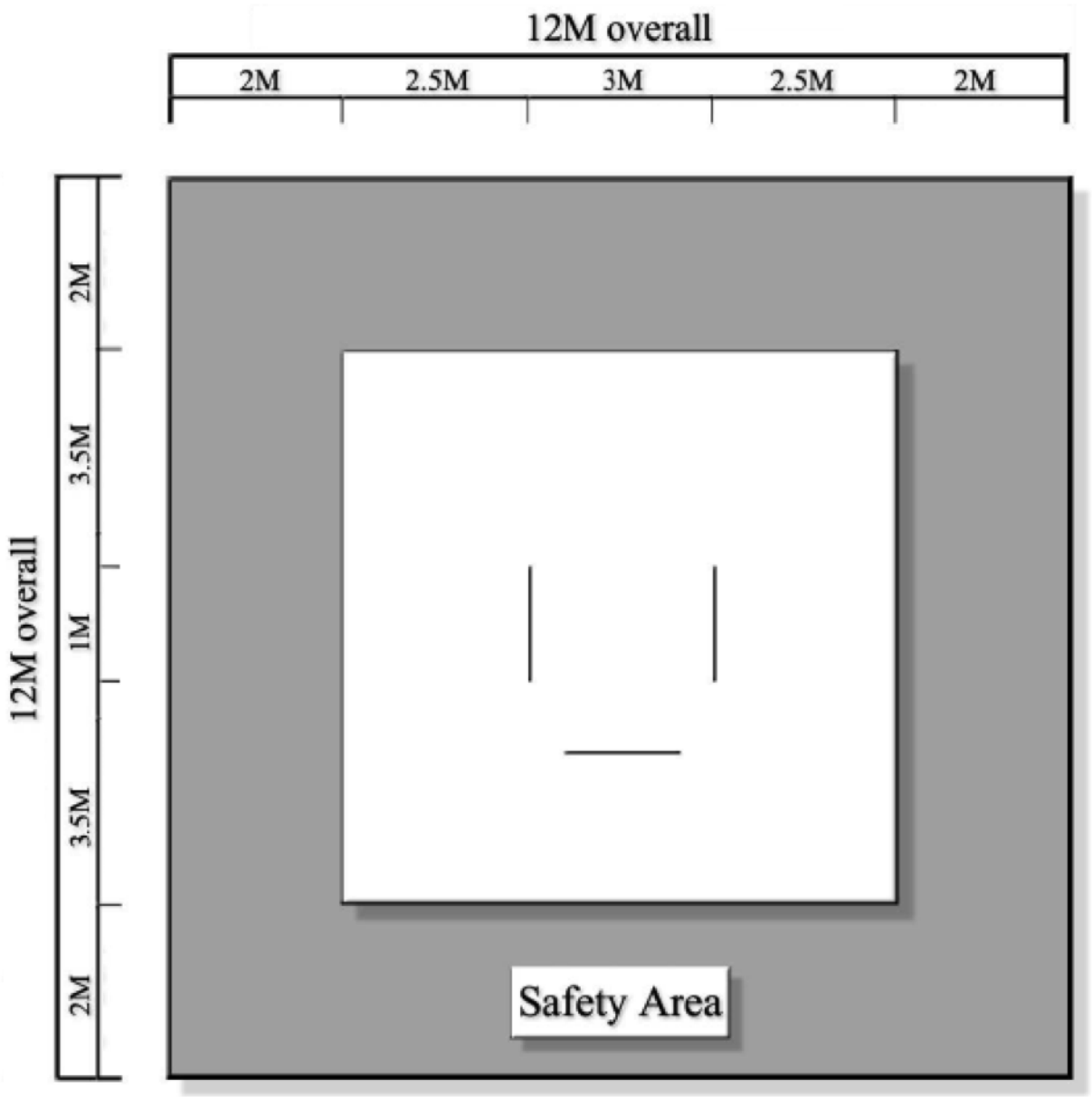
ANNOUNCER
SCORER
TIMERS
DOCTOR
HONORED GUESTS
TOURNAMENT DIRECTOR
SUBSTITUTE OFFICIALS
CONTESTANTS SEATING AND WARM-UP AREA
SPECTATORS
SAFETY AREA
SPECTATORS

Section 6.04 Match Area - Ring Dimensions

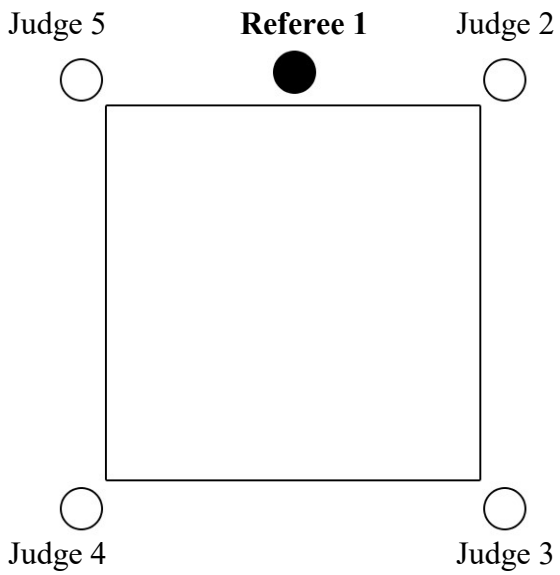


Section 6.05 Judges Positions

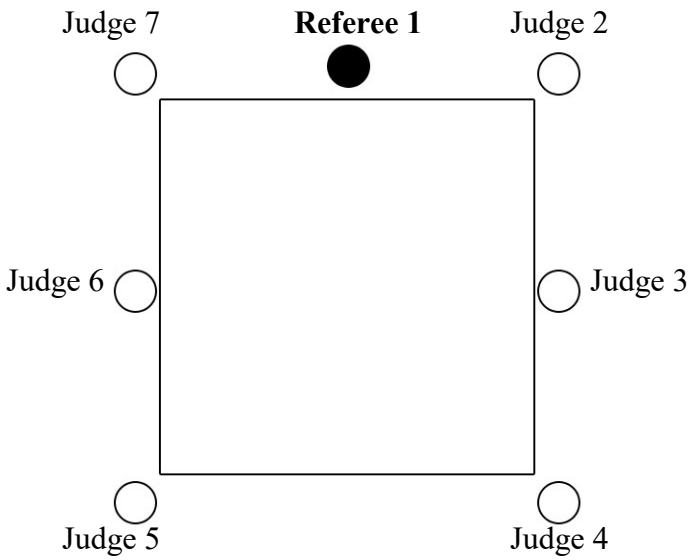
Stationing of Judges During *Kata* & *Kumite* Competition

Note: ● Location of Referee ○ Location of Corner Judge

I. Flag System – *Kata* Eliminations and *Kumite* Eliminations & Finals



II. Point System – *Kata* Finals Only



Section 6.06 Methods of Individual *Kumite*

(a) Contest Characteristics (Individual)

Purpose	Name	Kind
Eliminations	*Soatori Shiai* *Tentori Shiai*	Round Robin Single Eliminations
Championships	*Soatori Shiai* *Tentori Shiai*	Round Robin Single Eliminations
Evaluations	*Soatori Shiai*	Round Robin
Endurance Training	*Kachinuki Shiai*	Winner Continue

Kachinuki Shiai

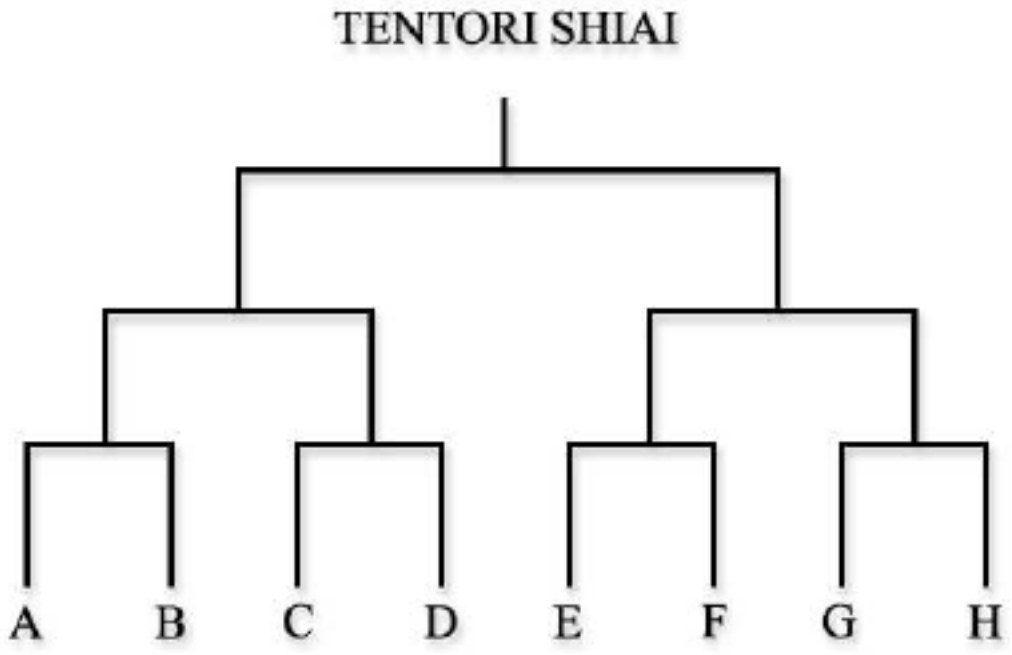
This type of contest shows up individual abilities. Point scores must be kept except in endurance training. It is good for a large number of contestants. Not all will necessarily compete. It can provide extreme spectator interest.

Soatari Shiai

A *Soatari Shiai* determines true winners and placers. It is limited to a small number of entries (under 7) and takes more time to run. All competitors will take part.

Tentori Shiai

A *Tentori Shiai* does not produce the true best competitors or placers. It is easy to run and is best with a large number of entries.



SOATARI SHIAI

Sample Pairings for Five Individual Competitors

Round 1	Round 2	Round 3	Round 4	Round 5
Bye E	Bye D	Bye C	Bye B	Bye A
A vs. D	E vs. C	D vs. B	C vs. A	B vs. E
B vs. C	A vs. B	E vs. A	D vs. E	C vs. D

The *Soatari* pairings are drawn up by placing as many letters as there are competitors in two vertical columns. Arrange the letters consecutively down the first column and up the second. To obtain pairings for subsequent rounds, rotate the numbers or letters counter clockwise around one of the letters which is kept fixed. An uneven number of competitors is balanced with a "bye" which remains fixed as others rotate counter clockwise.

	A	**B**	**C**	**D**	**E**
A					
B					
C					
D					
E					

Section 6.07 Methods of Team Kumite

(a) Contest Characteristics – Team

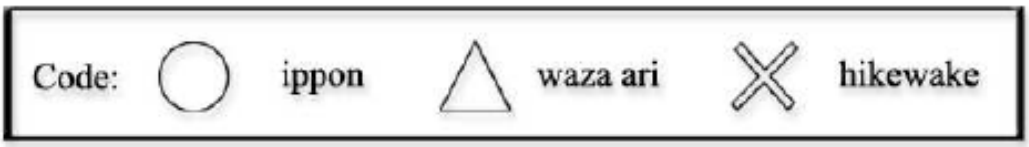
Purpose	Name	Kind
Eliminations	*Tentori Shiai*	Single Eliminations
Championships	*Tentori Shiai* *Kachinuki Shiai*	Single Eliminations Winner Continue
Evaluations	*Tentori Shiai*	Single Eliminations
Endurance Training	*Tentori Shiai*	Single Eliminations

Kachinuki Shiai

This is not an accurate index of team abilities. It is based on individual power. Teams with exceptional individual competitors may utilize their best. It is good for a large number of entries. Not all competitors will necessarily compete. A point score need not be kept. It can provide extreme spectator interest.

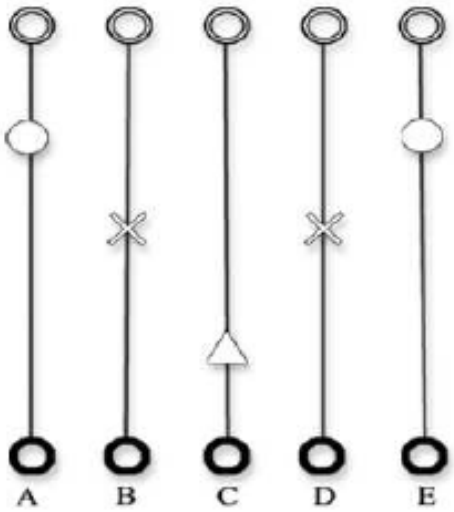
Tentori Shiai

This contest gives an accurate index of team abilities based on individual member's ability. All competitors will take part. It is good for a large number of entries, but can be time consuming. A point score must be kept.



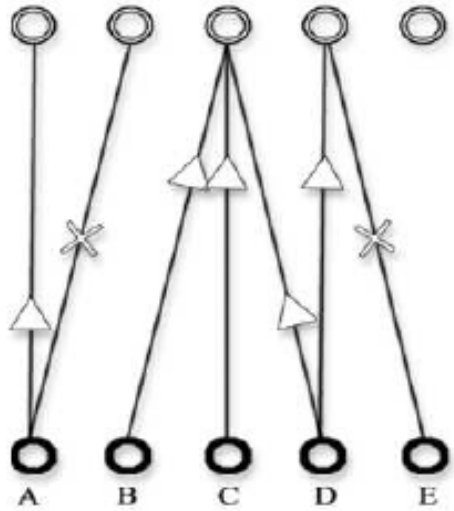
TENTORI SHIAI

Sample Team Results.
White team is winner by 2 points to 1/2 points.



KATCHINUKE SHIAI

Sample team or individual results.
White team is winner by 1 1/2 points to 1 point.
(score: 3 waza ari, white; 2 waza ari, red)
White "C" is individual winner.



Section 6.08 Flag Decision Table

	Decision by the Corner Judges				Possible Decision by the Referee
1	O	O	O	O	White wins
2	O	O	O	O	
3	O	O	O	X	
4	O	O	X	O	White wins or draw
5	O	O	O	O	Red wins
6	O	O	O	O	
7	O	O	O	X	
8	O	O	X	O	Red wins or draw
9	X	X	X	X	Draw
10	O	X	X	O	
11	O	X	X	X	
12	X	X	X	O	
13	O	O	O	O	Draw, Red wins or White wins
14	O	O	X	X	White wins or draw
15	X	X	O	O	Red wins or draw

Symbols:
- O Red is the winner
- O White is the winner
- X Draw

Section 6.09 Whistle Signals and Terminology

(a) Whistle signals used by the Referee shall have the following meanings:

(i) Long-Short = *hantei* (decision)

(ii) Short = *yame* (stop) or the command to lower the score boards

(b) Corner Judges shall act accordingly as soon as the Referee's whistle signal ends.

(i) Throw up the red, white, or both flags to indicate winner or draw, or

(ii) Before a decision is called, indicate with short whistle blasts to recommend a warning, a foul, point scored, or a conference.

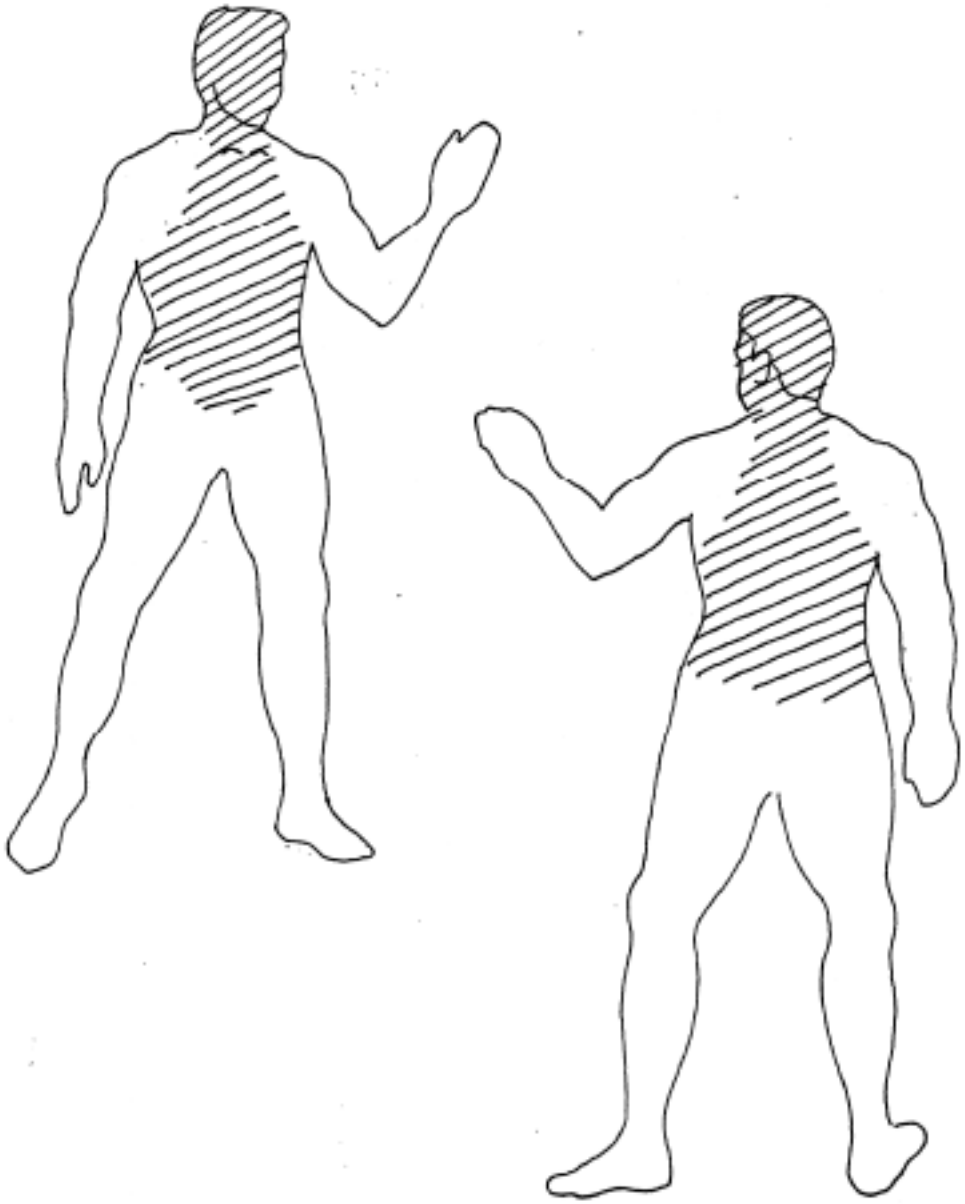
(c) The length of the whistle sounds are long (three seconds) and short (one second).

Section 6.10 Referees Terms and Their Meanings

Term	Meaning
Aiuchi	No point. Contestants scored simultaneously
Aka (Shiro) no kachi	Red (white) side is winner
Aka (Shiro) hansoku	Red (white) side is disqualified
Atoshibaraku	Thirty seconds remaining in match
Attate iru	Contact
Awasete ippon	Upon a second *waza-ari* awarded, total *ippon* to end match
Chui	Warning
Fukushin	Judge
Fukushin shugo	Request for Judges' conference
Fusensho	Opponent fails to show, match awarded to other side.
Hajime	Begin
Hansoku	Disqualification due to contact
Hansoku chui	Disqualification warning
Hantei	Notifying Judges to prepare to display their decisions
Hayai	Faster technique
Hikiwake	Draw
Ippon	Perfect scoring point
Jikan	Stop time
Jogai	Contestant(s) out of match area
Jogai keikoku	Contestant(s) out of match area, 1st warning
Jogai chui	Contestant(s) out of match area, 2nd warning
Jogai hansoku	Contestant(s) out of match area, disqualification

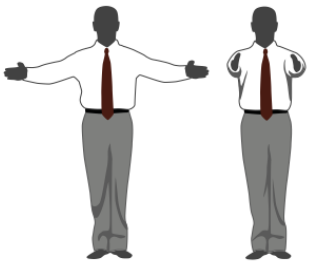
Term	Meaning
Kansa	Arbitrator
Keikoku	Caution
Kiken ni yori	Contestant forfeits
Maai ga toi	Improper distance (not close enough to target)
Mienai	Could not see
Moto no ichi	Direction for contestant(s) to return to their respective starting positions
Nakae	Direction for contestant(s) to enter or re-enter the match area
Nukete iru	Technique was off target
Sai-shiai	Re-match
Sakidori ippon	Sudden death match
Shikkaku	Disqualification
Shobu ippon (sanbon) hajime	Start the one (three) point match
Shushin	Referee
Soremade	End of match
Taiming ga osoi	Improper timing
Torimasen	No point
Tsuzukete	Continue (when a match is interrupted by circumstances other than the Referee's instructions)
Tsuzukete hajime	Begin again
Ukete iru	Blocked technique
Waza ari	An effective technique that does not meet the criteria for *ippon* – scored as one-half point
Yame	Stop
Yowai	Weak technique

Section 6.11 *Kumite* Scoring Areas



Section 6.12 Referee Signals

Center Judge Signals - Page 1

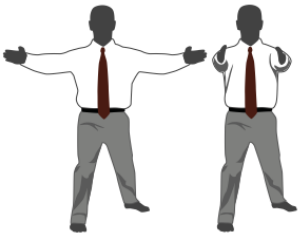


Nakae
Contestants Enter or Re-Enter Match Area

Shobu ippon hajime
One Point Match - Begin

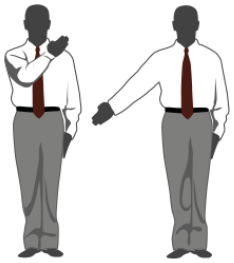
Yame
Stop

Moto no ichi
Return to Start Positions

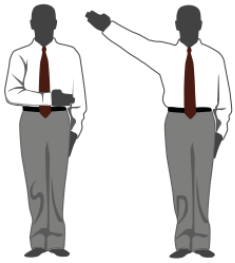


Tsuzukete hajime
Begin Again

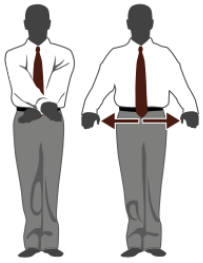
Attate iru
Contact



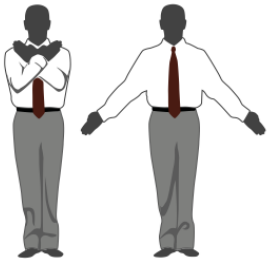
Waza ari
An effective technique that does not meet the criteria for ippon - scored as one-half point



Ippon
Perfect Scoring Technique
Scored as One Point



Torimasen
No Point



Hikiwake
Draw

Jogai keikoku
Contestant(s) out of match area - 1st Warning

Jogai chui
Contestant(s) out of match area - 2nd Warning

Jogai hansoku
Contestant(s) out of match area - Disqualification

Center Judge Signals - Page 2

Jikan
Stop Time

Hayai
Faster Technique

Aiuchi
Same Time

Ukete iru
Blocked Technique

Taiming ga osoi
Improper Timing

Hansoku chui
Warning

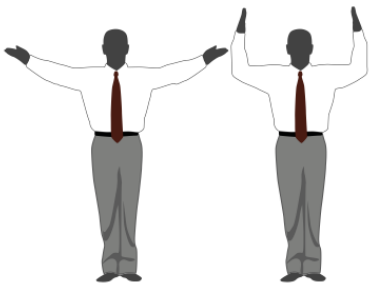
Shikkaku
Disqualified

Maai ga toi
Improper Distance

Nukite iru
Off Target

Yowai
Weak Technique

Fukushin shugo
Single Judge - Conference



Fukushin shugo
All Judges - Conference

Soremade
End of Match

Section 6.13 Judges Signals

Corner Judge Signals

Shobu ippon hajime
One Point Match - Begin

Maai ga toi
Improper Distance

Aiuchi
Same Time

Yowai
Weak Technique

Nukite iru
Off Target

Hayai
Faster Technique

Ukete iru
Blocked Technique

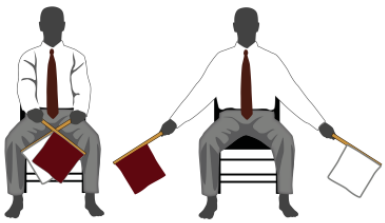
Meinai
Could Not See

Hansoku chui
Warning (Small Circles)
Whistle: Multiple, consecutive, short notes

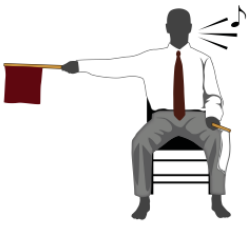
Hansoku
Excessive Contact (Large Circles)
Disqualification
Whistle: Multiple, consecutive, short notes

Hikiwake
Draw

Ippon
Perfect Scoring Technique
Scored as One Point
Whistle: One sharp note



Torimasen
No Point



Waza ari
An effective technique that does not meet the criteria for ippon - scored as one-half point
Whistle: One sharp note

Jogai
Contestant(s) Out of Match Area
Whistle: Multiple, consecutive, short notes

INDIVIDUAL FINAL KATA MATCH

Page No._____

EVENT:_____AREA:_____DATE:_____RECORDER:_____

Arbitrator		**Judge 2**		**Judge 4**		**Judge 6**	
Referee 1		**Judge 3**		**Judge 5**		**Judge 7**	

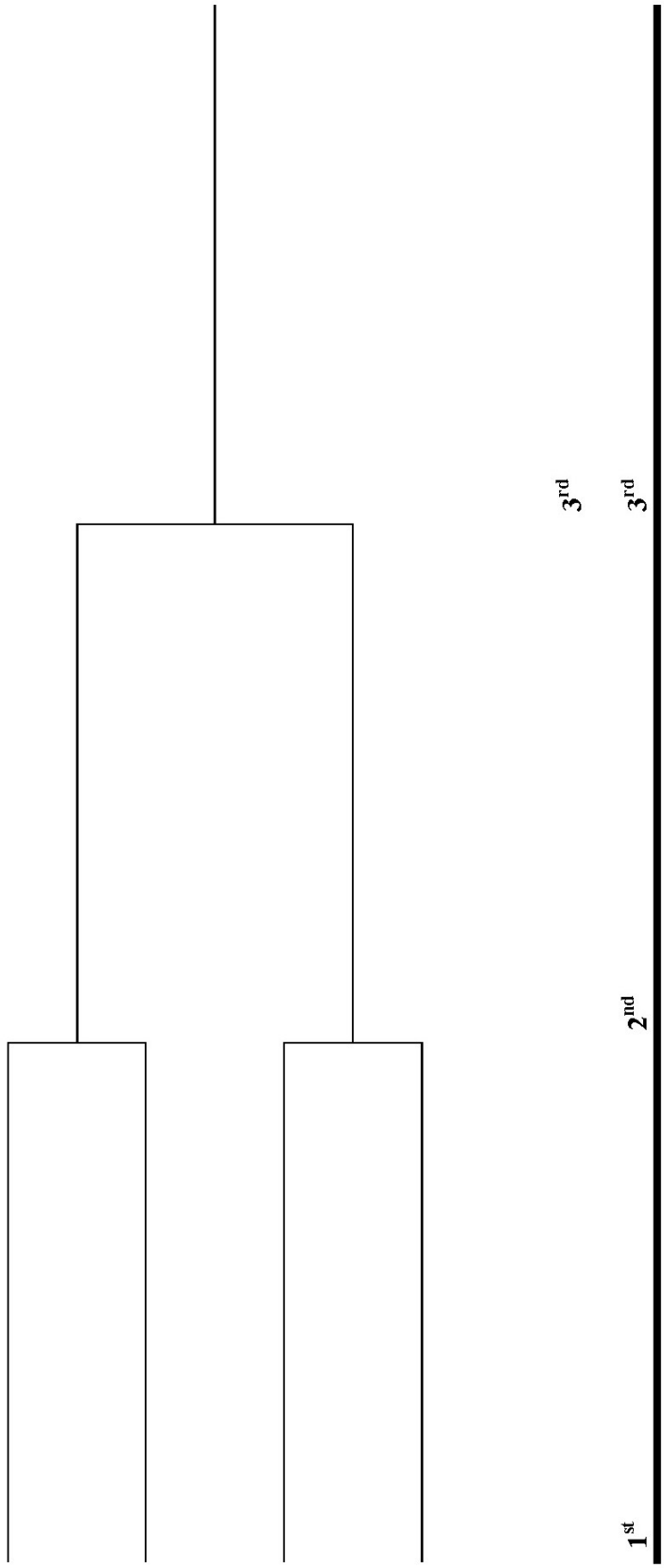
No.	TEAM NAME	INDIVIDUAL NAME	KATA NAME	Referee Score	Judge 2 Score	Judge 3 Score	Judge 4 Score	Judge 5 Score	Judge 6 Score	Judge 7 Score	TOTAL SCORE

Section 6.15 Tournament Form - Individual Final *Kumite*

INDIVIDUAL FINAL KUMITE MATCH Page No._____

EVENT:_____ AREA:_____ DATE:_____ RECORDER:_____

Arbitrator		Judge 2		Judge 4
Referee 1		Judge 3		Judge 5



TEAM KATA MATCH

Page No._____

EVENT:_____AREA:_____DATE:_____RECORDER:_____

Arbitrator		**Judge 2**		**Judge 4**		**Judge 6**	
Referee 1		**Judge 3**		**Judge 5**		**Judge 7**	

No.	TEAM NAME	INDIVIDUAL NAME	KATA NAME	Referee Score	Judge 2 Score	Judge 3 Score	Judge 4 Score	Judge 5 Score	Judge 6 Score	Judge 7 Score	TOTAL SCORE

TEAM KUMITE MATCH

Page No._____

EVENT:_____ DATE:_____ AREA:_____

Arbitrator		Judge 2		Judge 4	
Referee 1		Judge 3		Judge 5	

TEAM							TEAM			
No.	Name	Score	Score	Result			Score	Score	Name	No.

○	Ippon (one point winner)	F – Jodan S – Chudan P – Tsuki S – Uchi K – Keri C – Combination
(F)	Hansoku Chui (winner on a foul)	
(D)	Shikkaku gaichi (winner on disqualification)	
(DF)	Fusen gachi (winner by default)	
△ (S)	Yusei gachi (winner by superiority)	
△	Wazari (half point)	
△ △	2 Wazari-Ippon	
△ ○	Wazari-Ippon (half point, one point)	
△ (F)	Wazari-Hansoku (half point, foul)	

O
WIN

=
DRAW

X
LOSE

Remarks:

Recorder:

Timer:

Arbitrator: