

松涛館空手道連合会

Shotokan Karate Alliance International

Referee SKAI Regulation

Prepared by SKAI Italy

March 2015



Summary	
1. Referee Categories.....	6
A) 3rd Category: Local Referee	6
B) 2nd Category: Regional Referee	6
C) 1st Category: National Referee.....	6
D) Referee Dress Code.....	7
2. Rules for Referee and Aspiring Referee Courses and Events.....	7
A) Referee and Aspiring Referee Courses Rules	7
B) Events Rules.....	7
a. Competition Area.....	9
b. Scoreboard for kumite	10
c. Hierarchy.....	10
d. Terminology used by “Sushin Referee”	11
3. Rules for Kata and Kumite Competitions	12
A) Preliminary “Flag” Kata Competitions.....	12
B) Final “Points” Kata Competitions	12
C) Preliminary and Final “Flag” Kumite Competitions	12
D) Score Examples.....	13
a. Kata Flag Table	13
b. Kata Points examples.....	14
E. SHUSHIN Referee Gestures in KO - AKU (Red versus White) Katas	14
4. Kumite Regulations.....	17
A. KIHON IPPON	17
a. Preface	17
b. Execution.....	17
c. Judging notions in order to ensure the safety of athletes during competitions.....	18
d. Evaluation	18
B. JIYU IPPON	19
a. Preface	19
b. Execution.....	19
c. Evaluation	20
C. Evaluation terminology.....	20
a. Right distance	20



<i>b. Right rhythm</i>	20
<i>c. Right power and speed</i>	21
<i>d. Right form</i>	21
<i>e. Right attack</i>	21
<i>f. Right block and counterattack</i>	21
<i>g. Right kime and kiai</i>	21
<i>h. Referee rules</i>	21
<i>c. Table for Penalties in Kumite Competitions</i>	23
<i>d. Table for Scores in Team Kumite Competitions</i>	24
<i>E. JIYU KUMITE</i>	24
<i>a. ENCHO - SEN (match extension) versus SAI - SHIAI (match repetition)</i>	24
<i>b. HIKIWAKE for Team Competitions</i>	25
<i>F. SHUSHIN Referee Gestures in Kumite</i>	25
<i>a. Initial phases and kumite</i>	25
<i>b. Jogai</i>	28
<i>c. Mubobi</i>	29
<i>d. Hansoku</i>	30
<i>e. Final phases</i>	31
<i>G. FUKUSHIN Referee Flag Gestures in Kumite</i>	32
<i>H. Scores and Symbols for Team Kumite</i>	35
<i>5. Competition</i>	36
<i>Title I: Competition Regulations</i>	36
<i>Article 1: Competition Area</i>	36
<i>Article 2: Dress Code</i>	36
<i>Article 3: Kumite Competitions</i>	36
<i>Article 4: Kata Competitions</i>	36
<i>Article 5: Referee, Judge and Commissioner</i>	37
<i>Article 6: Behavior in Kumite Competitions</i>	37
<i>Article 7: Duration and Scoring in Kumite Competitions</i>	37
<i>Article 8: Decisions in Kumite Competitions</i>	37
<i>Article 9: Criteria to determine Ippon in Kumite Competitions</i>	38
<i>Article 10: Decision Criteria in Kumite Competitions</i>	38
<i>Article 11: Forbidden Actions and Techniques</i>	38
<i>Article 12: Bans for Hansoku or Shikkaku</i>	38



<i>Article 13: Injuries and accidents during the competition</i>	38
<i>Article 14: Behavior in the direct elimination Kata competitions</i>	39
<i>Article 15: Behavior in the Tokui Kata competitions</i>	39
<i>Article 16: Evaluations in Kata Competitions</i>	39
<i>Article 17: Decision Criteria in Kata Competitions</i>	39
<i>Article 18: Protests and Complaints</i>	40
<i>Article 19: Other regulations</i>	40
<i>Title II: Judging Regulations</i>	40
<i>Article 1: Scope</i>	40
<i>Article 2: Decisions</i>	40
<i>Article 3: Organization of the list of Referees</i>	40
<i>Article 4: Powers and duties of judges / referees in Kumite competitions</i>	40
<i>Article 5: Declaration of start, end or suspension of Kumite competitions</i>	41
<i>Article 6: Powers and duties of judges / referees in Kata competitions</i>	42
<i>Article 7: Protests addressed to the Commissioner and New Judgement</i>	42
<i>Article 8: Commissioner</i>	42
<i>Article 9: Other regulations</i>	42
<i>Title III: Arbitration Rule Regulations</i>	43
<i>Article 1: The Referee</i>	43
<i>Article 2: Start and stop</i>	43
<i>Article 3: No Yame</i>	43
<i>Article 4: Judge / Referee substitution</i>	43
<i>Article 5: Stop of contenders</i>	43
<i>Article 6: Confusion</i>	43
<i>Article 7: Official terminology</i>	43
<i>Article 8: Official gestures</i>	43
<i>Article 9: HANTEI decisions</i>	43
<i>Article 10: Code of Conduct</i>	44
<i>Article 11: Injures</i>	44
<i>Article 12: Other regulations</i>	44



1. Referee Categories

A) 3rd Category: Local Referee

The **3rd category Referee** can arbitrate exclusively local kata competitions and (at the discretion of the Commission) regional championships, as a chair Judge (side Judge) for athletes with level ranging from 9th kyu to 1st kyu, in case of Ko- Aku and score.

The skills and qualification required to a 3rd category Referee are:

- a) Trainer qualification (minimum 1st Dan)
- b) Knowledge and execution of Heian and Sentei Katas
- c) Flag gestures as chair Judge for Kata competitions
- d) Knowledge of Kata competitions score (also as Jury table member)
- e) Positive result in the examination of chair Judge (3rd Category Referee)

B) 2nd Category: Regional Referee

The **2nd category Referee** can arbitrate as a chair Judge (side Judge) kumite and as central Judge kata competitions for athletes with level ranging from 9th kyu to black belt in case of Ko- Aku and score; moreover he/she can held the responsibility of the jury table concerning the boards of kata. He/she can also arbitrate (at the discretion of the Commission) national championships, as a chair Judge (side Judge) kata competitions, in case of Ko- Aku and score.

The skills and qualification required to a 2nd category Referee are:

- a) Instructor qualification (minimum 2nd Dan)
- b) Flag gestures for Kata competitions
- c) Terminology and gestures as chair Judge for Kata competitions
- d) Terminology and gestures as central Judge both for Kata and Kumite competitions
- e) Knowledge of scoreboards both for Kata and Kumite competitions
- e) Positive result in the examination of 2nd Category Referee

C) 1st Category: National Referee

The **1st category Referee** can arbitrate the National Championships as Central Judge in both kata and kumite competitions; moreover he/she can held the responsibility of his/her own tatami or can oversee someone else's tatami (in any case, the Commission will indicate the roles of central and chair judges).

The skills and qualification required to a 1st category Referee are:

- a) Instructor qualification (minimum 3rd Dan)
- b) Knowledge of all Shotokan style katas
- c) Terminology and gestures as central Judge both for Kata and Kumite competitions
- d) Knowledge of the rules for preparing scoreboards both for Kata and Kumite competitions
- e) Knowledge of competition organisation schemes
- e) Positive result in the examination of 1st Category Referee



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D) Referee Dress Code

The referee is allowed to officiate only if wearing the uniform as described below:

- * WHITE shirt with short sleeves (summer) or long sleeves (winter);
- * SKAI Tie and Referee crest - both on the shirt left side pocket and on the jacket;
- * BLUE trousers;
- * BLACK leather classic shoes (no sneakers or jogging);
- * BLUE Socks;
- * BLUE Jacket - both for winter and summer;
- * Personal WHISTLE

The Commission can decide that **all** referees will arbitrate without jacket, in any case the jacket should always be at their disposal (for formal meetings with personalities or authorities).

Important note: Each referee or judge shall be in possession of **Budo Pass** and **Diploma qualification** of SKAI.

2. Rules for Referee and Aspiring Referee Courses and Events

A) Referee and Aspiring Referee Courses Rules

1. Aspiring referees must send (directly or via their instructor / sensei) the application for the subscription to attend the course and to take the final exam for the qualification of referee. The application must specify the age, dojo affiliation and degree. The course will run for ten lessons.
2. In order to be admitted to the final exam, the aspiring referees must have been at least 1st dan black belt for two years.
3. The aspiring referees have to attend the monthly meetings (at least in the surrounding area) during the course period.
4. The final exam for the qualification of 1st, 2nd and 3rd category referees will be held during SKAI stages (summer and winter).
5. To take the exam it is required:
 - Integral knowledge of the present "Referee SKAI Regulation";
 - Integral knowledge of Judge gestures;
 - Properties of language (referee terminology);
 - Ability to lead full competitions both in kata and kumite.The exams will be based on oral tests and practice tests.

B) Events Rules

6. Aspiring referees, who passed the exam, have to follow "Referee SKAI Regulation"; if convoked, they have to attend all the events organized by SKAI. In case of motivated impossibility, they must inform the Commission, which will replace them. During the demonstrations they have to keep the Referee Dress Code as defined in the paragraph 1.D.
7. As referee, both as SHUSHIN and FUKUSHIN, shoes or socks should never be worn.



8. *The referees convoked by the Commission, for the events, will receive a refund equal to the cost of the 2nd class train ticket from the home town to the event location. Any other refunds cannot be claimed by the referees and, for the moment, are exclusive prerogatives of the Commission.*

9. *Non SKAI events refunds are ruled locally outside the present "Referee SKAI Regulation".*

10. *Referees in any case must assist the organizers of the event in order that the competitions proceed in the best way avoiding, as far as possible, any incident. They will have to work for the drafting the scoreboards and track tatami's; judging with serenity, impartiality and without favoritism or prejudice.*

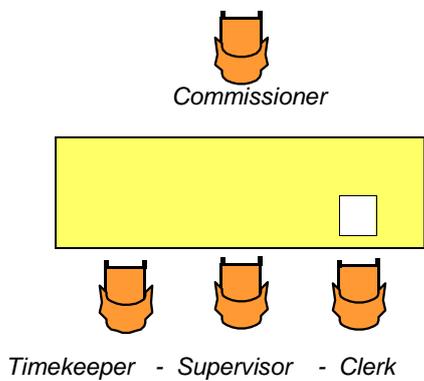
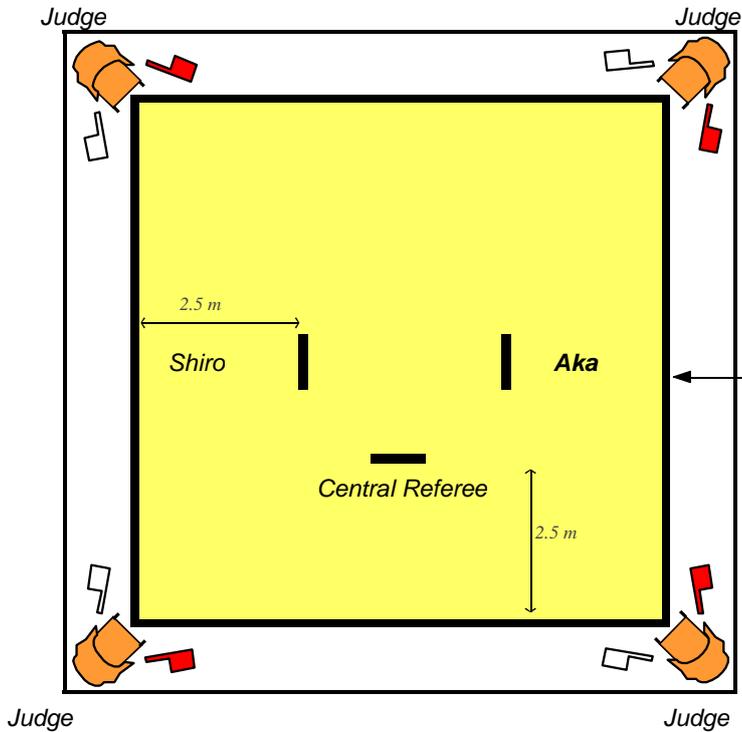
11. *No competition may take place if the participating athletes are not covered by insurance or if there is no doctor or ambulance present. In addition to the athletes' personal insurances, the liability insurance must be requested at each event covering every participating athlete. Remember that, in the case of accident, not only the competition director is responsible but also the central referee of the tatami where it happened. If a Sushin referee finds that there is the lack of one of the elements referred to previously in this paragraph, he/she must inform the organizers and prevent the holding of the event, avoiding to act as a judge. No liability in these cases is due to the Federation or Organization.*

12. *No claim about referee behavior and judgment can be addressed by athletes. In the case of evident partiality of judgment of the referee s, resulting in favoritism or of proven incompetence, only the Coach, the President of the Team or an instructor not involved in the competition, can complain in **written form**. The complaint must be addressed to the Referees Committee, which assessed the case after hearing the parties, if motivated it can recall, suspend or expel the guilty referee.*

13. *In the event that an athlete, a manager or any other person present in the competition area (not only on the tatami) for whatever reason offends a referee with words, gestures, threats or other means, the "Sushin" referee has the power to dismiss or expel the person in question. If the offender is an athlete of the competition, he/she may also be expelled from the competition, drawing up a specific written report addressed to the Disciplinary Committee, which evaluated the facts and the circumstances, will adopt the appropriate measures. Similar measure will be adopted against the instructor who allows or instigate such behavior to athletes, group of supporters, fans, family members etc. This measure is in order to prevent any possible damage to the progress of an event compromising the image of the Federation and / or the organization mining the objectivity of the referee judgment, which should reflect the spirit of Karate-Do.*

14. *During an event in which there is a supervisor in charge of the Organization and chart, in which there are clear favoritisms in one of the referees, the supervisor or the member of the Commission may dismiss the referee in charge, preventing him to continue the direction of the competitions, it subsequently roll out its written report to the Referees Committee.*

a. Competition Area



Total area: 10 m per side

Competition area: 8 m per side

Kumite Embussen distance: 2,5 m from the competition area

Kata Embussen distance: 2 m from the competition area

n. 5 Judges / Referees

n. 1 Commissioner

n. 2 Persons (Timekeeper + Clerk)

n. 1 Responsible (Supervisor)

n. 1 Gong

n. 1 Chronometer

n. 5 Red Flags and n. 5 White Flags

n. 2 Red belts (or cloth ribbons)

n. 5 Whistler

n. 5 Kata Scoreboards ranging from 6.0 to 8.0 with decimal points

n. 1 Kata Scoreboard with turning points

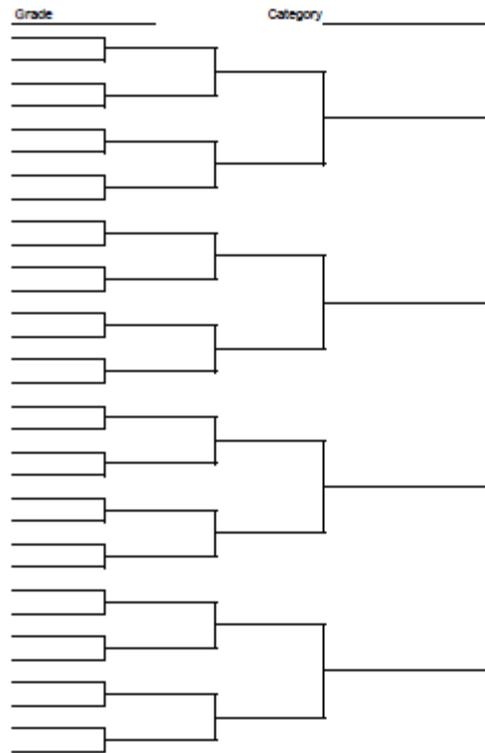
n. 1 table and minimum n. 8 chairs for every tatami

Scoreboards for Individual and team kumite



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b. Scoreboard for kumite



JATAMI REFEREES	
REFEREE	_____
JUDGE 1	_____
JUDGE 2	_____
JUDGE 3	_____
JUDGE 4	_____

RANKING	
1 st CLASS.	_____
2 nd CLASS.	_____
3 rd CLASS.	_____
3 rd CLASS.	_____

c. Hierarchy

1. Referee commission
2. Commissioner
3. Referee (Shushin)
4. Judge (Fukushin)



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d. Terminology used by “Sushin Referee”

Item	Japanese Term	Explanation
1	AWASETE IPPON	2 Wazaari
2	AKA	Red
3	AIUCHI	At the same time
4	ATO SHIBARAKU	Last 30 seconds
5	CHUI	Admonition and Wazaari to the opponent
6	CHUKOKU	First Admonition of Hansoku, only in Shobu Sanbon
7	ENCHO SEN	Still one (1) minute
8	EMBUSSEN	Starting point
9	FUKUSHIN	Side (Chair) Judge
10	FUKUSHIN SHUGO	Call Judges
11	IPPON	2.5 Points in team kumite competitions
12	IKKAI	First Jogai or Mubobi
13	JOGAI	Exit from the competition area
14	JIKAN	Time Stop
15	MAAI	Instant strike
16	MUBOBI	Lack of combative spirit
17	MIENAI	I have not seen
18	MOTO NO ICHI	Back on site
19	NAKAE	Invitation to enter the area of competition
20	NUKETERU	Strike not on target
21	NIKAI	Second Jogai or Mubobi
22	NO KACHI	Winner
23	OTAGAI	Greeting among athletes
24	REI	Greeting
25	SANKAI	Third Jogai or Mubobi
26	SAI SHIAI	Rematch
27	SHIRO	White
28	SHOMENI	Greeting to the audience
29	SHIKKAKU	Disqualification
30	SHUSHIN	Central Referee
31	SHOBU IPPON	Team kumite
32	SHOBU IPPON HAN	Individual kumite
33	SOREMADE	End of the match
34	TORIMASEN	Null action (no points)
35	TSUZUKETE	Continue
36	UKETERU	Hit on the arm
37	WAZAARI	One (1) point
38	YOWAI	Weak or soft blow
39	YONKAI	Fourth Jogai or Mubobi, only in Shobu Sanbon
40	YAME	Stop
41	KEIKOKU	Warning
42	KIKEN NI YORI	The athlete retired from the match or not presents himself on the tatami



3. Rules for Kata and Kumite Competitions

A) Preliminary "Flag" Kata Competitions

1. In KO - AKU (red versus white) competitions, if the Central Referee asks for the lateral (chair) judges decisions only, he/she evaluates the lateral (chair) judges decisions without rising his/her own flag but considering that his/her evaluation adds another single point, after lowering the judges' flags, he/she issues the judgment with a single gesture by declaring the winner or, in the case the tie.

It is recommended for kata competitions, to raise the five flags simultaneously.

2. The Referee judges the TIE decisions as evaluation (statement), to be considered as the white or red flags.

Example: two red flags and two flags, the result is TIE or RED.

As a matter of facts, a victory is given by three judgements of the same colour (WHITE or RED) including the assessment of the Central Referee associating its flag (1 point) after or during Hantei; all other situations are TIE. However, **it is advisable not raise flags with TIE evaluation.**

3. In case of evaluation with points, refer to the following clause B).

4. When a single judge shakes a flag to draw attention to the central Referee in order to point out an error of one contender, the central Referee will call first him/her alone and then he/she will decide whether it is appropriate to gather even the other chair judges of the chair.

B) Final "Points" Kata Competitions

The highest and the lowest score are discarded from the total reported by the 5 Judges / Referee, the three remaining results are added and the resulting total is the actual score reached by the competitor. In case of tie, the lowest score of the three remaining results is consider, if it is still tie, the highest score of the three remaining results is consider, if even in this case there is a tie the competitors have to to repeat the same Kata.

C) Preliminary and Final "Flag" Kumite Competitions

SHOBU IPPON: Two Wazaari or one Ippon

Times to be respected in the Kumite competition and value of the scores of the flags:

1. As a rule, the duration of a combat Kumite isof two (2) actual minutes.

2. In case of a tie, the extension time of the competition is an "ENCHO - SEN" 1 (one) minute, to be given only once. During ENCHO - SEN, previous Wazaari and penalties are summed .

3. If the result after an extension time is still tie, the repetition of the competition (SAI - SHIAI) is given as a new two (2) minute match. For this repetition, referee and Judges have to make every effort to determine the winner, by verdict or by general consensus of the Judges. In this case, as a rule: FOR BETTER SUCCESS OF THE COMPETITION IS RECOMMENDED NOT TO DRAW, this applies to the central Referee as for the chair judges. The central referee score one in SAI SHIAI.



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D) Score Examples

a. Kata Flag Table

	Chair Judge	Referee	RISULT	Notes
1.	○ ○ ○ ●	●	SHIRO NO KACHI	Group of cases in which only one result is possible
2.	○ ○ ○ ○	○		
3.	○ ○ ○ X	X		
4.	● ● ● ●	●	AKA NO KACHI	
5.	● ● ● ○	○		
6.	● ● ● X	X		
7.	X X X X	●	HIKIWAKE	
8.	○ X X ●	○		
9.	○ X X X	X		
10.	● X X X	●		
11.	○ ○ X ●	○	HIKIWAKE SHIRO HIKIVAKE	Group of cases in which more than one result is possible
12.	● ● ○ X	○	AKA HIKIWAKE HIKIWAKE	
13.	○ ○ ● ●	○	AKA SHIRO HIKIWAKE	
14.	○ ○ X X	○	HIKIWAKE SHIRO HIKIWAKE	
15.	X X ● ●	○	AKA HIKIWAKE HIKIWAKE	

○: SHIRO ●: AKA X: HIKIWAKE

Important note: the central Referee scores one point as the lateral Judges.



b. Kata Points examples

AKA: 7,0 - 7.0 - 6.9 - ~~6.8~~ - ~~7.1~~

The highest score (7.1) and the lowest (6.8) are permanently deleted
 Remaining score 7,0 - 7.0 - 6.9 = 20.9

SHIRO 1: 7,0 - 7.1 - 6.8 - ~~6.8~~ - ~~7.1~~

The highest score (7.1) and the lowest (6.8) are permanently deleted
 Remaining score 7,0 - 7.1 - 6.8 = 20.9

SHIRO 2: 7,1- 7.1 - 6.7 - ~~6.7~~ - ~~7.1~~

The highest score (7.1) and the lowest (6.7) are permanently deleted
 Remaining score 7,1 - 7.1 - 6.7 = 20.9

In this case AKA and SHIRO are tie with the same result despite having different three evaluations (sum of the remaining three scores).

Question 1: the rule for the play-off is ?:

- consider the lowest score of the remaining three with the best rating, or
- consider the highest score of the three with the best rating.

Question 2: which of the three passes the turn ?

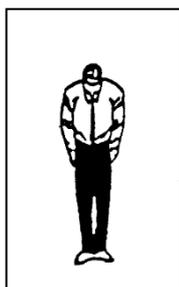
- AKA
- SHIRO 1
- SHIRO 2

E. SHUSHIN Referee Gestures in KO - AKU (Red versus White) Katas

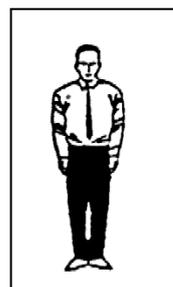
SHUSHIN Referee initial REI:



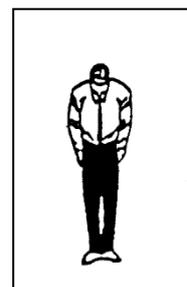
SHOMENI



REI



OTAGAI



REI



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Declares KATA



HANTEI



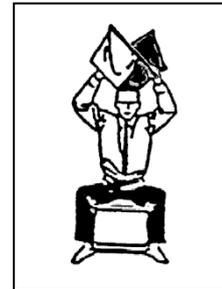
SHIRO NO KACHI



Declares KATA



HANTEI



HIKIWAKE



Draw KATA



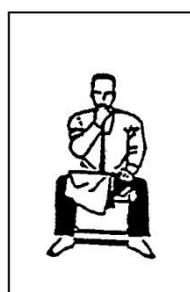
HANTEI



SHIRO NO KACHI



AKA technical mistake



HANTEI



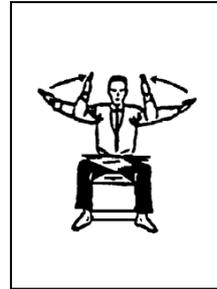
SHIRO NO KACHI



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FUKUSHIN SUGO



FUKUSHIN SUGO



AKA SHIKKAKU
(AKA failed kata execution)



SHIRO NO KACHI



AKA KIKEN NI YORI
(AKA does not present himself)



SHIRO NO KACHI



4. Kumite Regulations

A. KIHON IPPON

a. Preface

The KIHON Ippon is the first bases approach to kumite , athletes (Ko - Aku contenders) are driven not only by the experience achieved in the dojo with established techniques but also by the Referee during the competitions; therefore for their safety it is recommended that we start from the Dojo with the program established by the present Regulation before engaging in a competition.

Nothing prevents that in their own dojo athletes can train in different attacks and blocks, but this only to gain experience and make training as more dynamic as possible.

Kihon Ippon includes six techniques of attack and defense : Jodan zuki , Chudan zuki , maegeri , Yokogeri , Mawashigeri and Ushirogeri .

For competitions techniques will be based on three attacks : Jodan zuki , Chudan zuki , maegeri . The techniques Yokogeri and Mawashigeri are complementary in case of a tie according to the categories

b. Execution

In Kihon Ippon attack techniques are declared. The contenders (Aka - Shiro) Red and White after entering the tatami will proceed to the center indicated by the Embusen of jiyu kumite, they will reach the predetermined safety distance and Aka (Tori), reported by the central referee will start first continuing until the end of the attack techniques established by the competition program for their grade and age, finished Aka's attack techniques it is Shiro 's turn in the same order of Aka's.

1. Aka (Tori) after taking its distance goes into left zenkutsudachi bringing back the right leg, declares the technique " Jodan zuki " or only " Jodan ", waits few seconds and finally will step forward performing the technique oizuki jodan; this technique must be carried between the nose and the eyes and not between the nose and chin.

The attack must be precise, powerful and with Kiai, the attacker has not to put pressure down or stretch too far forward (suriashi) .

Shiro (Uke) from position Yoi zenkutsudachi falls back with the right leg blocking with age uke with his left arm and fighting back with the technique of Giakutzuki .

After the counterattack technique Shiro will go forward in Yoi position and simultaneously Aka will go back in Yoi position.

2. Aka (Tori) after taking its distance goes into left zenkutsudachi bringing back the right leg, declares the technique " Chudan zuki " or only " Chudan ", waits few seconds and finally will step forward performing the technique oizuki chudan; this technique must be carried straight at the center of the solar plexus.

The attack must be precise, powerful and with Kiai, the attacker has not to follow the opponent by pushing the arm laterally to enter with the technique because it is not who hits that wins but who performs the action technically precise and controlled .

Shiro (Uke) from position Yoi zenkutsudachi falls back with the right leg blocking with soto uke with his left arm and fighting back with the technique of Giakutzuki, urning back in Yoi as described above .

3. Aka (Tori) after taking its distance goes into left zenkutsudachi bringing back the right leg, goes into kamae position and declares the technique " Maegeri ", waits few seconds and finally will step forward performing the technique Maegeri. The kick must be brought straight and above the belt (between belt and solar plexus) , the



attacker has not to follow the opponent who will try to get out from the kick trajectory , (as for the techniques of zuki) the kick (maegeri) must be controlled, if the opponent makes a mistake with the block, it will be the defender's fault.

c. Judging notions in order to ensure the safety of athletes during competitions

1. If the athlete will lead the attack without control going to hit the opponent with violence , the Central Referee will inflict Hansoku Chui even if the opponent misses the block or does not block at all, since the techniques of attack must be fast, powerful but always controlled. If the Uke, after blocking, counterattacks without control hitting the opponent with violence, the Central Referee will inflict Hansoku Chui. It is Central Referee's discretion to evaluate time to time the severity of the mistake and inflict a simple reminder Keikoku or the Chui .

2. In the event that the attack Jodan is clearly brought putting pressure downward to embarrass the opponent in the block Ageuke, or, chudan pushing the arm in the wrong direction, the central referee will stop the fight and inflict Hansoku Chui to the attacker, will return the athletes on their Embusen and will repeat the technique; if the attack will be brought again in the same way the athlete will be disqualified " Hansoku Shikkaku " thus applies to the technique maegeri and other techniques to follow.

3. The competition will take place with three successive attacks: Jodan, Chudan and Maegeri, they will be performed with the position gedanbarai left, only for technique maegeri the position before the attack will be Kamae (left kamae).

In case of a tie, (in the case of Jodan , Chudan , maegeri) the winner will be determined on the basis of the technique YOKO GERI. If athletes will still end with a tie, the Referee judgment will be required as in jiyu kumite.

Attack techniques assigned , in case of a tie , will be determined by the competition program as measured by grade and age , according to the regulations written on table in clause 4.D.b.

d. Evaluation

The referee judgment will be based on the following criteria :

- Right distance
- Right power and speed
- Right form
- Right attack
- Right block and counterattack
- Right kime and kiai

The evaluation of the Kihon Ippon equals the Jiyu Ippon described below, except the outputs from the tatami as in the previous phase the athletes are not moving.



B. JIYU IPPON

a. Preface

1. In an effort to standardize the proper execution and fair assessment of Jiyu Ippon Kumite in the competitions, SKAI has decided to issue the following technical regulations to which all instructors, referees and athletes, have to follow during official competitions.

b. Execution

2. The Athletes have to reach the tatami Embusen wearing the Aka and Shiro (Red and White) belts assigned to them. The Central Referee (Shushin) before hajime , must indicate the athlete who will perform the first attack. It is recommended to indicate always the red as the first attacker. (As for the Jiyu Kumite the Central Referee must always keep Aka to his right and Shiro to his left, while the chair Judges " Fukushin " held flags according to the athletes positions) .

3. Jiyu Ippon Kumite is a semi-free combat bound only by the declaration of the attack technique. In Jiyu Ippon kumite the athletes can tackle moving freely on the tatami choosing both left and right guard. Only after declaring the technique Tori is not allowed to change the guard, while Uke can block as he/she prefers with free techniques. We recommend running in the dojo of this type of training to stimulate the imagination of athletes to perform different kind of blocks and counterattacks.

4. In order to standardize the evaluation both during competitions and examinations for the passage of Kyu and Dan, it was decided to regulate the methodology of implementation of Jiyu Ippon Kumite as described below (this only applies to the competitions and to the examinations). The attacks can be Jodan, Chudan, maegeri, Jokogeri, Mawashigeri and Ushirogeri.

5. At hajime athletes must take a step forward assuming the position of kamae. Both athletes will approach until they reach the right distance, the initiative will be up to the athlete indicated by the referee who should make the first attack.

When the attacker (Tori) declares the technique "Jodan" has to be on left guard as the opponent, and when he/she considers that he distance is right he/she will bring oizuki Jodan direct between the nose and the eyes of the opponent, advancing without suriashi. The attack must be precise, powerful and with Kiai, the attack must be precise, powerful and with Kiai, the attacker has not to put pressure down or stretch too far forward. Uke will perform Age Uke left block and counterattack with right giakutzuki, only Uke can make a small suriashi backward (in line with the attacker) but not forward at the time of the counterattack.

When the attacker (Tori) declares the technique "Chudan" and when he/she considers that he distance is right he/she will bring oizuki chudan direct to the sternum of the opponent, advancing without suriashi. The attack must be precise, powerful and with Kiai, the attacker has not to put pressure on the side or stretch too far forward. Uke will perform Soto Uke left block and counterattack with giakutzuki right, only Uke can make a small suriashi backward (in line with the attacker) but not forward at the time of the counterattack.

6. On maegeri attack, Uke can make gedanbarai moving the rear leg at 45° to the right (left taisabaki turn) and with a short suriashi (always in left zenkutzu dachi), the counterattack chudan giakutzuki can be brought with forward suriashi.

A forward Suriashi during counterattack is only allowed after the maegeri block provided that push comes from the back leg and not from the body.



7. On Jokogeri attack, Tori after the yokogeri technique drops in kiba dachi, Uke will perform a rotation with the back leg to the right by 45 ° (taisabaki) and block with left sotouke in fudo-dachi position, he/she will counterattack right giakutzuki in zenkutzu dachi position. If yoko geri is declared chudan the Uke can block with left gedan nagashi but with the same movement as above.

8. On Mawashigeri attack, Uke turns the back leg by 45° in left taisabaki and blocks left Jodan Uchiuke in fudo-dachi position, he/she will counterattack right giakutzuki in zenkutzu-dachi position.

The counterattack must be precise, powerful and with Kiai, but absolutely not hitting the opponent, in the techniques chudan only the "gi" can be touched.

Between an attack and the other at least few seconds have to pass and the athletes must keep moving on the tatami, all attacks and declarations of the technique must be performed while moving; you cannot stop after declaring the attack technique, the still technical positions regard only the Kihon Ippon.

9. The competition will take place with three successive attacks: Jodan, Chudan and Maegeri, they will be performed in Hidari kamae (left guard). In case of a tie the winner will be determined on the basis of the technique YOKO GERI. If athletes will still end with a tie, the Referee judgment will be required as in jiyu kumite.

Attack techniques assigned, in case of a tie, will be determined by the competition program as measured by grade and age, according to the regulations written on table in clause 4.D.b.

During the Jiyu Ippon, to the safety of the (underage) athletes "fake" or movements other than the one that is the basic form of the Kihon are not permitted.

c. Evaluation

The referee judgment will be based on the following criteria :

- Right distance
- Right rhythm
- Right power and speed
- Right form
- Right attack
- Right block and counterattack
- Right kime and kiai

C. Evaluation terminology

a. Right distance

Right distance means the correct assessment of the distance of the opponent made the athlete that attacks that is, if the defender had not executed the step back or suriashi, the attack would have arrived precisely at the position in which the defender was before (the suriashi).

b. Right rhythm

Right rhythm means the ability to move around on the tatami in harmony with the opponent and the ability to lead the attack at the right time and at the right distance, **not in static form** as for Kihon Ippon Kumite, but on motion following the opponent in his movements. The same applies to the Uke.



c. Right power and speed

Right power and speed means the execution of the technique with the power needed to hit the opponent while controlling the blow.

d. Right form

Right form means the correct position of the athletes at every stage of the fighting, both before and after the execution of the attack or block and counterattack. Tori has to attack thrusting the hips forward and slightly bending the front knee without lifting upwards or rotating the front foot. During the execution the rear foot has not to be dragged forward. After the execution of the attack the final position has to be a correct zenkutsu dachi, even with a push forward, the back has to remain straight and not bent forward or backward, outstretched arm and closed fist; and, in the case of the techniques of "geri" the Tori has to return in correct position of the front zenkutsu dachi. Uke has to keep the correct position zenkutsu dachi, to rotate the hips in "Hamni" to block and close them "giaku hamni" in to counterattack, the position and the movement of the torso have to be correct (examples of mistakes: Jodan block bringing the torso back and without opening the hips, counterattacked flexes the torso forward to reach the opponent). Finally, another element of evaluation is the eyes, as it happens in many cases, Uke block looking in another direction or closing his/her eyes for fear.

e. Right attack

Right attack means the "direction and control" of the attack. Jodan must be directed between the nose and the eyes; Chudan must be directed between the sternum and the solar plexus; Maegeri must be direct between the abdomen and the solar plexus, above the belt. It is considered error: to crush down the attack Jodan or to bring the attack Chudan between the sternum and the neck and, in the case of maegeri, to perform a light suriashi forward. It is also error to "follow" the opponent with the attack to demonstrate the ability to "enter". It is also a fault to hit the opponent without control because the attacker must be able to control the blow. The referee judgment shall not consider whether the technique has entered or not, but its proper execution.

f. Right block and counterattack

Right block and counterattack is the ability to block according to the canons of the basic Kihon with kime, rotating the hips and without blinking. The counterattack must be powerful and with Kiai controlling the blow. It is considered error to hit the opponent with power or without control. The counterattack must be precise and although with power, should just touch the opponent or remain within five centimetres from the target. Countering attack at excessive distance is considered error as the lack of control. If "Uke" is out of reach, he/she can perform a light suriashi forward (after the attack maegeri) enabling him to bring a counterattack in the correct form and carry out a suriashi backward to resume the kamae position.

g. Right kime and kiai

For the overall evaluation, the spirit of Karate-Do must be considered. An attack or a counterattack without Kiai and a block without Kime must be considered errors in the same way of a wrong block or of a wrong attack, because the proper muscle contraction and proper breathing are parts of the basic technique. The Kiai without kime are simple "voice" exercises made for "form" but not for "substance".

h. Referee rules

The evaluation of the athletes must take place considering the overall execution as previously explained. The central referee must stop the athletes in case one of the contenders (generally Uke) exits the tatami (Jogai). If Uke clearly exits the tatami due to the fear of Tori attack (Uke moves away from the Tori right distance) the Central



Referee can inflict a "Jogai Ikkai" to the Uke, then he/she will return the athletes on the embusen and repeat the technique. At the second exit the central referee will inflict "Jogai Nikai" and at the third time "Jogai Sankai" and consequently Hansoku Shikkaku.

If before attacking Tori makes fake movements to deceive the Uke, the Central Referee will stop the fighting and inflict Keikoku, then he/she will return the athletes on the embusen and repeat the technique. At the second fake movement the Central Referee will inflict Hansoku Chui and at the third time Hansoku Shikkaku.

If the Jodan attack is brought at chin height, the central Referee must draw the attention of the athletes and the chair Judges, if necessary he/she will make repeat the attack and if it is still brought down the referee will inflict Keikoku. In the event that the Jodan attack is clearly brought putting pressure down to embarrass the opponent in the Ageuke block, the Central Referee will stop the fighting and inflict Hansoku Chui to the attacker, then he/she will return the athletes on the embusen and repeat the technique. If the attack is brought again in the same way the athlete will be disqualified with "Hansoku Shikkaku".

If the athlete will lead the attack without control hitting the opponent with violence, the Central Referee will inflict Hansoku Chui even if the opponent misses the block, since the techniques of attack must be fast, powerful but always controlled. In case Uke, after blocking, counterattacks without control hitting the opponent with violence, the Central Referee will inflict Hansoku Chui. It is Central Referee's discretion to evaluate time to time the severity of the mistake and inflict a simple reminder Keikoku or the Chui.



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c. Table for Penalties in Kumite Competitions

Penalty	IPPON SHOBU 2 WAZAARI (1 ippon)	IPPON HAN SHOBU 3 WAZAARI (1 ippon and 1 wazaari)	SANBON SHOBU 3 IPPON (6 wazaari) (International Finals) 5 minutes
Jogai	<p>1° time AKA (Shiro) JOGAI - IKKAI</p> <p>2° time AKA (Shiro) JOGAI - NIKAI SHIRO (Aka) no penalties</p> <p>3° time AKA (Shiro) JOGAI - SANKAI SHIRO (Aka) NO KACHI</p>	<p>1° time AKA (Shiro) JOGAI - IKKAI</p> <p>2° time AKA (Shiro) JOGAI - NIKAI SHIRO (Aka) no penalties</p> <p>3° time AKA (Shiro) JOGAI - SANKAI SHIRO (Aka) NO KACHI</p>	<p>1° time AKA (Shiro) JOGAI – IKKAI</p> <p>2° time AKA (Shiro) JOGAI - NIKAI SHIRO (Aka) WAZAARI</p> <p>3° time AKA (Shiro) JOGAI - SANKAI SHIRO (Aka) IPPON</p> <p>4° time AKA (Shiro) JOGAI - YONKAI SHIRO (Aka) NO KACHI</p>
Hansoku	<p>1° time AKA (Shiro) KEIKOKU</p> <p>2° time AKA (Shiro) HANSOKU CHUI SHIRO (Aka) no penalties</p> <p>3° time AKA (Shiro) HANSOKU SHIRO (Aka) NO KACHI</p>	<p>1° time AKA (Shiro) KEIKOKU</p> <p>2° time AKA (Shiro) HANSOKU CHUI SHIRO (Aka) no penalties</p> <p>3° time AKA (Shiro) HANSOKU SHIRO (Aka) NO KACHI</p>	<p>1° time AKA (Shiro) CHUKOKU</p> <p>2° time AKA (Shiro) KEIKOKU SHIRO (Aka) WAZAARI</p> <p>3° time AKA (Shiro) HANSOKU CHUI SHIRO (Aka) IPPON</p> <p>4° time AKA (Shiro) HANSOKU SHIRO (Aka) NO KACH</p>
Mubobi	<p>1° time AKA (Shiro) MUBOBI - IKKAI</p> <p>2° time AKA (Shiro) MUBOBI - NIKAI SHIRO (Aka) no penalties</p> <p>3° time AKA (Shiro) MUBOBI - SANKAI SHIRO (Aka) NO KACHI</p>	<p>1° time AKA (Shiro) MUBOBI - IKKAI</p> <p>2° time AKA (Shiro) MUBOBI - NIKAI SHIRO (Aka) no penalties</p> <p>3° time AKA (Shiro) MUBOBI - SANKAI SHIRO (Aka) NO KACHI</p>	<p>1° time AKA (Shiro) MUBOBI - IKKAI</p> <p>2° time AKA (Shiro) MUBOBI - NIKAI SHIRO (Aka) WAZAARI</p> <p>3° time AKA (Shiro) MUBOBI - SANKAI SHIRO (Aka) IPPON</p> <p>4° time AKA (Shiro) MUBOBI - YONKAI SHIRO (Aka) NO KACHI</p>



d. Table for Scores in Team Kumite Competitions

Important note: Victory cancels Wazaari's.

A	◎	X	X	X	○	3,5
B	X	○	○	X	X	2,0

Team A wins because, for the same number of victories, it has an Ippon against a Wazaari.

A	◎	X	X	○	X	3,5
B	X	○○	X	X	○	3,0

Team A wins because, for the same number of victories, it has an Ippon against an Awasete Wazaari.

A	◎	X	X	X	○	3,5
B	X	○○	○○	X	X	4,0

Team A wins because, despite the lower score, it has an Ippon.

With the same number of victories, whatever the final score, the team which has more Ippon's (not Awasete Ippon) wins.

A	X	X	X	○○	○○	
B	○	○	○	X	X	

In this case Team B wins for 3 wins at 2 (first number of victories counts)

A	●	X	X	X	○	
B	X	○○	○	X	X	

Team A wins because it has an Ippon for HANSOKU - SHIKKAKU against Awasete Ippon.

Empty table for exercises:

A						
B						

E. JIYU KUMITE

For tournaments of individual kumite competitions, SKAI has adopted the system of Traditional Karate called **Ippon SHOBU** for (Two Wazaari or an Ippon)

a. ENCHO - SEN (match extension) versus SAI - SHIAI (match repetition)

ENCHO – SEN: Match to be held after a competition ends in tie (HIKIWAKE), all Wazaari, HANSOKU, JOGAI MUBOBI of the previous match are considered to decide the winner.

SAI – SHIAI: All previous scores will be canceled and the match will be considered as a new competition. At the end a winner has to be determined, both for decision of the central referee (SHUSHIN), and by consensus of the side judges (FUKUSHIN)

b. HIKIWAKE for Team Competitions

In case of HIKIWAKE (tie), the team with the highest number of Ippon-KACHI is the winner.

All opponents' victories for HANSOKU-MAKE or SHIKKAKU-MAKE will be considered as Ippon-KACHI.

The score of the matches concluded with a defeat will not be considered; between an Ippon KACHI and a two-Wazaari KACHI priority will be given to the Ippon-KACHI.

In case of tie with equal number of Ippon-KACHI, there will be a new match between two representatives of the two teams, through which the winner will be determined.

Any questions or comments will be discussed during the judges' meeting.

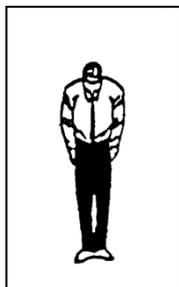
F. SHUSHIN Referee Gestures in Kumite

a. Initial phases and kumite

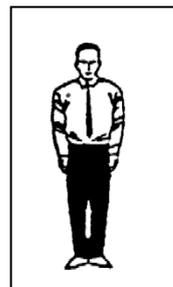
SHUSHIN Referee initial REI:



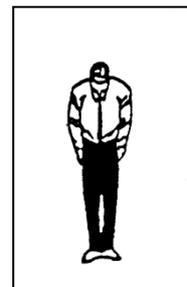
SHOMENI



REI



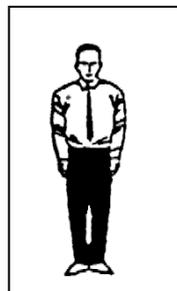
OTAGAI



REI



NAKAE
(one step forward)

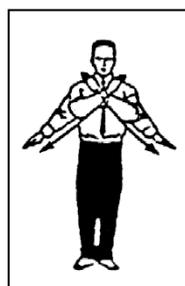


IPPON SHOBU
IPPON HAN SHOBU

The command Hajime at the beginning of the kumite is given in standing position, with your hands at your sides, declaring **SHOBU Ippon HAN**



YAME (no points)



TORIMASEN (stalemate)



TSUZUKETE - HAJIME



松涛館空手道連合会



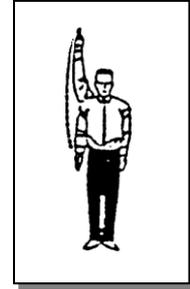
*YAME
(point)*



AKA - WAZAARI



*AKA - NO KACHI
(after 3 wazaari)*



*IPPON
(clear)*



*AKA - HAYAI
(red first)*



AKA - WAZAARI



*UKETERU
(blow on the arm)*



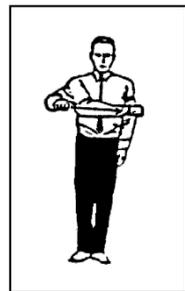
*TORIMASEN
(stalemate)*



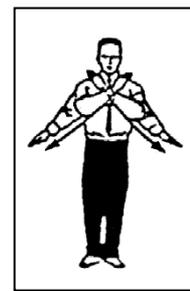
*NUKETERU
(high out)*



*TORIMASEN
(stalemate)*



*NUKETERU
(low out)*



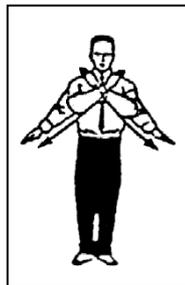
*TORIMASEN
(stalemate)*



松涛館空手道連合会



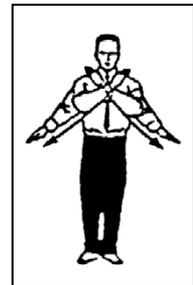
YOWAI
(slow blow)



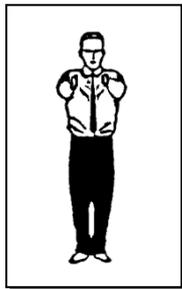
TORIMASEN
(stalemate)



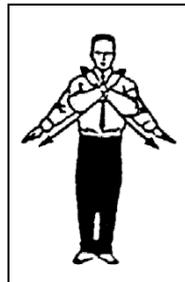
AIUCHI
(at the same time)



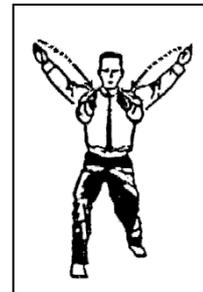
TORIMASEN
(stalemate)



MAAI *(too distant)*



TORIMASEN *(stalemate)*

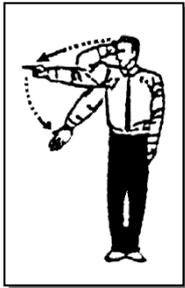


TSUZUKETE - HAJIME

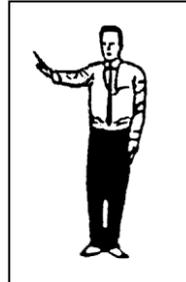


松涛館空手道連合会

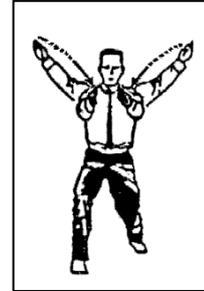
b. Jogai



AKA – JOGAI
(exit from tatami)



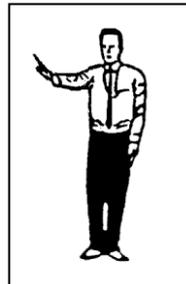
IKKAI
(first exit)



TSUZUKETE - HAJIME



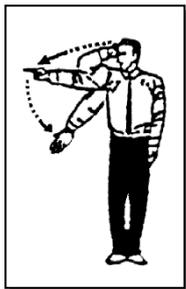
AKA – JOGAI
(exit from tatami)



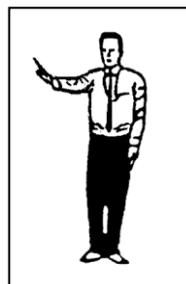
NIKAI
(second exit)



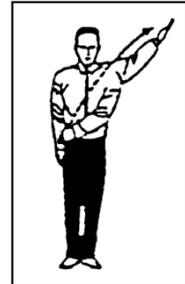
SHIRO - WAZAARI



AKA – JOGAI
(exit from tatami)



SANKAI
(third exit)



SHIRO – NO KACHI

SANBON SHOBU International Finals (5 real-time minutes – 6 wazaari or 3 ippon)

1st Jogai: Ikkai Aka – Warning to Aka

2nd Jogai: Nikai Aka – Shiro wazaari

3rd Jogai: Sankai Aka – Shiro wazaari

4th Jogai: Yonkai Aka – Shiro No Kachi

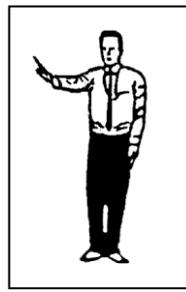


松涛館空手道連合会

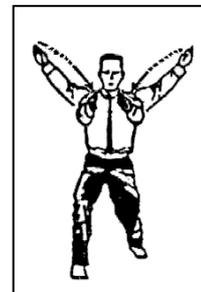
c. Mubobi



AKA – MUBOBI



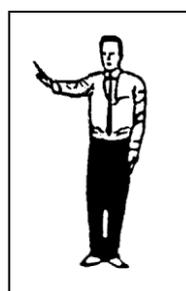
IKKAI (first warning)



TSUZUKETE - HAJIME



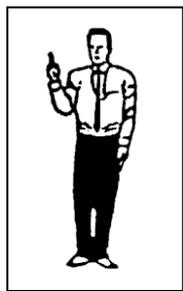
AKA – MUBOBI



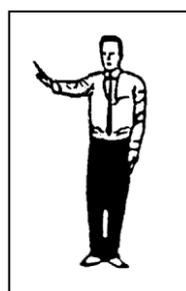
NIKAI (second warning)



SHIRO - WAZAARI



AKA – MUBOBI



SANKAI (third warning)



SHIRO – NO KACHI

SANBON SHOBU International Finals (5 real-time minutes – 6 wazaari or 3 ippon)

1st Mubobi: Ikkai Aka – Warning to Aka

2nd Mubobi: Nikai Aka – Shiro wazaari

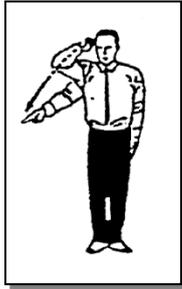
3rd Mubobi: Sankai Aka – Shiro wazaari

4th Mubobi: Yonkai Aka – Shiro No Kachi

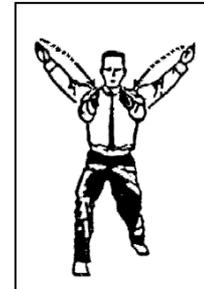


松涛館空手道連合会

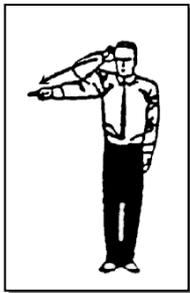
d. Hansoku



AKA – HANSOKU KEIKOKU
(dangerous or unfair technique)



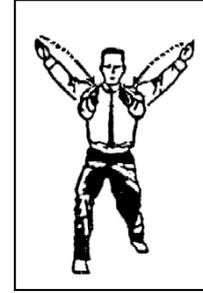
TSUZUKETE - HAJIME



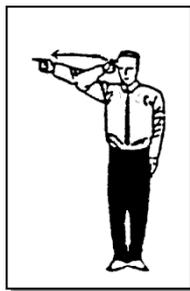
AKA – HANSOKU CHUI
(second time)



SHIRO - WAZAARI



TSUZUKETE - HAJIME



AKA – HANSOKU
(third time)



SHIKKAKU
(more humiliating, for unfair behaviour)



SHIRO – NO KACHI

1. if a blow out of control causes bleeding, immediate disqualification is applied;
2. if the blow is dangerous, you can apply a HANSOKU CHUI, with Wazaari to the injured party

An athlete can win only twice for Hansoku

SANBON SHOBU International Finals (5 real-time minutes – 6 wazaari or 3 ippon)

1st Hansoku: Chukoku – Warning to Aka

2nd Hansoku: Keikoku – Shiro wazaari

3rd Hansoku: Chui – Shiro wazaari

4th Hansoku: Shikkaku – Shiro No Kachi

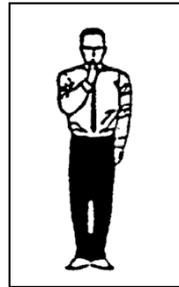


松涛館空手道連合会

e. Final phases



*YAME – SORE MATE
(end of time)*



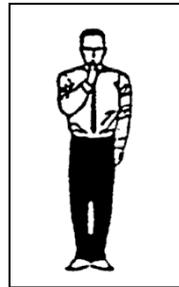
*HANTEI
(exiting one step from tatami)*



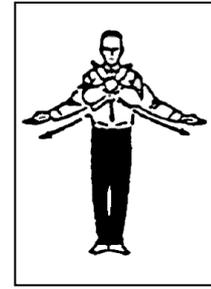
*SHIRO – NO KACHI
(entering again into tatami)*



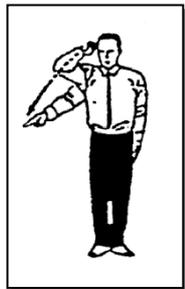
YAME – SORE MATE



HANTEI



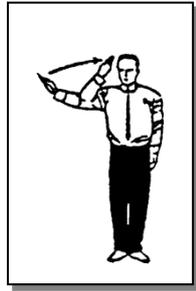
HIKIWAKE (tie)



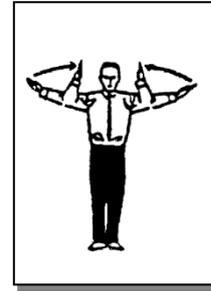
*AKA KIKEN
(Opponent not present)*



SHIRO NO KACHI



FUKUSHIN
(Call of one chair judge)



FUKUSHIN SHUGO
(Call of all chair judges)

HIKIWAKE → *ENCHO SEN* (two minutes extra time), all *Wazaari*, *JOGAI*, *MUBOBI*, *HANSOKU* of the previous match will be counted;

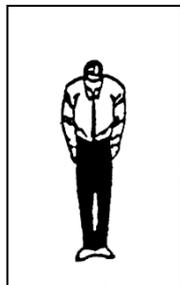
If after *ENCHO SEN* the score remains tie (*HIKIWAKE*) there will be a new match (*SAI SHIAI*); all the previous scores will be erased and the match will be considered as a new competition.

G. FUKUSHIN Referee Flag Gestures in Kumite

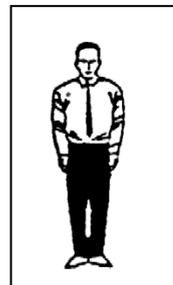
SHUSHIN Referee initial *REI*:



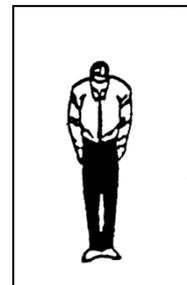
SHOMENI



REI



OTAGAI



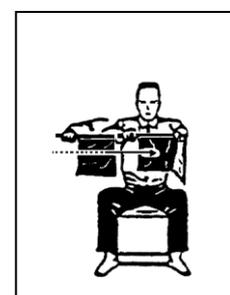
REI



WAZAARI



IPPON



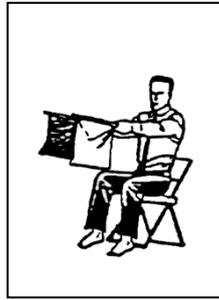
AKA – HAYAI (red first)



松涛館空手道連合会



TORIMASEN

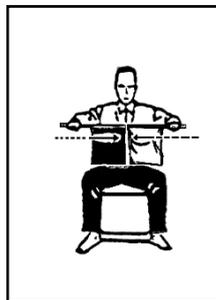


MAAI

Too distant



TORIMASEN

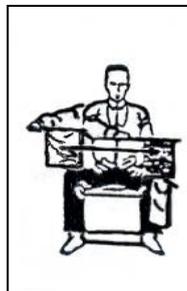


AIUCHI

At the same time



TORIMASEN

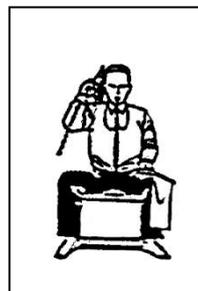


NUKETERU

Chudan technique ou



TORIMASEN



NUKETERU

Jodan technique ou



松涛館空手道連合会



TORIMASEN

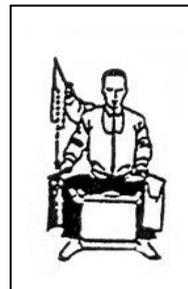


UKETERU

Blow on the arm



TORIMASEN



YOWAI

Slow or soft blow



KEIKOKU
(small circle)



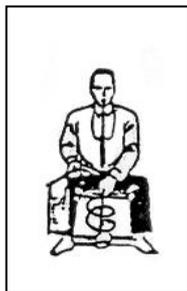
CHUI
(small circle)



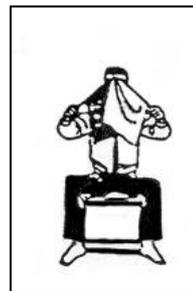
ANSOKU
(wide circle)



JOGAI



MUBOBI



MIENAI

Note: The decision of the SHUSHIN (Central) Referee in **KUMITE** and in **ENCHO SEN** worths 1 point as in the **SAI SHIAI** match.

H. Scores and Symbols for Team Kumite

Clear IPPON		2,5 points
IPPON for HANSOKU – SHIKKAKU		2,0 points
IPPON for 2 WAZAARI		2,0 points
WAZAARI		1,0 points
HIKIWAKE (tie)	X	0,0 points

For the scoreboard see clause 2.B.b.



5. Competition

Title I: Competition Regulations

Article 1: Competition Area

1. The competition area must be chosen on a flat surface. Care must be taken to avoid any dangerous condition.
2. The competition area is formed by a square of eight (8) meters per side plus further two (2) meters.

Article 2: Dress Code

1. Contestants must wear a white Karate-gi. During the competition the contenders are identified by a red and white belt placed upon their own belt.
2. Contestants must have their nails trimmed short. Wearing metal objects or any other object that can inflict injury to the opponent is forbidden. No protection can be used, as principle bandages or sealing tapes are prohibited, if not approved by the Referee Commission.

Article 3: Kumite Competitions

1. The competition takes the forms of:
(A) Individual Competition (SHOBU IPPON)
(B) Team Competition (Team SHOBU IPPON).
2. The decisions are based on the IPPON or 2 Wazaari rules.
3. As a rule in team competitions, each team consists of (5) five members. The team can also be composed of three (3) or 7 (seven) elements.
4. In team competitions, each fight will be carried out in the same order of registration with which the contenders have been previously recorded.
5. In team competitions, the one with the highest number of individual victories wins the match.
If the number of wins is the same for both, the team with the highest number of Ippon KACHI wins.
If the number of Ippon KACHI is the same for both teams, the decision of the victory is given by a match between representatives from each team selected by COACH (the athlete with greater chance of victory will combat). This fight will be repeated until reaching the final decision (as in the individual Kumite).
6. The formulas for the individual and team Kumite, are indicated in the present Title.

Article 4: Kata Competitions

1. The competition takes the forms of:
(A) Individual Competition
(B) Team Competition.
2. In the team competition, as a rule, each team consists of three (3) members.
3. The invitation Kata takes place using the method of KO-AKU (red versus white) for the preliminaries and the scoring method for the finals (Tokui Kata). For the team competition is recommended only the scoring method.



4. The competitions are carried out both with compulsory Kata (Shitei Kata, and by choice (Tokui Kata); or combination of both conditions (eg. Shitei Kata for the preliminaries and Tokui Kata for the semifinals and final).

5. In the case of the scoring method, when the result is a tie, the referees decide whether to base the final decision on execution of a decisive match or on the sum of scores.

6. As a rule, for the decisive phase of Tokui Kata, the execution of the same Kata is not allowed (unless is otherwise decided by the Referee Commission or by the competition regulation).

Article 5: Referee, Judge and Commissioner

1. A Kumite competition is followed by the following previously appointed referees:

1 (one) Central Referee (SHUSHIN)

4 (four) Chair Judges (FUKUSHIN)

2. A Kata competition is followed by the following previously appointed referees:

1 (one) Central Referee (SHUSHIN)

6 (six) or 4 (four) Chair Judges (FUKUSHIN)

3. To supervise the competition, a Commissioner is appointed. In the Kata competitions, the Commissioner may be replaced by the Shushin Referee.

Article 6: Behavior in Kumite Competitions

1. The SHUSHIN referee declares the start of the fight announcing "SHOBU Ippon - HAJIME", without any gesture.

2. The SHUSHIN referee declares the end of the fight announcing "SORE MADE". The contestants must immediately stop the fighting and return to the assigned position to wait for the decision of the judges.

The Central Referee is empowered to fully control the progress of the fight and he/she has a "flag" point as all the chair judges.

Article 7: Duration and Scoring in Kumite Competitions

1. As a rule, the duration of a Kumite is 2 (two) realtime minutes.

2. An extension of the fight, in case of tie, is given only once by a further "ENCHO - SEN" 1 (one) minute. During ENCHO - SEN, the previous match Wazaari and penalties are summed up.

3. If the result after the extension time is still equal, the competition has to be repeated (SAI - SHIAI) as a new matcht giving other two (2) minutes. Judging this match repetition the Referee and the Judges have to do any effort to determine the winner, by Referee decision or by general consensus of the Judges.

4. The 2 (two) minutes time given to each match begins at the Referee declaration "SHOBU Ippon - HAJIME", all fighting breaks are excluded from the time counting.

IPPON worth two and a half points in any competition, in case of a tie, both ENCHO SEN and SAI SHIAI, wins the Ippon without previous Wazaari (as in Shobu Ippon).

Article 8: Decisions in Kumite Competitions

1. The decision to determine the winner has to take into account only the Ippon and Wazaari of the contenders. Withdrawals from the competition, due to bruises and other reasons not attributable to the contenders themselves, result as a lost for abandonment.



2. The attacks must be controlled and limited to the following areas:

- (a) Head
- (b) Neck
- (c) Chest
- (d) Abdomen
- (e) Back

Article 9: Criteria to determine Ippon in Kumite Competitions

1. An Ippon is awarded when a technique is accurately and effectively performed targeting designated areas of the opponent, who is not able to defend himself. The execution of a technique brought simultaneously to the call of the end of the match is considered valid.

2. An Ippon is not awarded in the following cases, even if the technical execution is correct:

- (a) An attack that is not performed simultaneously with the opponent projection;
- (b) Insufficient ZAN – SHIN.

Article 10: Decision Criteria in Kumite Competitions

1. In the absence of any Ippon or Wazaari the match ends in a draw (HIKIWAKE). In SAI - SHIAI (re-match) the penalties (JOGAI, KEIKOKU etc.) are taken into account.

2. In SAI - SHIAI, if the match still ends with a tie, in the absence of penalties, the winner will be evaluated on the basis of the merit, based on the actions during the confrontation.

Article 11: Forbidden Actions and Techniques

- (a) Execution of techniques with violent contact.
- (b) Attacks with nukite, attacks to the groin, eyes, or using the head to strike.
- (c) Take hold, shake and bump without technical purposes.
- (d) Technical Projection dangerous or attacks to the joints.
- (e) Insults, abuse or provocations among the contenders.

Article 12: Bans for Hansoku or Shikkaku

1. Repetition of executions or attempted prohibited techniques lead to disqualification for HANSOKU.

2. The following cases result in the immediate disqualification of the contender for HANSOKU:

- (a) When the contender does not obey the Referee.
- (b) When the opponent is wound for a direct contact.
- (c) When the contender shows excessive emotional excitement in the defense that in the attack.
- (d) When the contender intentionally ignores the prohibition of dangerous technical actions.
- (e) When the contender commits JOGAI for 3 (three) times.
- (f) When the contender commits MUBOBI for 3 (three) times.
- (g) When the contender commits HANSOKU (See rules for Hansoku).
- (h) When the contender continues violating of the rules of the competition.

Article 13: Injuries and accidents during the competition

1. When the contender asks for a suspension of the competition in progress, due to the occurrence of one of his wounds, and the impossibility of continuing the competition is clear, the contender is declared defeated (KIKEN).



Article 14: Behavior in the direct elimination Kata competitions

1. The Referee invites two contenders to enter the competition area (Nakae), the two contenders greet (REI) and wait in the assigned position (Embusen), the referee will choose a Kata among Heian, Sentei, or other Kata category (according to the type of competition and previously established by the Judges Commission).
2. The Referee announces the name of the Kata that the contenders have to repeat, then the competition starts. Finished the exercise, the contenders await the final verdict of the Referee (SHUSHIN), and the invitation to leave the competition area.
3. The winner goes immediately at the table of the registration clerk to confirm their names.

Article 15: Behavior in the Tokui Kata competitions

1. The Referee invites the contender to enter the competition area (Nakae), the contender greets (REI), declares the name of the Kata that the Referee repeats or refuses, then the exercise begins.
2. Finished the execution, the contender waits at in the assigned position for the Judges' decision (score), then the call to exit the tatami.

Article 16: Evaluations in Kata Competitions

1. In KO - AKU (red versus white) competitions, the referee declares the winner, considering its decision simultaneously with that of the Judges.
2. The Referee evaluates the draws as valid judgements, to be considered as the white or red flag for the score.
3. In the score method, the highest and the lowest score are discarded from the total indicated by the Judges / Referee, the remaining results added, will give the total reached by the competitor.

Article 17: Decision Criteria in Kata Competitions

1. The three principles of Kata performance must be clearly executed:
 - * Precise application of force;
 - * Fluency of movements;
 - * Flexibility of the body.The movements must be performed in the correct sequence. The characteristic of each Kata must be clearly understood, including the meaning of each movement. The performance have to be made with appropriate control and high spirit.
2. The contender can be disqualified if:
 - (a) performs a Kata different from the announced one;
 - (b) In the middle of an execution passes to a Kata different;
 - (c) The execution is not continuous;
 - (d) commits many mistakes.
3. The following cases are subject to penalty:
 - (a) Forgetfulness or misplacement of KIAI;
 - (b) Excessive displacement from the Embusen (performance line);
 - (c) A "not very clear" technique;
 - (d) Excessive loss of balance;
 - (e) Karategi overly messy during performance.



Article 18: Protests and Complaints

- 1. No contender can directly address a protest about judgment to the referees.*
- 2. Where the decision taken by the Judge / Referee seems to contravene the rules of the competition, protests can only be made to the Commissioner by the coach or the team representative.*
- 3. When a conclusion can not be reached by means of the above rules, or when an interpretation of the rules is controversial, the decision may be reached by consensus of all judges / referees and the Commissioner of the competition. Further explanation will be given by the Head of the Referees Committee.*

Article 19: Other regulations

- 1. When a contender receives two (2) wins for opponent HANSOKU because of injuries, he/she can be prevented to participate in further Kumite for the day, this in order to protect the competitor from further hurting (you can win only 2 times for Hansoku opponent).*
- 2. In principle, women and juniors (under 18) may only participate in competitions of Kata, Kihon Ippon Kumite, Jiyu Ippon Kumite, unless otherwise approved by the Executive Committee of the Tournament.*
- 3. All competitions that do not adopt the above rules, are not considered official competitions of SKAI, unless otherwise approved by the Executive Committee.*

Title II: Judging Regulations

Article 1: Scope

These rules are set to define the authority of the judges / referees and to standardize judgement methods for competitions made under the authorization of SKAI.

Article 2: Decisions

Judges / Referees take the win or lose decisions based on the rules of Traditional Karate competitions.

Article 3: Organization of the list of Referees

The list of referees for the Kumite competition consists of one (1) SHUSHIN Referee and four (4) FUKUSHIN Judges. The list of referees for the Kata competition consists of one (1) SHUSHIN Referee and four (4) or six (6) FUKUSHIN Judges.

In addition, in order to facilitate the operations of the competition, some persons are appointed as timekeeper, announcers and writers.

Article 4: Powers and duties of judges / referees in Kumite competitions

Rights of Judges / Referees:

- 1. The SHUSHIN referee conducts the competition, announcing the beginning and the end. The Referee announces the assignment of Ippon and Wazaari with the terminology and gestures of the case. The Referee announces HANSOKU, SHIKKAKU and warns CHUI. He also declares further decisions such as expulsion from the competition of the contenders (TAI - JYO) or suspension of the competition itself. The Referee has the right to one (1) vote for each decision point and can call the Judges in consultation. The referee also has the power to decide a further extension of the competition.*



2. The FUKUSHIN Judge is equipped with a red and a white flag and a whistle, sits at the designated position along the competition area. The judge helps the Referee declaring its decision: Ippon, Wazaari, Jogai, etc., using flags and whistle. The judge is entitled to one (1) decision point only.

Article 5: Declaration of start, end or suspension of Kumite competitions

1. The Referee takes the designated position and declares the start of the competition by announcing: SHOBU Ippon HAN - HAJIME 'in the case of individual competition or SHOBU Ippon Kumite - HAJIME' if team Kumite competition.

2. When the Referee recognizes a technique execution meritorious of Ippon or Wazaari, stops the match saying "YAME", and orders the contenders to return to their places in their respective positions "MOTO NO ICHI", he/she returns to the starting position to indicate the winner and gives the end of the match.

3. When the Referee recognizes a technique execution meritorious of Wazaari, but insufficient for Ippon Kachi, stops the match saying "YAME", and orders the contenders to return to their places in their respective positions, he/she returns to the starting position and assigns the Wazaari, then he/she orders the immediate resumption of the match announcing "TSUZUKETE HAJIME". Getting two (2) Wazaari or one (1) Ippon, a contender builds his victory and so the match is over.

4. When the competition ends, even with no points, the referee stops the match saying "YAME - SORE MADE", returning to its initial position (slightly outside the tatami) and gives the time to the judges to take their decision. After asking "HANTEI", with the whistle he/she gives the signal to the judges to raise their flags announcing their decision (a long whistle followed by a short, another whistle to lower the flags). Then the Referee, adding its decision with that of the Judges, enters a step in the competition area and pointing with the hand to the winner, announces AKA NO KACHI (Red wins) or SHIRO NO KACHI (White wins).

5. In the following cases, the Referee stops momentarily the match saying "YAME" and then resumes it saying "TSUZUKETE - HAJIME":

(A) When both contenders go out from the tatami or when a judge indicates JOGAI with the whistle, the Referee returns the contenders to their original positions, assigns any JOGAI or CHUI and restarts the match;

(B) When a contender has to put back in order the Karategi;

(C) When a contender has violated or shows he/she wants to violate the rules, as well when a Judge recalls the contender for this purpose, the Referee must stop the match immediately, then he/she needs to admonish, or give HANSOKU (having consulted the Judges);

(D) When a contender is in a state of MUBOBI, or when a judge's call is made to this purpose, the referee stops the match immediately, warns CHUI after consulting the Judges (if Chui is declared, in any case, a Wazaari have to be assigned to the opponent);

(E) When a contender has injuries or illness and is unable to continue, the referee stops the match, consult the judges, then decide whether to continue.

6. The Judge is responsible for the action of the contenders in the field of vision. He reports to the Referee with whistle and flags the following cases:

(A) The recognition of an Ippon or Wazaari;

(B) The recognition of an impropriety or the intention to commit one by one of the contenders;

(C) The discovery of an injury or illness before the intervention of the Referee.

(D) The tatami exit of a fighter;

(E) Other reasons when necessary.



7. In the event of disagreement between the Referees and Judges, for cases concerning Article 6, the judge is authorized to discuss the matter with the referee to get the consent of the other Judges. If the disagreement remains, the Commissioner provides the final decision.
8. The judge may make a decision independently with a careful estimate of the contenders.
9. The judge at the HANTEI request made by the Referee, declares its decision without any delay.
- 10 The timekeeper must signal the fight end with a thirty (30) seconds notice by means of a bell.

Article 6: Powers and duties of judges / referees in Kata competitions

The Judge / Referee, is authorized and responsible for the following decisions:

- (A) in KO AKU (red versus white) method, the referee will choose the Kata to be performed and announces it to the contenders. At the end of the execution, the Referee asks the Judges to declare their decision with flags, then he/she declares the winner.
- (B) In the score method, the referee will choose the Kata, or repeats the name in case of TOKUI KATA. After execution, the Referee declares his score at the same time the judges do. To penalize or disqualify a contender, the Referee shall convene the Judges.
- (C) The judge declares his decision to victory in both KO AKU and score methods, always after HANTEI Judgement. The judge is responsible for evaluation in their field of sight, when the judge considered a penalty or suggest a SHIKKAKU, reports it to the Referee with whistle and flag, then he/she goes to the Referee for an explanation.
- (D) When a contender has violated or shows he/she wants to violate the rules, the referee immediately stops the competition. The same behavior is adopted when a judge priority calls the Referee for a SHIKKAKU decision or statement.

Article 7: Protests addressed to the Commissioner and New Judgement

When a protest is directed to the Commissioner (KANSA YAKU), the referee is required to present explanations as representative of the Judges. When a New Judgement is required by the Commissioner, the judges / referees should consult for a review of the decision.

Article 8: Commissioner

For each competition a Commissioner is assigned in order to supervise the proceedings of the competition itself, examining the decisions taken by the Judges / Referees.

The Commissioner is authorized to make recommendations to the Referee.

When a protest is lodged by the contender authorized representative (eg. Coach), the Commissioner immediately stops the competition, examines the validity of the protest asking for explanation to the referee and, when the claim is considered valid, can ask the judges a new judgment for a review of the decision.

In Kata competitions, the Referee may hold the office of Commissioner.

Article 9: Other regulations

1. Competition participants, team captains and coaches, can not be appointed as judges / referees.
2. Executive must give its approval if a competition can not be carried out with the indicated regulation.



Title III: Arbitration Rule Regulations

Article 1: The Referee

1. The Referee, may reject the recognition of a technique performed by an insecure contender, if reported by only one Judge. The Referee, at its discretion, continues the match without interruption.

The Referee must stop the fight when the request is persistent or it is made by more judges. In this case, they convene to make a decision.

2. When four (4) Judges signal a Wazaari, the Referee can not reject the decision nor may declare an Ippon. Ippon can be awarded only when the majority of the Judges agree with the Referee (after consultation).

Article 2: Start and stop

Only the referee is entitled to declare the start and stop of the competition. The contenders can not stop the competition by themselves. Every attack (Wazaari, Jogai, Ippon etc.) made after the declaration of stop is not considered valid and must have no influence on HANTEI. Each attack made deliberately after the stop is subject to decision of HANSOKU.

Article 3: No Yame

If the referee does not declare YAME, the competition must go on even if the contenders go out from the competition area.

Article 4: Judge / Referee substitution

When a Judge / Referee declares themselves unfit for accident or other reasons, the Commissioner and the Chief Judge shall appoint a substitute.

No part of the list of Referees can be varied by the Judge / Referee (only by the Referee Commission or the Competition Commissioner).

Article 5: Stop of contenders

A too close combat can cause the interruption by the Referee. When no action is taken by the contenders or when the competition field is restricted, the contenders must be stopped.

Article 6: Confusion

In a competition in a state of confusion, without exchange of techniques, the Referee may intervene, stopping the competition and bringing back the contenders on their initial positions. The referee may also stop when the contestants use their hands to hold on.

Article 7: Official terminology

The official terminology (in Japanese language) used by the referee, as well as gestures, is indicated in the tables "RULES OF COMPETITION"

Article 8: Official gestures

The official gestures used by the Judges, is indicated in the tables "RULES OF COMPETITION "

Article 9: HANTEI decisions

To reach "HANTEI" decisions, the referee applies the standards defined in the tables "RULES OF COMPETITION", including the indications provided by the Judges.



Article 10: Code of Conduct

The code of conduct for the Judge / Referee is:

- (a) Be neutral and serene*
- (b) Demonstrate dignity and profession*
- (c) Draw attention to the observation of the development of the competition and exercise detailed decisions for each technique of the contenders.*
- (d) Not talk to the judges / referees or contenders, exception is to the Commissioner.*
- (e) Clothing: BLUE pants suit and socks, BLACK leather shoes, Federal tie, WHITE shirt (the colour and the length of the sleeves on special occasions is decided each time by the tournament Committee). They should not wear watch, cuffs, brooches or objects that may hurt the contenders.*
- (f) The behavior of the Judge / Referee has a serious effect on the complete success of the competition. Refined, precise and well-articulated manners are required.*

Article 11: Injures

- 1. When a contender is injured, the Referee shall immediately stop the match and then take appropriate actions.*
- 2. When the medical officer or the Referee conclude that the injured contender is unable to continue the competition due medical reasons, the fight must be stopped and injured contender is not allowed to continue the competition anymore.*

Article 12: Other regulations

In Kumite competition, the registration clerk identifies the name of the contenders, records and notifies the decisions made by the Referee.

In Kata competition, the registration clerk takes note of the names of the contenders, appoints the Kata, calculates and announces the score, recording also the decisions of the Commissioner.

These recordings become official only when approved by the Commissioner himself.