



松涛館空手道連合会

Shotokan Karate-Do Alliance International e.V.

Referees and Judges Rules

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1. Referee Categories

A) 3rd Category: Local Referee / Judge

The **3rd category Judge** can arbitrate local *Kata* competitions and regional championships (at the discretion of the Commission), as corner Judge for athletes from 9th *kyu* to 1st *kyu*, in case of *Ko- Haku* and score.

The qualifications required are:

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

B) 2nd Category: Regional Referee / Judge

The **2nd category Referee / Judge** can arbitrate as corner Judge in *Kumite* and as Referee in *Kata* competitions (9th *kyu* to black belt) in case of *Ko- Haku* and score; moreover he/she can be responsible of the jury table concerning the *Kata scoreboard*. He/she can also arbitrate national championships (at the discretion of the Commission), as corner Judge in *Kata* competitions, in case of *Ko-Haku* and score.

The qualifications required are:

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

C) 1st Category: National Referee / Judge

The **1st category Referee / Judge** can arbitrate national championships as Referee (*Shushin*) in both *Kata* and *Kumite* competitions; moreover he/she can hold the responsibility of his/her own *Tatami* or can oversee someone else's *Tatami*. In any case, the Commission will indicate the roles of Referee (*Shushin*) and corner Judges (*Fukushin*).

The qualifications required are:

- a) Instructor qualification (minimum 3rd *Dan*)
- b) Knowledge of all *Shotokan* style *Katas*
- c) Terminology and gestures as Referee 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 / Judge

D) Referee / Judge Dress Code

1. At official events, the Referee / Judge shall wear the following:

- * 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;
- * Classic grey trousers;
- * BLACK classic leather shoes (no sneakers or jogging shoes);
- * BLACK socks;
- * BLUE Jacket - both for winter and summer;

2. At tournaments, the Referee / Judge shall wear:

- * *Karate gi* jacket (with SKAI badge on the left chest)
- * BLACK *Hakama*
- * Personal WHISTLE

Important note: Each Referee or Judge shall be in possession of his / her SKAI **Passport** and **Diploma qualification**.

2. Rules for Referee / Judge Courses and Events

A) Rules Referee / Judge Courses

1. Aspiring Referees / Judges must send (directly or through their instructor / *sensei*) the application 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 / Judges must have been at least 1st *Dan* black belt for two years.
3. The aspiring Referees / Judges must 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 seminars (summer and winter).
5. Requirements to take the exam:
 - Integral knowledge of the present "SKAI Referee and Judge Regulation";
 - Integral knowledge of Referee / Judge gestures;
 - Language skills (Referee / Judge terminology);
 - Ability to lead full competitions both in *Kata* and *Kumite*.

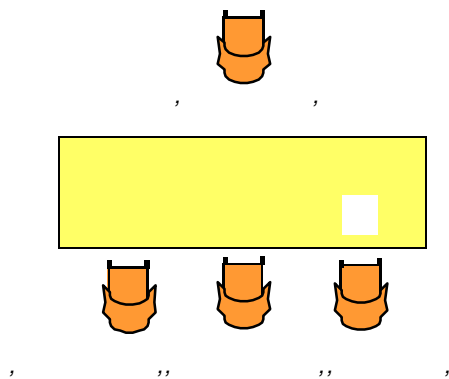
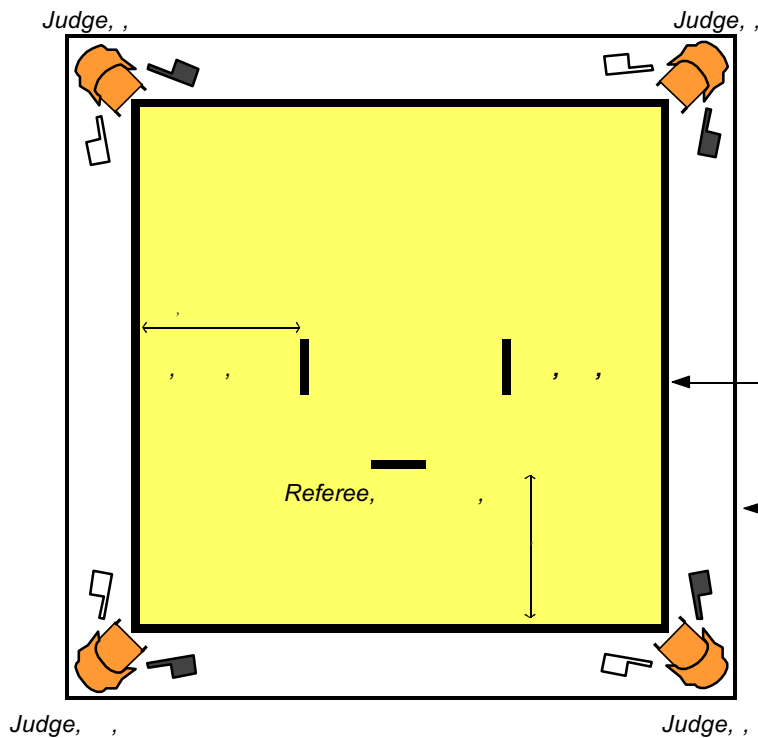
The exams will be based on oral and practice tests.

B) Event Rules

6. Aspiring Referees / Judges who passed the exam must follow the "SKAI Referee and Judge Regulation"; if convoked, they must attend all the events organized by SKAI. In case of non-availability they must inform the Commission which will replace them. During the event they have to meet the Referee / Judge Dress Code as defined in the paragraph 1.D.

7. As SHUSHIN and FUKUSHIN, shoes or socks should never be worn.
8. The Referees / Judges convoked for the events by the Commission will receive a refund equal to the cost of a 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. In any case Referees / Judges must help avoiding any incident and contribute to a smooth course of the event. They shall participate in drafting the scoreboards and records of the *Tatamis*; Judge with serenity, impartiality and without favoritism or prejudice.
10. The competition can only take place if the participating athletes are covered by insurance and if there is a 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 case of an accident, not only the competition director is responsible but also the central Referee of the *Tatami* where it happened. If a Referee (*Shushin*) finds that one of the conditions mentioned above is not met, he/she must inform the organizers and stop the event. In these cases, the federation / organization is not liable.
11. No claim about Referee behavior and judgment can be addressed by athletes. In the case of evident partiality of the Referees / Judges, 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 assesses the case after hearing the parties. It can recall, suspend or expel the guilty Referee.
12. If an athlete, 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 Referee (*Shushin*) has the power to dismiss or expel the person in question. If the offender is a participating athlete, he/she may also be expelled from the competition. A written report shall be addressed to the Disciplinary Committee which after having evaluated the facts and circumstances, will take the appropriate measures. Similar measures will be taken against the instructor who allows or instigates such behavior of athletes, group of supporters, fans, family members etc. This is to allow a smooth progress of an event and to avoid compromising the image of the federation /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 rolls 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*

b. Scoreboard for *Kumite*

c. Hierarchy

c. Hierarchy

1. Referee commission
2. Commissioner
3. Referee
4. Judge

d. Terminology used by Shushin (Referee)

Item	Japanese Term	Explanation
1	AWASETE IPPON	2 <i>Wazaari</i>
2	AKA	Red
3	AIUCHI	At the same time
4	ATO SHIBARAKU	Last 30 seconds
5	CHUI	Admonition and <i>Wazaari</i> to the opponent
6	CHUKOKU	First Admonition of <i>Hansoku</i> , only in <i>Shobu Sanbon</i>
7	ENCHO SEN	Still one (1) minute
8	EMBUSSEN	Starting point
9	FUKUSHIN	Corner Judge
10	FUKUSHIN SHUGO	Call Judges
11	IPPON	2.5 Points in team <i>Kumite</i> competitions
12	IKKAI	First <i>Jogai</i> or <i>Mubobi</i>
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	NUKE	Strike not on target
21	NIKAI	Second <i>Jogai</i> or <i>Mubobi</i>
22	NO KACHI	Winner
23	OTAGAI NI	Greeting among athletes
24	REI	Greeting
25	SANKAI	Third <i>Jogai</i> or <i>Mubobi</i>
26	SAI SHIAI	Rematch
27	SHIRO	White
28	SHOMEN NI	Greeting to the audience
29	SHIKKAKU	Disqualification
30	SHUSHIN	Central Referee
31	SHOBU IPPON	Team <i>Kumite</i>
32	SOREMADE	End of the match
33	TORIMASEN	Null action (no points)
34	TSUZUKETE	Continue
35	UKE	Hit on the arm
36	WAZAARI	One (1) point
38	YOWAI	Weak or soft blow
39	YONKAI	Fourth <i>Jogai</i> or <i>Mubobi</i> , only in <i>Shobu Sanbon</i>
40	YAME	Stop
41	KEIKOKU	Warning
42	KIKEN NI YORI	The athlete retired from the match or not presents himself on the <i>tatami</i>

3. Rules for *Kata* and *Kumite* Competitions

A) Preliminary *Kata* Competitions (Flag)

1. In *KO - HAKU* (red versus white) competitions, if the Referee asks for the corner Judges' decisions, he/she evaluates the corner Judges' decisions without rising his/her own flag. Having in mind that his/her evaluation adds another single point, he/she issues the judgment with a single gesture after the Judges have lowered their flags.

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 fact, a victory is given by three Judgements of the same colour (WHITE or RED) including the assessment of the Referee associating his / her 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 the competitors, the Referee will call first him/her alone and then he/she will decide whether it is appropriate to gather also the other Judges.

B) Final *Kata* Competitions (Points)

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 considered, if it is still tie, the highest score of the three remaining results is considered, if even in this case there is a tie the competitors have to repeat the same *Kata*.

C) Preliminary and Final *Kumite* Competitions (Flag)

SHOBU IPPON: Two *Wazaari* or one *Ippon*

Length of *Kumite* fights and value of the scores:

1. The length of each fight is two (2) actual minutes.

2. In case of a tie, there will be an extra-time of 1 (one) minute which is called "ENCHO - SEN" There will be only one "ENCHO – SEN". Previous *Wazaari* and penalties are summed up.

3. If the result after the extra-time is still tie, there will be a new two (2) minutes fight (SAI - SHIAI). 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 IT IS RECOMMENDED NOT TO DRAW, this applies to the central Referee as for the corner Judges. The Referee score one in SAI SHIAI.

D) Score Examples

a. Kata Flag Table

	Corner Judge	Referee	RESULT	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	● ○ X	HIKIWAKE	
8.	○ X X ●			
9.	○ X X X			
10.	● X X X			
11.	○ ○ X ●	● ○ X	HIKIWAKE SHIRO HIKIWAKE	Group of cases in which more than one result is possible
12.	● ● ○ X	● ○ X	AKA HIKIWAKE HIKIWAKE	
13.	○ ○ ● ●	● ○ X	AKA SHIRO HIKIWAKE	
14.	○ ○ X X	● ○ X	HIKIWAKE SHIRO HIKIWAKE	
15.	X X ● ●	● ○ X	AKA HIKIWAKE HIKIWAKE	

○: SHIRO ●: AKA X: HIKIWAKE

Important note: The Referee scores one point as the 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 three different evaluations (sum of the remaining three scores).

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

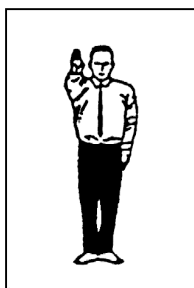
- ☐ consider the lowest score of the remaining three with the best rating, or
- ☐ consider the highest score of the three with the best rating.

Question 2: Which of the three passes the turn?

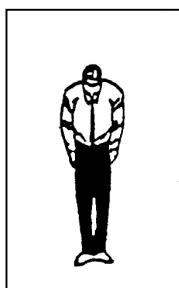
- ☐ AKA
- ☐ SHIRO 1
- ☐ SHIRO 2

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

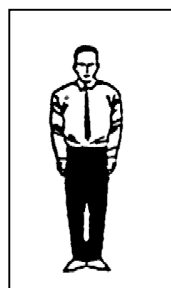
SHUSHIN Referee initial REI:



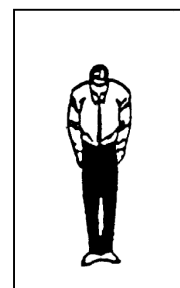
SHOMEN NI



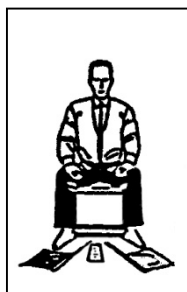
REI



OTAGAI NI



REI



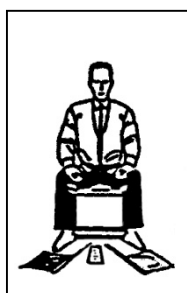
Declares KATA



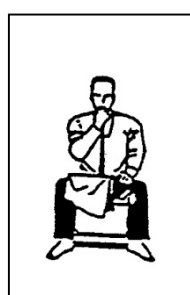
HANTEI



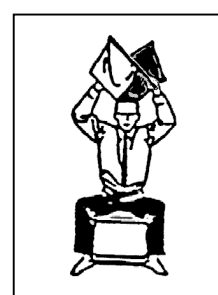
SHIRO NO KACHI



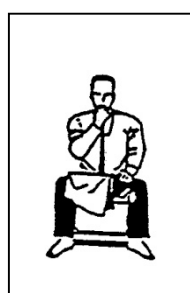
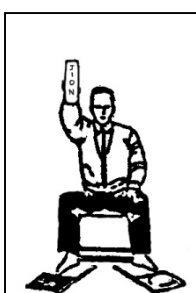
Declares KATA



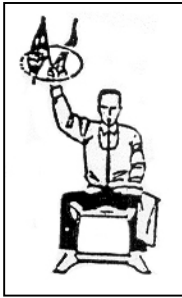
HANTEI



HIKIWAKE



Draw KATA



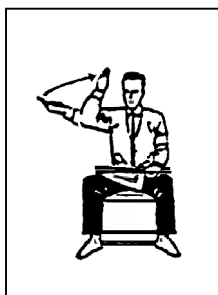
HANTEI



SHIRO NO KACHI



AKA technical mistake



HANTEI

SHIRO NO KACHI

FUKUSHIN SUGO

FUKUSHIN SUGO



AKA SHIKKAKU
(AKA failed *Kata* execution)

SHIRO NO KACHI



AKA KIKEN
(AKA does not present himself)

SHIRO NO KACHI

4. Kumite Regulations

A. KIHON IPPON

a. Preface

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* and *Maegeri*. The techniques *Yokogeri* and *Mawashigeri* are complementary in case of a tie according to the categories.

b. Execution

In *Kihon Ippon* all attack techniques are announced. The opponents (*Aka* - *Shiro*) Red and White will proceed to the center of the *Tatami* indicated by the *Embusen* of *Jiyu Kumite*. They will reach the predetermined safety distance and *Aka*, determined by the central Referee, will start first, executing all attack techniques listed in the competition program for their grade and age. After *Aka* has finished his / her attack techniques it is *Shiro* 's turn.

1. *Aka* starts with *Hidari Zenkutsudachi*, putting back the right leg. He / she then declares the technique *Jodan Zuki* or only *Jodan*, waits few seconds and finally will step forward performing the technique *Oizuki Jodan*; this technique must aim between the nose and chin.

The attack must be precise, powerful and with *Kiai*, the right form / posture must be maintained.

Shiro (defending side) starts from *Shinzentai* and steps into *Zenkutsudachi* by putting back the right leg, executing *Age Uke* with his left arm. This is followed by a *Gyakuzuki* as counter attack.

After the counter attack *Shiro* will go forward into *Yoi* position and simultaneously *Aka* will go back into *Yoi* position.

2. *Aka* starts with *Hidari Zenkutsudachi*, putting back the right leg. He / she then declares the technique *Chudan Zuki* or only *Chudan*, waits few seconds and finally steps forward performing the technique *Oizuki Chudan*; this technique must be aiming to the solar plexus and must be precise, powerful and performed with *Kiai*. .

Shiro (defending side) starts from *Shinzentai* and steps into *Zenkutsudachi* attack. After the counter attack *Shiro* will go forward into *Yoi* position and simultaneously *Aka* will go back into *Yoi* position.

3. *Aka* starts with *Hidari Zenkutsudachi*, putting back the right leg. The hands are put into *Kamae* position. He / she then declares the technique *Maegeri*, waits few seconds and finally steps forward performing the technique *Maegeri*. The kick must be brought straight and above the belt (between belt and solar plexus). *Aka* must not follow the opponent. The kick (*Maegeri*) must be controlled.

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

1. If the athlete performs the techniques without control, possibly hitting the opponent with violence, the Referee will inflict *Hansoku Chui* even if the opponent misses the block or does not block at all, since the attacks must be fast, powerful but always controlled. If *Uke*, after blocking, counterattacks without control, hitting the opponent with violence, the Referee will inflict *Hansoku Chui*. The Referee shall evaluate the severity of the mistake and can also inflict a simple reminder *Keikoku* or *Chui*.
2. If the attacking side pushes down the front arm after having performed *Oizuki Jodan*, wanting to embarrass the opponent while he / she blocks with *Age Uke*, or pushes the arm sideways after having performed *Oizuki Chudan*, the Referee will stop the fight and inflict *Hansoku Chui* for the attacking side. The athletes then return to their *Embussen* and will repeat the technique; if the attack is performed in the same incorrect way, the athlete will be disqualified *Hansoku Shikkaku*. This applies to the technique *Maegeri* and other techniques to follow.
3. In the competition, three successive attacks are performed from *Hidari Gedan Barai*: *Jodan*, *Chudan* and *Maegeri*. *Maegeri* is performed from *Hidari Kamae*.
In case of a tie, the winner will be determined based on the technique *YOKO GERI*. If there still is 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*

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 issues the following technical regulations which all instructors, Referees, Judges and athletes have to follow during official competitions.

b. Execution

2. The Athletes must reach the *Tatami Embussen* wearing the *Aka* and *Shiro* (Red and White) belts assigned to them. The Referee (Shushin), before *Hajime*, indicates the athlete who will perform the first attack. It is recommended to always designate *Aka* as first attacker. As for *Jiyu Kumite* the Referee must always keep *Aka* to his right and *Shiro* to his left, while the Judges (Fukushin) hold flags according to the athletes' positions.

3. *Jiyu Ippon Kumite* is a semi-free combat, attack techniques are announced. The athletes move freely on the *Tatami* choosing both, left or right leg forward. After having announced the technique, the attacking side is not allowed to change the leading leg, while *Uke* can block as he/she prefers with free techniques.

4. The attacks can be *Jodan*, *Chudan*, *Maegeri*, *Yokogeri*, *Mawashigeri* and *Ushirogeri*.

5. At *Hajime*, the athletes change into *Kamae*. Both athletes will approach each other until they reach the right distance. The attacking side performs the first attack.

When the attacking side declares the technique *Jodan* and when he/she considers that the distance is right he/she will aim *Oizuki Jodan* direct between the nose and chin 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 must not put pressure down or stretch too far forward. *Uke* will perform *Age Uke* left block and counterattack with right *Gyakuzuki*, 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 declares the technique *Chudan* and when he/she considers that the 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 must not put pressure on the side or stretch too far forward. *Uke* will perform *Soto Uke* left block and counterattack with *Gyakuzuki* right, only *Uke* can make a small *Suriashi* backward (in line with the attacker) but not forward at the time of the counterattack.

6. To block *Maegeri*, *Uke* can make *Gedanbarai* moving the rear leg 45° to the right (left *Taisabaki* turn) and with a short *Suriashi* (always in left *Zenkutsudachi*), the counterattack *Chudan Gyakuzuki* can be done with *Suriashi* forward.

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

7. *Yokogeri* attack: After having performed the attack, the attacker drops in *Kibadachi*, *Uke* performs a rotation with the back leg to the right by 45 ° (*Taisabaki*) and block with left *Sotouke* in *Fudodachi* position, he/she will counterattack right *Gyakuzuki* in *Zenkutsudachi* position. If *Yokogeri* is done *Chudan*, *Uke* can block with left *Gedannagashi* but with the same movement as above.

8. *Mawashigeri* attack: *Uke* turns the back leg 45° in left *Taisabaki* and blocks left *Jodan Uchiuke* in *Fudodachi* position, he/she will counterattack right *Gyakuzuki* in *Zenkutsudachi* position.

The counterattack must be precise (not to hit the opponent), powerful and with *Kiai*, if the techniques aim *Chudan*, the *Karate gi* can be touched.

There has to be a little pause between the attacks, the athletes must keep moving on the *Tatami*. All attacks and declarations of the technique must be performed while moving.

9. There are 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 based on 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.

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

This means that the attacker assesses the distance to the opponent correctly: If the defender hadn't had executed the step backward or *Suriashi*, the attack would have arrived precisely at the position in which the defender was before.

b. Right rhythm

Right rhythm means the ability to move around on the *Tatami* in harmony with the opponent and to perform the attack at the right time and distance, **not in static form** as for *Kihon Ippon Kumite*, but in motion following the opponent in his movements. The same applies to *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 posture of the athletes, both before and after performing the attack or block and counterattack. The attacker has to attack thrusting the hips forward and slightly bending the front knee without lifting upwards or rotating the front foot. While performing the attack, the rear foot must not be dragged forward and the final position has to be a correct *Zenkutsudachi*, even with a push forward, the back has to remain straight and not bent forward or backward, outstretched arm and closed fist; and, in case of the techniques of *Geri*, the attacker has to go back to a correct *Zenkutsudachi*. *Uke* must keep the correct position *Zenkutsudachi*, to rotate the hips in *Hamni* to block and *Gyakuhamni* to counterattack. The position and movement of the torso must 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). Another element of evaluation are the eyes, as it happens in many cases, *Uke* blocks looking in another direction or closing his/her eyes of fear.

e. Right attack

Right attack means the "direction and control" of the attack. *Jodan* must be directed between the nose and chin; *Chudan* and *Maegeri* must be directed to the abdomen, above the belt. It is considered as an error to crush down the attack *Jodan* or to aim the attack *Chudan* between the sternum and the neck. In case of *Maegeri*, it is wrong 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 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 rules of basic *Kihon* with *Kime*, hip rotation and without blinking. The counterattack must be powerful and with *Kiai*, controlling the blow. It is considered an 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 an attack at excessive distance is considered an error as well 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 *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 as a wrong block or a wrong attack, because the proper muscle contraction and proper breathing are parts of the basic technique. The *Kiai* without *Kime* is a simple "voice" exercise made for "form" but not for "substance".

h. Referee rules

The evaluation of the athletes must be done considering the overall execution as previously explained. The Referee must stop the athletes in case one of the contenders (generally *Uke*) steps out of the *Tatami* (*Jogai*). If *Uke* clearly steps out of the *Tatami* because he / she is afraid of the attack the Referee can inflict a *Jogai Ikkai* on *Uke*, then the athletes return on the *Embussen* and repeat the technique. If *Uke* steps out of the

Tatami a second time, the Referee will inflict *Jogai Nikai* and, if it happens a third time, *Jogai Sankai* and consequently *Hansoku Shikkaku*.

If the attacker makes fake movements before attacking in order to deceive *Uke*, the Referee will stop the fighting and inflict *Keikoku*, then the athletes return to the *Embussen* and repeat the technique. At the second fake movement, the Referee will inflict *Hansoku Chui* and at the third time *Hansoku Shikkaku*.

If the *Jodan* attack is aiming the opponent's neck, the Referee must draw the attention of the athletes and the Judges, if necessary he/she will ask to repeat the attack. If it still aiming to the chin, the Referee will inflict *Keikoku*. If the attacker pushes down the attacking arm after having performed the *Jodan* attack in order to embarrass the opponent while performing his / her *Ageuke* block, the Referee will stop the fighting and inflict *Hansoku Chui* to the attacker. Then the athletes return to *Embussen* and repeat the technique. If the attack is performed in the same way, the athlete will be disqualified with *Hansoku Shikkaku*.

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

D. Tables

a. Age categories for official competitions

Kids up to 9 years old
Cadets from 10 to 13 years old
Juniors from 14 to 17 years old
Seniors from 18 to 35 years old

b. Table for Kihon Ippon – Jiyu Ippon – Jiyu Kumite Competitions

Age	Grade	Kihon	Attack	Tie
All categories	Yellow/ Orange	<i>Kihon Ippon</i>	<i>Jodan-Chudan</i>	Ripeat
Up to 9 years old	Green / Blue	<i>Kihon Ippon</i>	<i>Jodan-Chudan-Maegeri</i>	<i>Yokogeri</i>
Up to 9 years old	Brown	<i>Kihon Ippon</i>	<i>Jodan-Chudan-Maegeri-Yokogeri</i>	<i>Mawashigeri</i>
From 10 to 13 years old	Green / Blue	<i>Kihon Ippon</i>	<i>Jodan-Chudan-Maegeri</i>	<i>Yokogeri</i>
From 10 to 13 years old	Brown / Black	<i>Kihon Ippon</i>	<i>Jodan-Chudan-Maegeri-Yokogeri</i>	<i>Mawashigeri</i>
From 14 to 17 years old	Green / Blue	<i>Jiyu Ippon</i>	<i>Jodan-Chudan-Maegeri</i>	<i>Yokogeri</i>
From 14 to 17 years old	Brown / Black	<i>Jiyu Ippon</i>	<i>Jodan-Chudan-Maegeri-Yokogeri</i>	<i>Mawashigeri</i>
From 18 to 35 years old	Green / Blue	<i>Jiyu Ippon</i>	<i>Jodan-Chudan-Maegeri</i>	<i>Yokogeri</i>
From 18 to 35 years old	Brown / Black	<i>Jiyu Kumite</i>	<i>Jiyu Kumite</i>	<i>Enchosen-Sai Shai</i>

c. Table for Penalties in *Kumite* Competitions

Penalty	IPPON SHOBU 2 WAZAARI (1 <i>Ippon</i>)	IPPON HAN SHOBU 3 WAZAARI (1 <i>Ippon</i> and 1 <i>Wazaari</i>)	SANBON SHOBU 3 IPPON (6 <i>Wazaari</i>)
Jogai	<p>1° time AKA (<i>Shiro</i>) JOGAI - IKKAI</p> <p>2° time AKA (<i>Shiro</i>) JOGAI - NIKAI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) JOGAI - SANKAI SHIRO (<i>Aka</i>) NO KACHI</p>	<p>1° time AKA (<i>Shiro</i>) JOGAI - IKKAI</p> <p>2° time AKA (<i>Shiro</i>) JOGAI - NIKAI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) JOGAI - SANKAI SHIRO (<i>Aka</i>) NO KACHI</p>	<p>1° time AKA (<i>Shiro</i>) JOGAI – IKKAI</p> <p>2° time AKA (<i>Shiro</i>) JOGAI - NIKAI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) JOGAI - SANKAI SHIRO (<i>Aka</i>) IPPON</p> <p>4° time AKA (<i>Shiro</i>) JOGAI - YONKAI SHIRO (<i>Aka</i>) NO KACHI</p>
Hansoku	<p>1° time AKA (<i>Shiro</i>) KEIKOKU</p> <p>2° time AKA (<i>Shiro</i>) HANSOKU CHUI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) HANSOKU SHIRO (<i>Aka</i>) NO KACHI</p>	<p>1° time AKA (<i>Shiro</i>) KEIKOKU</p> <p>2° time AKA (<i>Shiro</i>) HANSOKU CHUI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) HANSOKU SHIRO (<i>Aka</i>) NO KACHI</p>	<p>1° time AKA (<i>Shiro</i>) CHUKOKU</p> <p>2° time AKA (<i>Shiro</i>) KEIKOKU SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) HANSOKU CHUI SHIRO (<i>Aka</i>) IPPON</p> <p>4° time AKA (<i>Shiro</i>) HANSOKU SHIRO (<i>Aka</i>) NO KACH</p>
Mubobi	<p>1° time AKA (<i>Shiro</i>) MUBOBI - IKKAI</p> <p>2° time AKA (<i>Shiro</i>) MUBOBI - NIKAI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) MUBOBI - SANKAI SHIRO (<i>Aka</i>) NO KACHI</p>	<p>1° time AKA (<i>Shiro</i>) MUBOBI - IKKAI</p> <p>2° time AKA (<i>Shiro</i>) MUBOBI - NIKAI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) MUBOBI - SANKAI SHIRO (<i>Aka</i>) NO KACHI</p>	<p>1° time AKA (<i>Shiro</i>) MUBOBI - IKKAI</p> <p>2° time AKA (<i>Shiro</i>) MUBOBI - NIKAI SHIRO (<i>Aka</i>) WAZAARI</p> <p>3° time AKA (<i>Shiro</i>) MUBOBI - SANKAI SHIRO (<i>Aka</i>) IPPON</p> <p>4° time AKA (<i>Shiro</i>) MUBOBI - YONKAI SHIRO (<i>Aka</i>) NO KACHI</p>

d. Table for Scores in Team *Kumite* Competitions

Important note: Victory cancels *Wazaari*.

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* (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 individual *Kumite* competitions, SKAI has adopted the system of Traditional Karate called **Ippon SHOBU** (Two *Wazaari* or one *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 count.

SAI – SHIAI: All previous scores do not count and the match will be considered as new. At the end a winner must be determined, both by decision of the Referee (SHUSHIN) and by consensus of the 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.

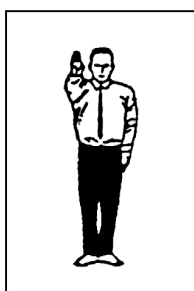
In case of tie with equal number of *Ippon*-KACHI, there will be a new match between two representatives of the two teams, through which the winner will be determined.

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

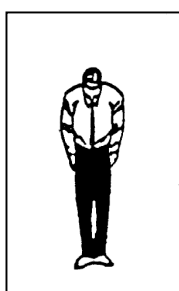
F. SHUSHIN Referee Gestures in Kumite

a. Initial phases and Kumite

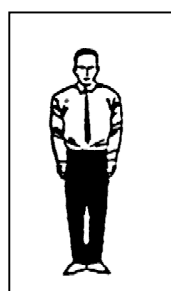
SHUSHIN Referee initial REI:



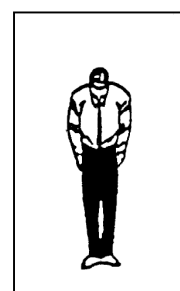
SHOMEN NI



REI



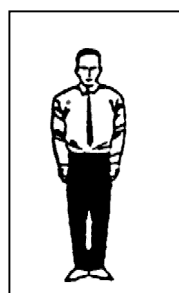
OTAGAI



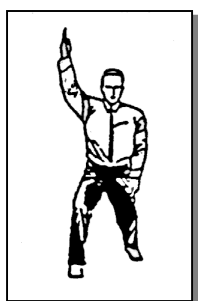
REI



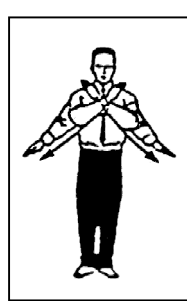
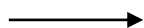
NAKAE
(one step forward)



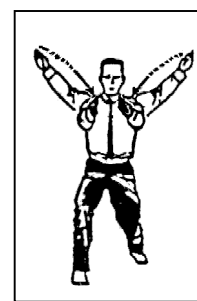
IPPON SHOBU
IPPON HAN SHOBU



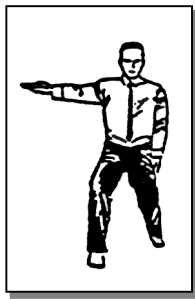
YAME (no points)



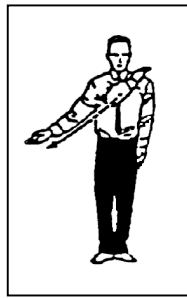
TORIMASEN (stalemate)



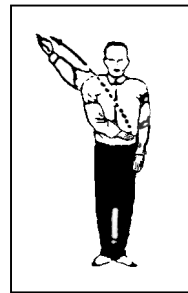
TSUZUKETE - HAJIME



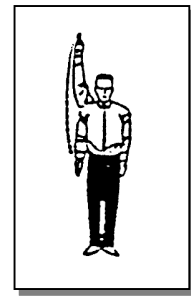
YAME
(point)



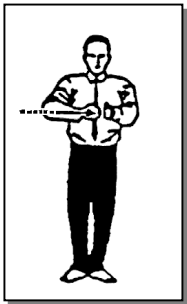
AKA - WAZAARI



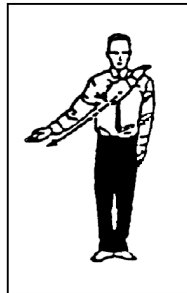
AKA - NO KACHI
(after 3 *Wazaari*)



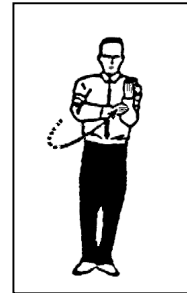
IPPON
(clear)



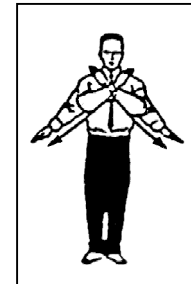
AKA - HAYAI
(red first)



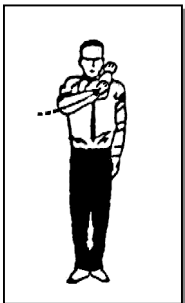
AKA - WAZAARI



UKETERU
(blow on the arm)



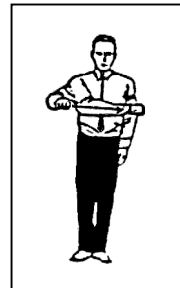
TORIMASEN
(stalemate)



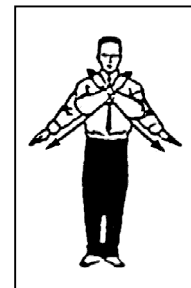
NUKETERU
(high out)



TORIMASEN
(stalemate)



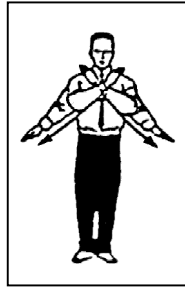
NUKETERU
(low out)



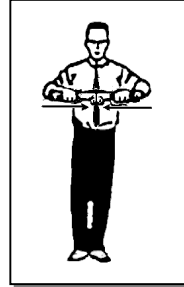
TORIMASEN
(stalemate)



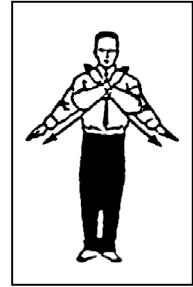
YOWAI
(slow blow)



TORIMASEN
(stalemate)

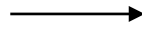
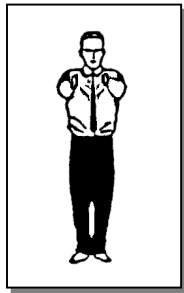


AIUCHI
(at the same time)

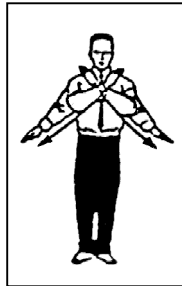


TORIMASEN
(stalemate)

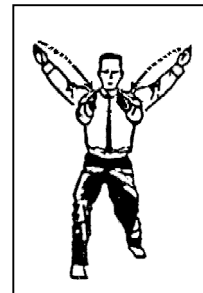
MAAI (too distant)

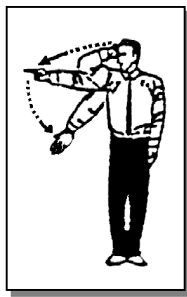


TORIMASEN (stalemate)

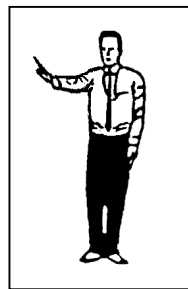


TSUZUKETE - HAJIME

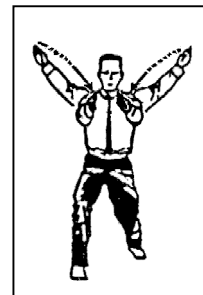




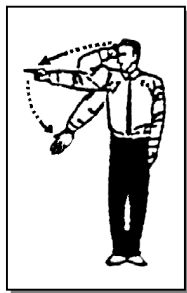
AKA – JOGAI
(exit from *Tatami*)



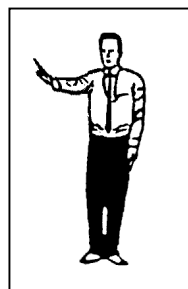
IKKAI
(first exit)



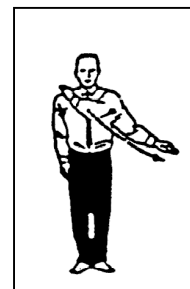
TSUZUKETE - HAJIME



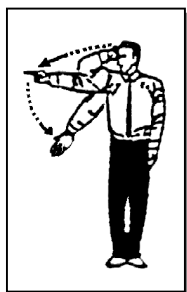
AKA – JOGAI
(exit from *Tatami*)



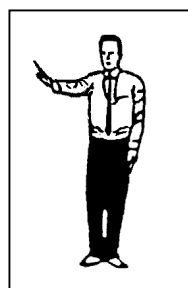
NIKAI
(second exit)



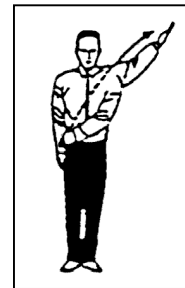
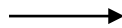
SHIRO - WAZAARI



AKA – JOGAI
(exit from *Tatami*)



SANKAI
(third exit)



SHIRO – NO KACHI

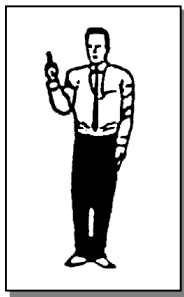
SANBON SHOBU International Finals (5 real-time minutes – 6 *Wazaari* or 3 *Ippon*)

1st *Jogai*: *Ikkai Aka* – Warning to *Aka*

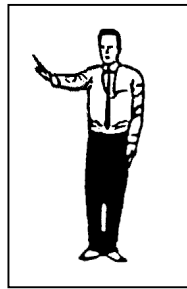
2nd *Jogai*: *Nikai Aka* – *Shiro wazaari*

3rd *Jogai*: *Sankai Aka* – *Shiro wazaari*

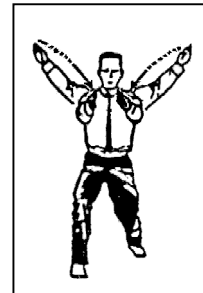
4th *Jogai*: *Yonkai Aka* – *Shiro No Kachi*



AKA – MUBOBI



IKKAI (first warning)

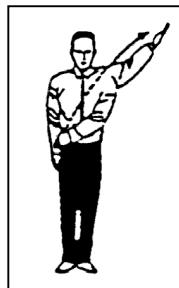
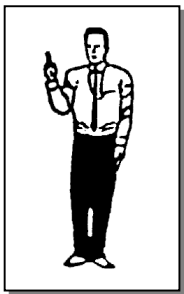
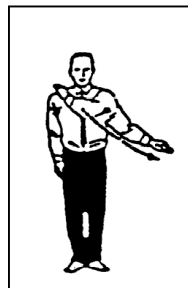
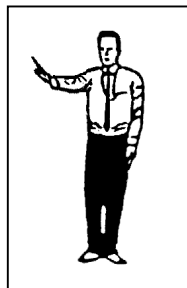
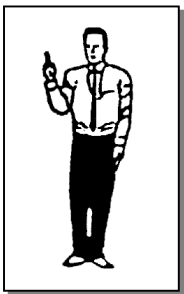


TSUZUKETE - HAJIME

AKA – MUBOBI

NIKAI (second warning)

SHIRO - WAZAARI



AKA – MUBOBI

SANKAI (third warning)

SHIRO – NO KACHI

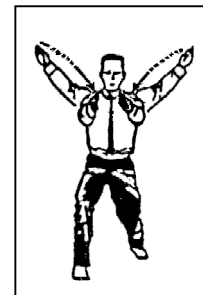
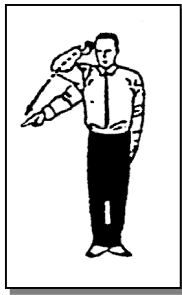
SANBON SHOBU International Finals (5 real-time minutes – 6 *Wazaari* or 3 *Ippon*)

1st Mubobi: *Ikkai Aka* – Warning to Aka

2nd Mubobi: *Nikai Aka* – *Shiro wazaari*

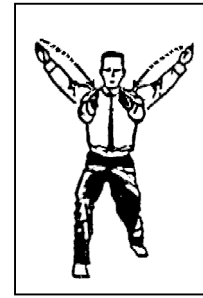
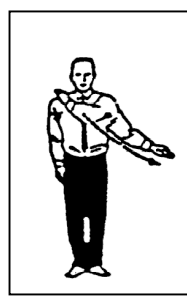
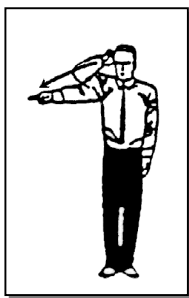
3rd Mubobi: *Sankai Aka* – *Shiro wazaari*

4th Mubobi: *Yonkai Aka* – *Shiro No Kachi*



AKA – HANSOKU KEIKOKU
(dangerous or unfair technique)

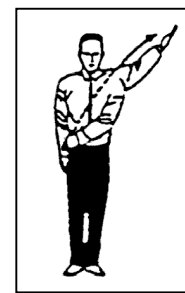
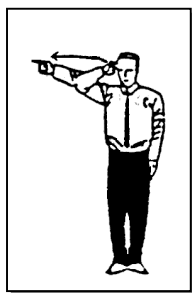
TSUZUKETE - HAJIME



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*.

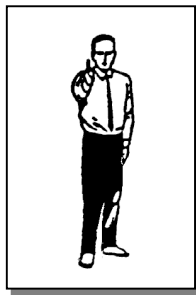
SANBON SHOBU International Finals (5 real-time minutes – 6 *Wazaari* or 3 *Ippon*)

1st *Hansoku*: *Chukoku* – Warning to Aka

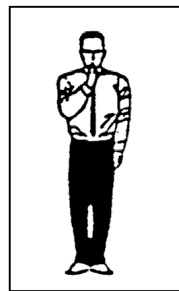
2nd *Hansoku*: *Keikoku* – *Shiro Wazaari*

3rd *Hansoku*: *Chui* – *Shiro Wazaari*

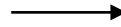
4th *Hansoku*: *Shikkaku* – *Shiro No Kachi*



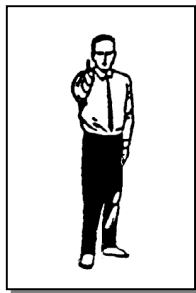
YAME – SORE MATE
(end of time)



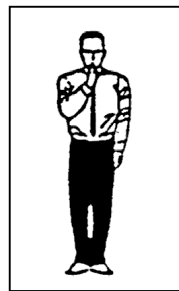
HANTEI
(exiting one step from tatami)



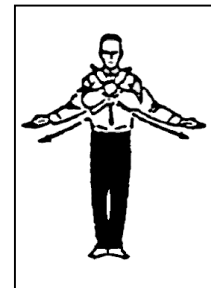
SHIRO – NO KACHI
(entering again into Tatami)



YAME – SORE MATE

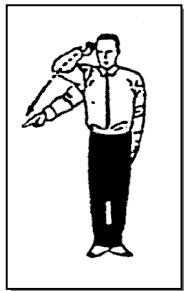


HANTEI



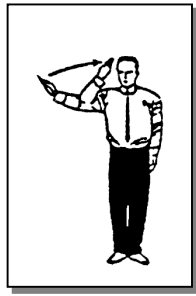
HIKIWAKE (tie)

AKA KIKEN
(Opponent not present)

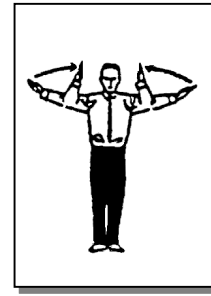


SHIRO NO KACHI





FUKUSHIN
(Call of one corner Judge)



FUKUSHIN SHUGO
(Call of all corner Judges)

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

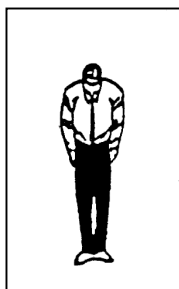
If after ENCHO SEN the score remains tie (HIKIWAKE) there will be a new match (SAI SHIAI); all the previous scores will be erased and the match will be considered as a new competition.

G. FUKUSHIN Referee Flag Gestures in *Kumite*

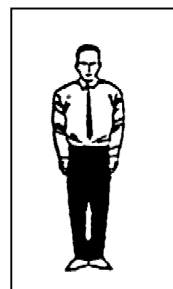
SHUSHIN Referee initial REI:



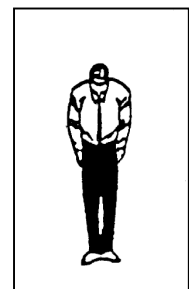
SHOMEN NI



REI



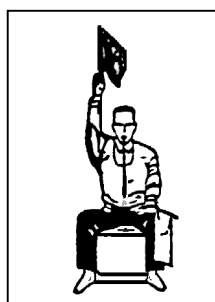
OTAGAI



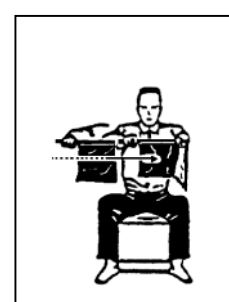
REI



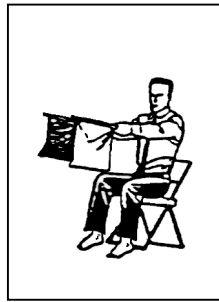
WAZAARI



IPPON



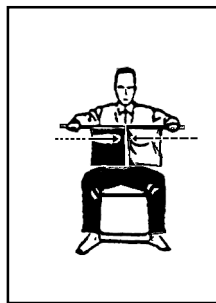
AKA – HAYAI (red first)



TORIMASEN

MAAI

Too distant



TORIMASEN

AIUCHI

At the same time



TORIMASEN

NUKETERU

Chudan technique ou



TORIMASEN

NUKETERU

Jodan technique ou



TORIMASEN

UKETERU

Blow on the arm



TORIMASEN

YOWAI

Slow or soft blow



KEIKOKU
(small circle)



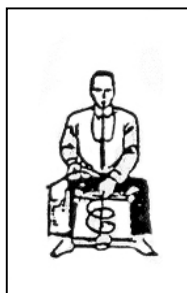
CHUI
(small circle)



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 clause2.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 tournament 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) members.
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) Referee (SHUSHIN)

4 (four) Judges (FUKUSHIN)

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

1 (one) Referee (SHUSHIN)

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

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

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 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) real time 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 must be repeated (SAI - SHIAI) as a new match 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 must 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 based on 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 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 (*Embussen*), 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 must repeat, then the competition starts. After having finished, the contenders await the final verdict of the Referee (SHUSHIN), and the request 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 *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, and then the performance begins.
2. Finished the performance, 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 his / her 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 must be made with appropriate control and high spirit.

2. The contender can be disqualified if he / she:

- (a) performs a *Kata* different from the announced one;
- (b) In the middle of an execution changes to a different *Kata*;
- (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 *Embussen* (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. If 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 cannot 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 and four (4) or six (6) FUKUSHIN. In addition, for facilitating 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 conducts the competition, announcing the beginning and the end. The Referee announces the assignment of *Ippon* and *Wazaari* with the right terminology and gestures. 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 call the Judges for consultation. The Referee also has the power to decide a further extension of the competition.

2. The FUKUSHIN 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's execution worth *Ippon* or *Wazaari*, he / she 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 announces the end of the match.

3. When the Referee recognizes a technique execution worth *Wazaari*, but insufficient for *Ippon Kachi*, he / she 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 *Wazaari*, then he/she orders the immediate resumption of the match announcing TSUZUKETE HAJIME. Getting two (2) *Wazaari* or one (1) *Ippon*, a contender wins and 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 his / her decision with that of the Judges, enters a step in the competition area, points 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 by saying TSUZUKETE - HAJIME:

(A) When both contenders go out from the *Tatami* or when a Judge indicates JOGAI with the whistle, the Referee asks the contenders to return to their original positions, assigns any JOGAI or CHUI and restarts the match;

(B) When a contender has to step back and fix his / her 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* has to be assigned to the opponent);

(E) When a contender has injuries or an illness and is unable to continue, the Referee stops the match, consult the Judges, then decides 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) A contender leaves the *Tatami*;
- (E) Other reasons when necessary.

7. In the event of a disagreement between the Referee 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 decide independently with a careful estimation of the contenders.

9. if a HANTEI request is made by the Referee, the Judge declares his / her decision without any delay.

10 The timekeeper must signal the end of the fight 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 the 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 the performance, the Referee declares his / her 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 evaluating in his / her field of sight, when a Judge considers a penalty or suggests 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 explain as representative of the Judges. When a New judgement is required by the Commissioner, the Judges / Referee 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, examine the decisions made by the Judges / Referee.

The Commissioner is authorized to make recommendations to the Referee.

When a protest is made by the contender or authorized representative (eg. Coach), the Commissioner immediately stops the competition, examines the validity of the protest asking the Referee for explanation and, when the claim is considered valid, can ask the Judges 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, cannot be appointed as Judges / Referee.
2. Executive must give its approval if a competition cannot 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 decide.

2. When four (4) Judges signal a *Wazaari*, the Referee cannot reject the decision nor 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 cannot stop the competition by themselves. Every attack (*Wazaari*, *Jogai*, *Ippon* etc.) made after stopping the match is not considered valid and must not have influence on HANTEI. Each attack made deliberately after having finished 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 his- / herself unfit because of an accident or other reasons, the Commissioner and Chief Judge shall appoint a substitute.

The list of Referees cannot be changed 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

Is 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 position. 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) Focus on the competition and exercise detailed decisions for each technique of the contenders.
- (d) Not to talk to the Judges / Referee 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 a watch, cuffs, brooches or objects that may hurt the contenders.
- (f) The behaviour 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 take appropriate actions.
2. When the medical officer or the Referee decides that the injured contender is unable to continue the competition due to medical reasons, the fight must be stopped and the 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.

6. Kumite examination program

9 th Kyu – White belt	GOHON KUMITE (<i>Jodan</i>) (After 5 steps without counterattack - starting from a specular position)
8 th Kyu – Yellow belt	GOHON KUMITE (<i>Jodan - Chudan</i>) (After 5 steps with counterattack)
7 th Kyu – Orange belt	GOHON KUMITE (<i>Jodan - Chudan</i>) (After 5 steps with counterattack)
6 th Kyu – Green belt (See note)	KIHON IPPON KUMITE (<i>Jodan – Chudan - Maegeri</i>) (Right-side and left side attacks)
5 th Kyu – Blue / Purple belt 1	KIHON IPPON KUMITE (<i>Jodan – Chudan – Maegeri - Yokogeri</i>) (Right-side and left side attacks)
4 th Kyu – Blue / Purple belt 2	KIHON IPPON KUMITE (<i>Jodan – Chudan – Maegeri – Yokogeri – Mawashigeri - Ushirogeri</i>) (Right-side and left side attacks)
3 rd Kyu – Brown belt 1	JIYU IPPON KUMITE (<i>Jodan – Chudan – Maegeri – Yokogeri – Mawashigeri - Ushirogeri</i>) (Right-side and left side attacks) <ul style="list-style-type: none"> - For Kids and Cadets category: Kihon Ippon Kumite - For Juniors category: Jiyu Ippon Kumite - For Seniors category: Jiyu Kumite
2 nd Kyu – Brown belt 2	JIYU KUMITE (<i>Jodan – Chudan – Maegeri – Yokogeri – Mawashigeri - Ushirogeri</i>) (Free fighting only for Seniors Category) <ul style="list-style-type: none"> - For Kids and Cadets category: Kihon Ippon Kumite - For Juniors category: Jiyu Ippon Kumite - For Seniors category: Jiyu Kumite
1 st Kyu – Brown belt 3	JIYU KUMITE (<i>Jodan – Chudan – Maegeri – Yokogeri – Mawashigeri - Ushirogeri</i>) (Free fighting only for Seniors Category) <ul style="list-style-type: none"> - For Kids and Cadets category: Kihon Ippon Kumite - For Juniors category: Jiyu Ippon Kumite - For Seniors category: Jiyu Kumite
1 st Dan – Black belt	KIHON IPPON - JIYU IPPON - JIYU KUMITE
2 nd Dan – Black belt	KIHON IPPON - JIYU IPPON - JIYU KUMITE
3 rd Dan – Black belt	JIYU KUMITE
4 th Dan – Black belt	JIYU KUMITE

Note: From 6th Kyu (Green Belt), Aka attacks first, performing all techniques, and after Shiro.