



# KARATENOMICHI

## COMPETITION RULES

## CONTENTS

CHAPTER 1. GENERAL RULES .....	4
Article 1. Purpose .....	4
Article 2. Application of the Rules .....	4
Article 3. Manners of participants .....	4
Article 4. Miscellaneous .....	4
CHAPTER 2. ADMINISTRATION OF COMPETITIONS .....	5
Article 5. Organization of Competitions .....	5
Article 6. Chief Referee (SHIMPAN BUCHO) .....	5
Article 7. Referees (SHUSHIN) & Judges (FUKUSHIN) .....	5
Article 8. Match Supervisors (KANSA).....	5
Article 9. Competitors (SENSHU) .....	6
Article 10. Coaches (KANTOKU) .....	6
Article 11. Timekeepers (TOKEI GAKARI) .....	6
Article 12. Scorekeepers (KEIJI GAKARI) .....	6
Article 13. Coordinators (SENSHU GAKARI).....	6
Article 14. Tournament Doctor.....	6
Article 15. Medical Attendants.....	6
Article 16. Official Dress.....	7
Article 17. Competition Area .....	7
Article 18. Competition Events .....	7
CHAPTER 3. KUMITE EVENTS .....	8
Article 19. Definition of Event .....	8
Article 20. Team Event.....	8
Article 21. Scoring.....	8
Article 22. Criteria for Decision .....	9
Article 23. Re-Match (SAI-SHIAI) & Second Re-Match (SAI-SAI-SHIAI).....	10
Article 24. Fouls (HANSOKU) .....	10
Article 25. Out of Court (JOGAI).....	11
Article 26. Defenselessness (MUBOUBI).....	11
Article 27. Dismissal from competition (SHIKKAKU) .....	11
Article 28. Withdrawal (KIKEN) .....	11
Article 29. Injuries and Accidents in Competition .....	11
Article 30. The Referee Panel.....	12
Article 31. Duration of Bout.....	12
Article 32. Starting, Suspending and Ending of Matches.....	12
Article 33. Required Equipment.....	13



Article 34.	Specific guidelines for 1 point basic fighting or Kihon Ippon Kumite .....	13
Article 35.	Specific guidelines for semi-free fighting or Jiyu Ippon Kumite .....	15
Article 36.	Specific guidelines for judging 1 point basic fighting or Kihon Ippon Kumite and semi-free fighting or Jiyu Ippon Kumite .....	16
CHAPTER 4.	KATA EVENTS.....	17
Article 37.	Definition & Guidelines for Event .....	17
Article 38.	The Judging Panel .....	18
Article 39.	Criteria of Evaluation .....	18
Article 40.	Fouls .....	19
Article 41.	Re-Match (SAI-SHIAI) .....	19
Article 42.	Operation of Matches .....	19
Article 43.	Required Equipment .....	20
CHAPTER 5.	FUKUGO EVENTS .....	21
Article 44.	Definition of Event .....	21
Article 45.	Criteria for Reaching an Outcome in a Match.....	21
Article 46.	Criteria Leading to Disqualification .....	21
CHAPTER 6.	TOURNAMENT RULES & REGULATIONS FOR OFFICIALS.....	22
Article 47.	Goal and Objective .....	22
Article 48.	Guide for Use.....	22
Article 49.	Rules of Conduct for Officials.....	22
Article 50.	Additional Information .....	22
APPENDIX 1:	PROCEDURES FOR JUDGING .....	23
1.	Voice Commands for the Referee .....	23
2.	Whistle Commands .....	24
APPENDIX 2:	GESTURES & FLAG SIGNALS.....	25
APPENDIX 3:	Scorekeepers Marks.....	34
APPENDIX 4:	The Karate-Gi .....	35
APPENDIX 5:	Official Uniform of Judges .....	36
APPENDIX 6:	Layout of the Kumite Competition Area .....	37
APPENDIX 7:	Layout of the Kata Competition Area (Flag System) .....	38
APPENDIX 8:	Layout of the Kata Competition Area (Point System).....	39



## CHAPTER 1. GENERAL RULES

## Article 1. Purpose

The purpose of these rules (hereafter "Rules") is to enable smooth and fair administration of competitions of Non-profit-organization Karatenomichi World Federation (hereafter "KWF")

## Article 2. Application of the Rules

1. The Rules must be applied in the following KWF related events:
  - a) World Championships;
  - b) Continental Championships;
  - c) National Championships;
  - d) District Tournaments/Championships;
  - e) Local Tournaments.
2. All tournaments shall abide by this present document.

## Article 3. Manners of participants

Competitions shall be held fairly on the basis of the Karate spirit, with competitors showing proper respect for all opponents.

## Article 4. Miscellaneous

If there is a situation undefined by this present document, the decision shall be given by the Chief Referee.



## CHAPTER 2. ADMINISTRATION OF COMPETITIONS

## Article 5. Organization of Competitions

1. A representative of the association organizing a competition shall publicly announce the requirements of the competition before it begins, and notify all concerned parties.
2. When holding a competition, the following staff shall be appropriately positioned:
  - a) Timekeepers (TOKEI GAKARI);
  - b) Scorekeepers (KEIJI GAKARI);
  - c) Coordinators (SENSHU GAKARI);
  - d) First aid.
3. When holding a competition, the venue must be chosen with the competitors' safety and security in mind. Medical insurance must also be arranged beforehand.
4. When holding a competition, the following officials shall be selected and positioned:
  - a) Chief Referee (SHIMPAN BUCHO);
  - b) Match Supervisors (KANSA);
  - c) Referees (SHUSHIN) and Judges (FUKUSHIN).

## Article 6. Chief Referee (SHIMPAN BUCHO)

1. The Chief Referee shall aim to administer a competition fairly and smoothly.
2. The Chief Referee may ask for other referees or judges' qualifications, as well as for the competitors' membership information.
3. The Chief Referee shall give appropriate guidance or make a decision in the following cases:
  - a) if he perceives a violation of the Rules or inappropriate conduct;
  - b) if he is asked by a judge to give some advice;
  - c) if a question arises regarding matters not specified in the Rules;
  - d) if an accident happens during a match.
4. The Chief Referee may take the following steps, when he/she thinks it necessary, in order for the competition to run smoothly:
  - a) give guidance;
  - b) dismiss a competitor;
  - c) disqualify a competitor.
5. The Chief Referee should be the director of the technical committee of the groups concerned. If not, a person appointed by him. The Assistant Chief Referee (SHIMPAN FUKUBUCHO) may be selected if necessary.
6. As a general rule, the KWF Chief Instructor is the person that is selected as the Chief Referee in the World Championships.

## Article 7. Referees (SHUSHIN) &amp; Judges (FUKUSHIN)

1. The Referee runs each match and makes the necessary judgment.
2. The authority of the Referee covers all aspects of the match of which he takes charge.
3. The judging and direction of a match shall be done only by the Referee and the Judges. Nobody can change their decision or protest it directly, except when the authority of the Match Supervisor is put into effect.
4. The Referee administers a match and declares the result with his/her judgment.
5. The Judges assist the Referee by indicating their own decisions during the match or event.
6. On the basis of the Qualification Rules, the Host Organization selects the Referees and the Judges from the people eligible.

## Article 8. Match Supervisors (KANSA)

1. The Match Supervisor shall be appointed for a match.



2. The Match Supervisor's task is to make sure everyone adheres to the Rules.

3. The Match Supervisor shall give appropriate guidance to Referees and Judges, Timekeepers, Scorekeepers, etc., in the following cases:

- a) if he perceives a violation of the Rules or inappropriate and unfair conduct;
- b) if a coach protests or asks a question;
- c) if a judge asks a question or asks for advice;
- d) if a Tournament Doctor gives an advice.

4. The Match Supervisor may ask for an explanation from a judge and/or anyone concerned as the occasion demands.

5. The Match Supervisor shall be appointed and delegated by people eligible, on the basis of the Qualification Rules and by the Chief Referee.

#### Article 9. Competitors (SENSHU)

1. A Host Organization cannot refuse people who satisfy the conditions of participation based on the requirements of a competition unless there is a specified reason. Nor shall it force them to participate in a competition.

2. In principle, a competitor must be a member of the KWF or an affiliated organization approved by the KWF.

3. Use of any drugs or any performance enhancement drugs is prohibited.

#### Article 10. Coaches (KANTOKU)

1. A coach may escort a competitor or team during a match.

2. A coach must be registered by the Host Organization prior to the tournament.

3. A coach may protest or ask questions through the Match Supervisor.

4. A coach may give instructions to a competitor at a given place.

5. A coach should have instructor status and judge status.

#### Article 11. Timekeepers (TOKEI GAKARI)

A timekeeper shall measure the length of each match and notify it to the Referee according to the given procedure.

#### Article 12. Scorekeepers (KEIJI GAKARI)

A scorekeeper is responsible for keeping a record of all scores during a match or event, as well as announcing or presenting those scores publicly. If necessary, the scorekeeper shall notify the Referee of these scores.

#### Article 13. Coordinators (SENSHU GAKARI)

A coordinator is responsible for good communication between all competitors and officials to ensure smooth occurrence of the tournament.

#### Article 14. Tournament Doctor

1. The Tournament Doctor is selected by the tournament officials.

2. The Tournament Doctor in conjunction with the Chief Referee, is responsible for all medical decisions that may occur during the course of an incident involving injury, whereas the candidate is to continue or withdraw from a match.

#### Article 15. Medical Attendants

A medical attendant is responsible to treat and support an illness or injury that may occur during the course of a tournament, in order to maintain a safe environment for all participants.



## Article 16. Official Dress

1. Competitors should wear an all-white KARATE-GI properly and when necessary should wear a red or white indicator belt to differentiate them. Female competitors should wear a simple white T-shirt (with no printing, writing, logos or pictures) under the upper body KARATE-GI. The KARATE-GI should be clean and the black belt should be clearly visible and distinguishable.

2. Competitors should wear an identifying number that is given prior to the tournament and that is sown on a designated location of the uniform.

3. Competitors should use safety equipment as per specification.

4. A competitor may wear soft-contact lenses only if necessary.

5. A competitor shall use nothing except the specified safety equipment, except when a Referee or judge finds it necessary.

6. Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification.

7. Referees, Judges and Match Supervisors must wear the KWF official dress wear that consists of plain black trousers, a black polo shirt with the KWF logo on it.

8. Assistants' uniform should be the same and should be easily distinguishable in the stadium.

## Article 17. Competition Area

1. The court area is a square measuring 8 meters X 8 meters, marked off by a 4-5 centimeters wide line. The outer edges of this line measure 8 meters. If mats are used, the boundary may be marked by mats of a different color.

2. For a Kumite bout, the starting positions of the competitors are on the center line, indicated by two parallel lines both 1 meter long, and that are 3 meters apart from each other. In general, when facing what is called the Front or SHOMEN, the right line is red and the left line is white.

3. For a Flag System Kata match, the starting lines of the competitors are 2 meters from the back line and 3 meters apart from each other. These lines are designed in the shape of a short inverted T; the horizontal line is 70 centimeters long and the vertical line is 35 centimeters long. As for a Point System Kata match, the inverted T starting lines are 2 meters back from the center of the court.

4. For safety reasons, a court shall not be raised for more than 1 meter above the ground level and there is a 2 meters wide safety area around the court.

5. The surface of the court should be flat and smooth. It may be made of wood, resin, urethane mats or Tatami mats.

6. To indicate the position of the Referee, a line is drawn 1.5 meters back from the center of the court.

## Article 18. Competition Events

1. The events are as follow:

- a) Kumite events — Individual and Team;
- b) Kata events — Individual and Team;
- c) Fukugo events — Individual and Team;
- d) Tameshiwari events.

2. It is possible to hold different events as well.



## CHAPTER 3. KUMITE EVENTS

## Article 19. Definition of Event

1. In a Kumite event, two competitors enter the court and within the allotted time, perform various kinds of techniques freely against each other hoping to hold victory. There are three different kinds of scoring system:

- a) IPPON SHOBU aims to get IPPON (one point) or 2 WAZA-ARI (half points) first within a given time;
- b) SANBON SHOBU aims to get the best out of three IPPON SHOBU, whereby points (WAZA-ARI/IPPON) and penalties are accumulated throughout the match. The first to complete two IPPON(s) is the winner;
- c) JIYU SHOBU: aims to get IPPON (one point) first within a given time.

2. In a bout, all techniques — punches, kicks, strikes, have to be done with control. The distance required to do the techniques should be close enough to be effective. There should be no damage done to the opponent.

## Article 20. Team Event

1. The number of participants in a team shall be odd.
2. A maximum of 2 substitutes are acceptable.
3. The team turnout should be at least half.
4. A list of the team members' order of competition must be submitted by the coach or team captain and the order must be maintained during a match. The number of wins obtained in each match determines the result.
5. If the team commits one of the two following violations, that team will be declared SHIKKAKU and thus disqualified from the competition:
  - a) if the order of the competitors in a team match is changed, or if a member not on the list, is added;
  - b) in the case where team members have misbehaved.
6. In a team match, if one person is disqualified, that person is also forbidden from participating in the rest of the team competition. A new team member is allowed to join the next match.
7. The number of wins accumulated by each team will determine their victory or defeat. However, in cases where the number of wins is the same between the two teams, the team who has more wins firstly by IPPON or HANSOKU, secondly by AWASETE IPPON (2 WAZA-ARI) and thirdly in WAZA-ARI or HANTEI GACHI (judge's decision), shall be deemed as the winning team; in cases where the points still remain the same between the two teams an additional match between representatives of each team shall be carried out to obtain a result.
8. In the case of more than one additional match, the same competitor may participate in up to two extension matches.

## Article 21. Scoring

1. Scores are as follows:
  - a) IPPON (one point);
  - b) WAZA-ARI (half point).
2. The areas of attacks are defined as follow:
  - a) JODAN means the neck and head area;
  - b) CHUDAN means the front, side and back of the body area.
3. A score is awarded when a technique is performed according to the following criteria to a scoring area:
  - a) proper execution and power of the technique;
  - b) proper distance and timing;
  - c) correct posture and proper frame of mind;
  - d) concentrated mind and spirit;





- e) execution to the proper target.
4. A score depends on effectiveness of a technique.
5. IPPON is awarded when one of the well-controlled techniques (TSUKI, KERI, UCHI, etc.) has satisfied the criteria of “one killing blow” (IKKEN HISSATSU). The whole body must be fully utilized to produce dynamic and extremely strong techniques.
6. IPPON is awarded for:
- explosively powerful OI ZUKI or OI GERI;
  - successfully evading an attack while executing an effective counterattack (DEAI);
  - knocking the opponent off balance (KUZUSHI WAZA) and executing an effective attack;
  - a consecutive series of attacks that all reach their target (RENZOKU WAZA);
  - the opponent is without any defense.
7. An effective technique that is well executed but does not qualify as a 1 point or IPPON, is defined as a half point (WAZA-ARI).
8. 2 half points become 1 point or IPPON (IPPON SHOBU and SANBON SHOBU events).
9. The number of WAZA-ARI in JIYU SHOBU events is unlimited.
10. If both competitors move and execute a technique at the same time and with similar intensity, this is called AIUCHI. In this instance, the attacks cancel each other and no points are scored.
11. Viewpoint of the judges: considered by majority rule. In case either 3 or more red or white flags are thrown, a score should be awarded to the corresponding competitor.

#### Article 22. Criteria for Decision

1. In the case where neither of the competitors has got a full score within the given match time, a general evaluation by the judge all referees shall decide which competitor is the winner.
2. In cases where a competitor has been injured, but not by his opponent, or where another factor has made the continuation of the competition impossible, the injured person shall be declared KIKEN, and the opponent shall be declared the winner.
3. If both competitors get injured or for other reasons cannot continue the match, the Judges will indicate their decision as to the outcome of the bout.
4. The following elements help to determine the outcome of a match:
- presence or absence of WAZA-ARI;
  - presence or absence of warnings and fouls (HANSOKU, JOGAI, MUBOBI);
  - skill and power of technique;
  - number of attacks;
  - fighting spirit;
  - tactical superiority;
  - etiquette.
5. The Referee decides the outcome of the match following the indications of all the Judges. Please see the table below for all possible decisions.

	Decisions by the Judges				Decisions by the Referee
	Judge 1	Judge 2	Judge 3	Judge 4	
1.	○	○	○	○	○
2.	○	○	○	●	○
3.	○	○	○	×	○
4.	○	○	×	●	○ / ×
5.	●	●	●	●	●
6.	●	●	●	○	●
7.	●	●	●	×	●



8.	●	●	×	○	● / ×
9.	×	×	×	×	×
10.	○	×	×	●	×
11.	○	×	×	×	×
12.	×	×	×	●	×
13.	○	○	●	●	× / ○ / ●
14.	○	○	×	×	○ / ×
15.	×	×	●	●	● / ×

Symbols:

- a) ○ — white is the winner (SHIRO NO KACHI);
- b) ● — red is the winner (AKA NO KACHI);
- c) × — draw (HIKIWAKE).

6. If the outcome of the bout cannot be decided, a draw or HIKIWAKE is then declared.

#### Article 23. Re-Match (SAI-SHIAI) & Second Re-Match (SAI-SAI-SHIAI)

1. If there is a draw, another match will be held. This re-match is called SAI-SHIAI.

2. If this re-match ends up in a draw, a second re-match called SAI-SAI-SHIAI will be held. However, the Referee may order that this second re-match is a “sudden death” (ENCHO SEN) match meaning that the competitor that scores first is declared the winner.

3. After a second re-match the Judges must determine a winner.

4. In a World Championships as well as a National Championships, the final match of that event will have as many re-matches as needed in order to determine a winner.

#### Article 24. Fouls (HANSOKU)

1. The following actions are forbidden:

- a) to make a real physical intentional attack on an opponent;
- b) to bite or scratch an opponent;
- c) to meaninglessly grasp or tackle an opponent;
- d) to carry out an uncontrolled throws;
- e) to carry out joint locks or chokes (except JIYU SHOBU events);
- f) to attack toward the eyes or groin;
- g) to waste time or to show lack of fighting spirit by not attacking;
- h) to use provocative or ridiculing speech or actions;
- i) to execute a technique after the declaration of YAME or JOGAI;
- j) to go against a judge's signal.
- k) to behave against the Rules.

2. In cases where a competitor violates one of the above forbidden items, one of the following judgments will be made:

a) when one is considered to have explicitly violated one of the above forbidden items, CHUI (warning of disqualification) will be given. If a violation occurs again by that same competitor, he/she will lose by disqualification, and the Referee and judges shall declare the opponent the winner;

b) in cases where one's violation is considered to be slight and does not injure his opponent, one shall be given KEIKOKU (Warning). KEIKOKU is not a factor of judgment, but it may be considered as CHUI if repeated. In the event of a HANSOKU, the competitor will be disqualified.

3. In cases where the first violation can be considered grave and vicious, or causes considerable injury to one's opponent, HANSOKU shall be given at once, and the judges shall declare the opponent the winner.



4. In cases when a competitor wins by the opponent's fouls, if injured, the competitor cannot continue without the permission of the Tournament Doctor.

5. A competitor who wins twice by opponent's fouls may not continue.

6. A competitor in a team match who wins twice by fouls may not continue.

7. If the above points are not followed by the competitor, he/she shall be disqualified from the tournament.

#### Article 25. Out of Court (JOGAI)

1. In cases where part of a competitor's body touches outside the line limit of the court, the judges shall declare JOGAI KEIKOKU (Warning for stepping out of the court limit) for the first violation, JOGAI CHUI (Warning of disqualification) for the second violation, and JOGAI HANSOKU (Disqualification) for the third violation. At that time, the judges shall declare the opponent the winner.

2. Escaping from the ring or wasting time will result in JOGAI CHUI or JOGAI HANSOKU depending on previous warnings issued.

#### Article 26. Defenselessness (MUBOUBI)

1. In the following cases a competitor shall be called MUBOBI (Defenseless), and a warning will be given based on the number of times repeated. First time violation MUBOBI KEIKOKU; second time violation MUBOBI CHUI, and third time and final violation leading to the disqualification of the competitor MUBOBI HANSOKU. They are as follows:

a) in cases where it is evident that the success of a technical attack was due to the defenseless state of the opponent;

b) in cases where it is evident that a competitor has lost his/her fighting spirit.

2. Even in cases where a competitor has been hit by his opponent's attack, the Referee shall give him MUBOBI KEIKOKU, MUBOBI CHUI or MUBOBI HANSOKU, when the Referee considers his condition to be dangerously defenseless.

#### Article 27. Dismissal from competition (SHIKKAKU)

1. In the following cases, a competitor shall be declared SHIKKAKU (Dismissed) to make the opponent the winner:

a) competitor does not follow the Referee's commands;

b) competitor makes speech or actions contrary to the Karate-do spirit;

c) valid reasons are found making the continuation of the match impossible.

2. If a competitor is declared SHIKKAKU, he/she may no longer continue participating in any events.

3. In the event where any person present in the tournament hall or its surrounding area uses violent language or commits acts of violence, he/she will be declared TAIJOU and ejected from the tournament area, and in some cases banned from future events.

#### Article 28. Withdrawal (KIKEN)

1. If a competitor withdraws, the other competitor is declared the winner.

2. A competitor who voluntarily withdraws cannot compete in any other matches or events.

3. A competitor withdraws when he/she leaves the competition place without reporting.

4. In cases where a competitor withdraws from a match, his/her opponent shall be the winner. In a team match, if the whole team leaves or withdraws, the opposing team shall be the winner. If only one person leaves or withdraws, the individual opponent shall be the winner.

#### Article 29. Injuries and Accidents in Competition

1. If it is impossible for one or both competitors to continue a match, one of the following judgments shall be made by the Referee on the basis of deliberation among the judges.



a) If a competitor is injured accidentally or unintentionally, the Referee shall declare him unable to continue (KIKEN) and award the match the opponent.

b) If a competitor is injured as a direct result of the opponent's actions, the opponent shall be disqualified and the injured competitor shall be awarded the match.

c) If both competitors cannot continue due to accidental injuries, the match shall be declared a draw (HIKIWAKE). Both competitors shall be declared KIKEN, and cannot participate in the next match.

2. The Tournament Doctor may order to stop the match after deliberation among the Match Supervisor, Referee, and judges.

3. If a competitor wins by the disqualification of his opponent due to having used excessive force, and the winning competitor is injured, he may not continue to his next scheduled match unless he receives permission from the Referee based on the Tournament Doctor's advise.

#### Article 30. The Referee Panel

1. The Refereeing Panel for each match shall consist of 1 Match Supervisor, 1 Referee, and 4 Judges.

2. The Referee and Judges of a Kumite bout must not have the nationality of either of the participants.

##### EXPLANATION:

At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and 2, and on the right stands Judge numbers 3 and 4.

After the formal exchange of bows by contestants and the referee panel, the Referee takes 2 steps forward, turns inwards, and all bow together. All then take up their positions.

When changing the Judges, the departing Officials, except the Match Supervisor, take up position as at the start of the bout or match, bow to each other, and then leave the area together.

When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.

In team matches provided that the entire panel holds the required qualification, the positions of referee and judges may be rotated between each bout.

#### Article 31. Duration of Bout

1. Duration of the Kumite bout is 2, 3 or 5 minutes.

2. The Referee starts the Kumite bout with a verbal cue that ends with the word: begin or Hajime at which the countdown is started. Countdown is interrupted when stop (YAME) or out of court (JOGAI) is called. Countdown resumes when the verbal cue: resume or TSUZUKETE HAJIME is pronounced. If the allotted time for the Kumite bout has elapsed, the timekeeper will announce this to the Referee and the Kumite bout is thus finished.

#### Article 32. Starting, Suspending and Ending of Matches

1. The Referee calls the competitors to line up. Then to bow to the Front or SHOMEN NI REI and to each other or OTAGAI NI REI.

2. Two competitors move to their respective designated positions and bow to each other.

3. At the end of the Kumite bout, the Referee calls the competitors to line up then will tell them to bow to each other and to the Front.

4. Both competitors, facing each other at their individual starting line inside the court, must begin immediately after the Referee's command of HAJIME or TSUZUKETE HAJIME.

5. The Referee will call the bout to stop, YAME or out of court, JOGAI and interrupt the bout, in the following situations:

- a) if there is a 1 point or IPPON or a half point or WAZA-ARI;
- b) if the competitors need to fix their uniform or if the Referee need to give them advice;
- c) if there are any elements that can lead to disqualification;



- d) an injury or accident;
- e) if the Match Supervisor is indicating to interrupt the bout;
- f) at a Judge's indication and the Referee considers it necessary;
- g) if a bout or the surroundings of a bout is considered dangerous;
- h) if a competitor touches the grounds outside the borders of the court with any part of the body;
- i) when the allotted time for a bout has elapsed.

6. The Referee's command YAME or JOGAI shall immediately suspend or end the bout, and the competitors shall return to their starting positions in order to receive the Referee's decision or other instruction.

7. During the bout if any of the above is identified, the Judges will signal the identified element by whistle and a corresponding flag gesture to the Referee.

8. If necessary, the Referee will confer with the Judges to discuss an element and make appropriate recommendations or corrections. This takes place within the presence of the Match Supervisor. If the Judges are not agreeing, then a decision is taken with a majority rule and the Referee will declare the final decision.

9. The Referee then gives the command to resume the bout or TSUZUKETE HAJIME and the bout is thus pursued.

10. A competitor may request to have the bout interrupted by calling a time-out for the following situations that may not have been noticed by the Referee: accident, injury or sickness. However, the bout is not interrupted until the Referee chooses to call the interruption.

11. When it is time to decide the outcome of the bout, the Referee will use either voice command or whistle command to indicate that it is decision time or HANTEI. The Judges will then indicate their decision by using a flag or flags.

12. After taking notice of the decision of each of the Judges, the Referee will announce the outcome of the bout.

13. The timekeeper is seated at a designated location and monitors with a stopwatch the elapsing time during a bout and uses a bell to indicate to the Judges by ringing once that 30 seconds are remaining, as well as by ringing twice, that all allotted time has elapsed.

14. The scorekeepers use the pertinent official forms to keep records of all scores and outcome of all matches or events, following the Referee's announcements.

### Article 33. Required Equipment

The list of required equipment:

- a) whistles — one per official;
- b) red and white flags — a pair for each Judge;
- c) a stopwatch;
- d) a bell;
- e) official forms for scorekeepers including a copy for the Match Supervisor;
- f) red bands of cloth to differentiate the competitors — the dimensions of this red band of cloth worn around the waist should not hinder the match in any way;
- g) guards for the hands;
- h) a chest protector for the women;
- i) a mouth guard (for adults);
- j) a face mask (for children, cadets, and juniors);
- k) a body protector (for children, cadets, and juniors).

### Article 34. Specific guidelines for 1 point basic fighting or Kihon Ippon Kumite

1. To start a bout



a) When called, the 2 selected competitors move forward to their designated starting positions and bow to each other.

b) The Referee starts the bout with the vocal command: begin (HAJIME).

c) Red side always starts first. Then, the attacks alternate between each side.

## 2. Attacking techniques

a) Punch to the face or JODAN OI-ZUKI — aiming for either just below the nose and in this particular situation, as well for the lower part of the chin.

b) Punch to the stomach or CHUDAN OI-ZUKI — aiming for the solar plexus.

c) Front kick to the stomach or CHUDAN MAE-GERI — using the back leg, aiming for the solar plexus.

d) The above techniques are done with the right hand and the right foot. If there is a draw, the above techniques are repeated but with the left hand and the left foot.

e) There must be appropriate distance to attack. The attacking competitor steps the leg back and forms a downward block or GEDAN-BARAI. Each attack must be clearly announced before execution.

f) For the execution of front kick or MAE-GERI, both arms are extended and kept on each side of the body.

g) After the completion or an attack and defense sequence, both competitors simultaneously return to the natural position or SHIZENTAI.

h) The attacking competitor takes a step back to return to the natural position while the defending competitor takes a step forward to do the same.

i) If the distance between the competitors is not appropriate, the Referee or the Judges will tell the competitors to adjust their distance appropriately.

## 3. Defensive techniques

a) Any kind of blocking techniques and body shifting can be used.

b) Any kind of counterattack to the target areas as mentioned above can be used but only a single counterattack is allowed.

## 4. Additional points

a) An attack or defense technique can only be used one time.

b) There is to be one sudden vocal release of energy or KIAI per attack and per counterattack.

## 5. Outcome of a bout

a) The outcome of the bout is decided by the Referee and 4 Judges.

b) If there is a draw, the same attacks are done with the left side initiating the attacks. Following this, a decision to declare a winner must be reached.

## 6. Prohibited elements

a) Faking a movement in order to have the opponent move, and then attack that opponent.

b) Lunging the body towards the opponent or taking more than one basic step forward to attack.

c) From the natural position or SHIZENTAI, the attack must follow a straight line forward and not follow the opponent who may have moved prior to completion of the attack.

Attention: The foot of the attacking competitor that has stepped forward, should end up positioned between the opponent's legs. Fundamental basic technique must be applied during execution.

d) Face level and stomach level attacks that are executed with forceful motions such as pressing the arm downward while the opponent is executing a blocking technique.

e) Withdrawing too quickly the hand that is executing an attack.

f) Contact or hitting the attacking competitor other than the blocking technique that should be executed.



Attention: There is no contact to the other competitor except to execute the blocking technique.

g) Any combination techniques; sweeping the attacking competitor — ASHI-BARAI; any projection techniques or holds involving the joints.

h) During the execution of a blocking technique to the stomach, to be blocking at the other competitor's elbow.

Attention: Proper blocking is done at the wrist of the attacking competitor.

i) During the execution of a blocking technique to the face, any forceful motions that may cause a loss of balance of the attacking competitor.

j) During the execution of a blocking technique to the stomach, to be using any forceful downward motions.

k) Withdrawing too quickly the hand that is executing a counterattack.

#### 7. Regarding criteria leading to disqualification

a) When a prohibited element has been identified, the Referee and the Judges will confer and indicate their decision regarding the degree of severity and give the appropriate reprimand, either a caution or KEIKOKU, a warning or CHUI, a disqualification or HANSOKU, and pronounce absolute disqualification or SHIKKAKU.

b) Please refer to the section Criteria Leading to Disqualification (HANSOKU).

### Article 35. Specific guidelines for semi-free fighting or Jiyu Ippon Kumite

#### 1. To start a bout

a) When called, the 2 selected competitors move forward to their designated starting positions and bow to each other.

b) The Referee starts the match with the vocal command: begin or Hajime. As both competitors step forward in their ready to fight positions or KAMAE, the red side always starts first. After each attack, block and counterattack sequence is completed, the competitors pause in ready to fight positions or KAMAE at a proper distance or MAAI, then return to their starting points, still in ready to fight positions or KAMAE. The 2 competitors then wait for the Referee's command to resume fighting, either the red side or the white side initiating.

c) The competitors may choose their ready to fight positions or KAMAE. However it is recommended that in a Junior Tournament the competitors hold their arms in front of their body.

d) After all attacks are executed from both sides, the competitors return to their designated starting positions and wait for decision of the Judges.

e) Both competitors must wear guards for the hands.

#### 2. Attacking techniques

a) Punch to the face or JODAN OI-ZUKI — aiming for either just below the nose and in this particular situation, as well for the lower part of the chin.

b) Punch to the stomach or CHUDAN OI-ZUKI — aiming for the solar plexus.

c) Front kick to the stomach or CHUDAN MAE-GERI — using the back leg, aiming for the solar plexus.

Note: The above techniques are done with the right hand and the right foot. If there is a draw, the above techniques are repeated but with the left hand and the left foot.

d) There must be appropriate distance to attack and each attack must be clearly announced before execution.

Note: If the distance between the competitors is not appropriate, the Referee or the Judges will tell the competitors to adjust their distance appropriately.

#### 3. Defensive techniques



- a) Any kind of blocking techniques and body shifting can be used.
  - b) Any kind of counterattack to the target areas as mentioned above can be used but only a single counterattack is allowed.
4. Additional points
- a) An attack or defense technique can only be used one time.
  - b) There is to be one sudden vocal release of energy or KIAI per attack and per counterattack.
  - c) When there is proper distance or MAAI to attack, the competitor must initiate that attack. It has been seen that proper distance or MAAI has been reached and no attack is initiated. This must not be done.
  - d) The defending competitor must not back away creating a longer distance from the attacking competitor.
  - e) Faking a movement or KENSEI is not allowed.
5. Prohibited elements
- a) Distance is too short, and lunging the body towards the opponent.
  - b) Withdrawing too quickly the hand that is executing an attack.
  - c) Contact or hitting the opponent.
  - d) Blocking or shifting the body during the counterattack.
  - e) Grabbing or holding the opponent.
  - f) Stepping out of the court for 3 times. A caution or KEIKOKU is given for the first time, a warning or CHUI is given for the second time and a disqualification or HANSOKU is given for the third time.
  - g) Blocking and counterattacking at the same time.

Note: Please refer to the section Criteria leading to Disqualification (HANSOKU).

Article 36. Specific guidelines for judging 1 point basic fighting or Kihon Ippon Kumite and semi-free fighting or Jiyu Ippon Kumite

1. Frame of mind of competitors
  - a) Proper manners.
  - b) Fighting spirit and effort.
  - c) Eye contact.
  - d) Poise and readiness.
2. Distance or MAAI
  - a) Proper distance and angle of the techniques towards the target area.
  - b) Proper timing when blocking and if the attacks are properly blocked at the wrist and ankle of the opponent as well as the attack being properly diverted and the body moved from the line of attack.
    - c) If the blocking technique is practical and body shifting is done according to the opponent.
    - d) Proper choice of counterattack from the defending position and according to distance and the rapidity of execution of this element.
    - e) Motionless of supporting leg when initiating a blocking or attacking sequence.
3. Focus of power
  - a) Degree of use of the body to generate this focus of power.
  - b) Hip rotation and feet movement are smooth and proper direction of body and techniques.
  - c) Proper stance and posture and the degree of transforming the body parts into “weapons” of attack and defense.
  - d) Proper sudden vocal release of energy or KIAI , spirit and power as a unit.





## CHAPTER 4. KATA EVENTS

## Article 37. Definition &amp; Guidelines for Event

1. In a Kata event, a Kata is performed in a court. The Judges make a decision in order to declare a winner. The following types of Kata matches are as follow:

a) Red and White Flag System (KOHAKU HOSHIKI): 2 competitors simultaneously perform the same Kata that is chosen by the Referee and a winner is declared.

b) Point System (TENSU HOSHIKI): 1 competitor at a time perform a Kata and each Judge gives points on the performance of that competitor. The points are added up for a total score and a winner is declared.

c) Team Kata: 3 competitors perform the same Kata and start by facing the Front or SHOMEN, at a starting position of their choice. The team is given a total score according to the Point System.

2. A Kata shall be chosen from the following, based on those that have been established by the Masters Committee or SHIHAN-KAI:

- a) HEIAN SHODAN;
- b) HEIAN NIDAN;
- c) HEIAN SANDAN;
- d) HEIAN YONDAN;
- e) HEIAN GODAN;
- f) TEKKI SHODAN;
- g) TEKKI NIDAN;
- h) TEKKI SANDAN;
- i) BASSAI DAI;
- j) KANKU DAI;
- k) JION;
- l) ENPI;
- m) BASSAI SHO;
- n) KANKU SHO;
- o) JITTE;
- p) JIIN;
- q) GANKAKU;
- r) HANGETSU;
- s) NIJUSHIHO;
- t) CHINTE;
- u) UNSU;
- v) MEIKYO;
- w) GOJUSHIHO SHO;
- x) GOJUSHIHO DAI;
- y) WANKAN.

3. The types of Kata matches are as follow:

a) SHITEI KATA consists of the demonstration of one of the following Kata, chosen by the Referee:

- HEIAN SHODAN;
- HEIAN NIDAN;
- HEIAN SANDAN;
- HEIAN YONDAN;
- HEIAN GODAN;
- TEKKI SHODAN;

b) SENTEI KATA consists of the demonstration of one of the following Kata, chosen by the Referee:

- BASSAI DAI;
- KANKU DAI;
- JION;



- ENPI;
- c) TOKUI KATA consists of the demonstration of one of the official KWF Kata, freely chosen by the competitor.

#### Article 38. The Judging Panel

1. The Judging Panel for each match shall consist of :
  - a) 1 Referee;
  - b) 4 Judges for the Red and White Flag System events;
  - c) 6 or 4 Judges for the Point System events.
2. The Judges of a Kata match must not have the nationality of either of the participants.

#### Article 39. Criteria of Evaluation

1. Criteria for judging a Kata event are as follow:
  - a) understanding of KWF basics:
    - body compression and expansion (TAI NO SHINSHUKU),
    - hip rotation (KOSHI NO KAITEN);
  - b) proper frame of mind:
    - ability to focus the mind (ZANSHIN);
    - correct eye contact (CHAKUGAN);
    - correct unification of internal energy (KIAI);
    - fighting spirit and effort;
  - c) correct performance:
    - proper sequence of movement;
    - overall performance and illustrating the essential characteristics of the chosen Kata (KATA NO TOKUCHO);
    - rhythm and change in the speed of techniques (WAZA NO KANKYU);
    - overall smoothness of movements;
    - use of a technique with understanding of its meaning;
  - d) correct technique:
    - correct course of techniques (TSUKI, UCHI, KERI, UKE);
    - accuracy in transforming the body parts into “weapons” of attack and defense;
    - accuracy in reaching the point of target;
    - absence of exaggerated movements;
    - correct method of breathing;
  - e) athletic performance:
    - focus (KIME);
    - speed and power;
  - f) correct movement:
    - correct movement of center of gravity;
    - smoothness of feet movements (UNSOKU);
    - proper course of direction and accuracy in returning to the starting position (EMBUSSEN);
    - unity and coordination of body parts;
  - g) correct posture:
    - proper use of stance (TACHI) and posture (KAMAE);
    - proper width and length of stance;
    - adherence of the feet to the floor;
    - proper hip position, understanding of HANMI, SHOMEN, GYAKU HANMI;
  - h) balance;
  - i) difficulty;
  - j) synchronization (in Team Kata).
2. In the KOHAKU HOSHIKI event, at the end of the kata performance, the Referee will announce HANTEI followed by a whistle sound, after which all four judges will raise the appropriate flag



simultaneously to declare their decision.

3. In the TENSU HOSHIKI event, an average score will be decided and judges and referees will score up to one point above or below that average. For example, if 8.0 is the average, then the highest score would be a 9.0 and 7.0 would be the lowest.

#### Article 40. Fouls

1. Points are deducted as per the following situations:
  - a) the competitor makes a mistake, but continues to perform (0.5 deductions per mistake);
  - b) the competitor misses a movement, but continues to perform (0.5 deductions per mistake);
  - c) the competitor pauses for no apparent reason but continues afterwards (0.1 deductions per second);
  - d) the competitor makes breathing sounds while executing the Kata (0.2 deduction);
  - e) the competitor did not return to the starting point (0.1 deductions per 0.5 meter; 0.2 deductions per 30°).
2. The competitor is disqualified as per the following situations:
  - a) the competitor does not finish the Kata;
  - b) the competitor does a different Kata from the one announced;
  - c) the competitor uses profane verbal or body language;
  - d) the competitor makes a major mistake or misses several movements;
  - e) the competitor's belt falls off during the performance;
  - f) the competitor pauses or stops in the performance for several seconds.
3. As a general rule, a competitor that has been disqualified in a Kumite bout cannot compete in Kata events as well.

#### Article 41. Re-Match (SAI-SHIAI)

1. If there is a draw in a Red and White Flag System match or event, the Referee will choose HEIAN SHODAN to be performed by the 2 competitors.
2. If there is a draw in a Point System match or event, a judgment shall be made by adding the lowest score of all the judges' points to the previously added score. If it still cannot be finalized, a judgment shall be made by adding the judges' highest score to the previously added score. Finally, if still undecided, an additional match may be held. The Kata performed in the additional match must be different from the one performed in the initial match.

#### Article 42. Operation of Matches

1. For a Red and White Flag System match or event, each competitor moves to their respective starting positions and bow to each other. The Referee then chooses at random a Kata and announces the name of the Kata to the competitors who repeat the name of that Kata. Both competitors begin their performance at the Referee's command to start.
2. When their performances are finished, the 2 competitors will then bow to each other and then to the Front.
3. For a Red and White Flag System match or event, the Referee shall notify to a competitor the name of a Kata specified at random by the Referee himself out of all of the cards of the specified Kata, and the competitor shall immediately begin his demonstration under the Referee's order of "Hajime" or his signal by whistle.
4. For a Point System match or event, a competitor shall stand at a point appropriate for the completion of the Kata within the court, declare loudly the name of the Kata to be carried out, and after the Referee has repeated the name, the competitor shall begin his demonstration without any order or signal by the Referee.
5. After the demonstration of Kata, the competitor shall return to his initial position and receive a judgment.
6. In one of the following cases, the Referee may call the judges for deliberation or to give them his



instructions (in the event that the judges disagree during their deliberation, the Referee shall rule on the basis of majority):

- a) it is evident that a competitor has committed a foul or an error.
  - b) an injury or another accident has happened to a competitor.
  - c) a question has arisen about scoring.
  - d) The Judge has indicated or wants to indicate his opinion and the Referee upholds it.
  - e) the Match Supervisor has given an instruction.
7. A judge shall indicate his opinion by means of his whistle when he notices one of the above cases.
8. A scorekeeper shall record the name of the Kata to be performed by a competitor on his score sheet.

9. For a Red and White Flag System match or event, each judge shall indicate his/her decision by means of his flag, under the Referee's signal by whistle. Judges may not put their flags down until the Referee's next signal.

10. For a Point System match or event, each judge shall lift up his/her score board in order to indicate his/her judgment points, upon the Referee's whistle signal. Judges may not put their score boards down until the Referee's next signal.

11. One of the score keepers shall read loudly the points indicated by the judges, starting from the Referee and proceeding clockwise. The other score keeper shall record them on his/her given score sheet in order to count the total points according to a given counting method.

12. One of the scorekeepers shall notify the total points to the Referee, who shall repeat it.

13. A competitor may leave the court only after the judgment or notification of the score is made by the Referee.

#### Article 43. Required Equipment

1. The list of required equipment:

- a) whistles — one per official;
- b) red and white flags — a pair for each Judge;
- c) score boards or score cards — a set per Judge;
- d) official forms for scorekeepers including a copy for the Match Supervisor;
- e) kata cards: a set of Designated Basic Kata and a set of Designated Intermediate Kata — a set of the appropriate ones for the Referee;
- f) red bands of cloth to differentiate the competitors — the dimensions of this red band of cloth worn around the waist should not hinder the match in any way.



**CHAPTER 5. FUKUGO EVENTS****Article 44. Definition of Event**

In a Fukugo event contestants compete first in Kata, then in Kumite (IPPON SHOBU). The athlete winning in Kata match gets the advantage of having 2 half points (2 WAZA-ARI) in Kumite event.

**Article 45. Criteria for Reaching an Outcome in a Match**

The athlete must have a larger number of points to win the Fukugo competition. The victory is awarded to the athlete if he/she gets 1 IPPON or 5 WAZA-ARI points.

**Article 46. Criteria Leading to Disqualification**

A competitor that has been disqualified either in Kata match or Kumite bout will be disqualified in Fukugo event as well.



**CHAPTER 6. TOURNAMENT RULES & REGULATIONS FOR OFFICIALS****Article 47. Goal and Objective**

1. The goal of establishing these rules and regulations for officials is to promote standardized guidelines to ensure a fairness and smoothness flow in decision-making.

2. This document is to be used as a supplement to the Tournament Rules & Regulations document.

**Article 48. Guide for Use**

All official tournaments sponsored by The Karatenomichi World Federation are to follow these rules and regulations.

**Article 49. Rules of Conduct for Officials**

1. All judging officials are to be neutral and fair.

2. All judging officials should make their decisions freely and based on the Tournament Rules & Regulations documents.

3. All judging officials are to behave in a dignified and professional manner.

4. All judging officials give their decisions promptly and accurately.

5. During a match or event, a judging official does not talk to any person other than the involved ones in that particular match or event.

**Article 50. Additional Information**

If there arises a situation undefined by this present document, the decision shall be given by the Chief Referee.



## APPENDIX 1: PROCEDURES FOR JUDGING

## 1. Voice Commands for the Referee

The following commands are to be used by the Referee:

- a) match begin — SHOBU IPPON or SHOBU SANBON or JIYU SHOBU HAJIME for a Kumite bout;
- b) ready, begin for a Kata match — YOI HAJIME;
- c) stop — YAME;
- d) return to your starting position — MOTO NO ICHI;
- e) resume, for a Kumite bout — TSUKUKETE HAJIME;
- f) 30 seconds time remaining — ATO SHIBARAKU;
- g) half point — WAZA-ARI;
- h) 1 point — IPPON;
- i) together making 1 point — AWASETE IPPON;
- j) no points — TORIMASEN;
- k) faster attack — HAYAI;
- l) simultaneous attacks — AIUCHI;
- m) distance not sufficient — MAAI;
- n) blocked attack — UKETE-MASU;
- o) off target attack — NUKETE-MASU;
- p) weak attack — YOWAI;
- q) caution — KEIKOKU;
- r) warning — CHUI;
- s) to disqualify — HANSOKU;
- t) non defending — MUBOUBI;
- u) out of court — JOGAI;
- v) decision time — HANTEI;
- w) red ( or white) is the winner — AKA (OR SHIRO) NO KACHI;
- x) draw — HIKIWAKE;
- y) re-match — SAI-SHIAI;
- z) second re-match — SAI-SAI-SHIAI;
- aa) call to confer — SHUGO;
- bb) withdrawal of competitor — KIKEN;
- cc) absolute disqualification — SHIKKAKU.

For the following verbal commands, the Referee clearly announces to which competitor, either the red or the white one, the command is addressed to:

- a) winner — KACHI;
- b) 1 point — IPPON;
- c) half point — WAZA-ARI;
- d) caution — KEIKOKU;
- e) warning — CHUI;
- f) to disqualify — HANSOKU;
- g) out of bounds — JOGAI;
- h) non-defending — MUBOUBI;
- i) withdrawal of competitor — KIKEN;
- j) disqualification — SHIKKAKU.

When 1 point (IPPON) or half point (WAZA-ARI) is scored, the Referee clearly announces the target area and the kind of attack that was done effectively:

- a) stomach, sides of the abdomen and back — CHUDAN;
- b) head and neck area — JODAN;
- c) punch — TSUKI;
- d) kick — KERI;



e) strike — UCHI.

If a competitor scores with consecutive techniques called RENZOKU WAZA, the Referee announces the target area and the kind of attack as well as announces either a half point by consecutive techniques or RENZOKU WAZA WAZA-ARI , or a 1 point by consecutive techniques or RENZOKU WAZA IPPON given.

## 2. Whistle Commands

The following are the whistle commands used by the Referee:

- a) \_\_\_\_\_ start — HAJIME;
- b) \_\_ \_\_ stop — YAME;
- c) \_\_ \_\_ \_\_ call to confer — SHUGO;
- d) \_\_\_\_\_ decision time — HANTEI;
- e) \_\_ lower flags or score boards.

The following are the whistle commands used by the Match Supervisor:

- a) \_\_ \_\_ \_\_ \_\_ \_\_ stop the match.

The following are the whistle commands used by the Judges:

- a) \_\_\_\_\_ 1 point or IPPON has been scored;
- b) \_\_ half point or WAZA-ARI has been scored;
- c) \_\_ \_\_ \_\_ \_\_ \_\_ attention call to Referee.










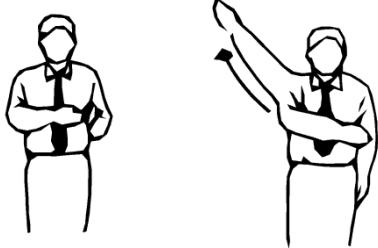

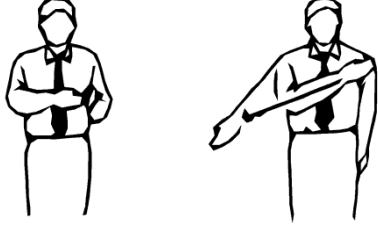

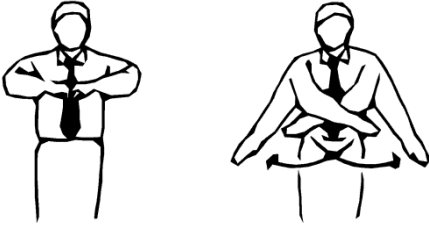
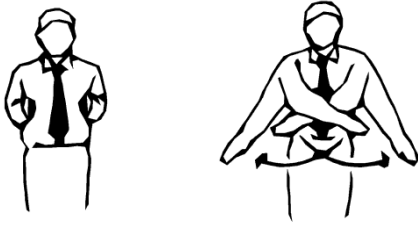
## APPENDIX 2: GESTURES &amp; FLAG SIGNALS

The Judges use specific gestures when expressing their judgments and decisions.


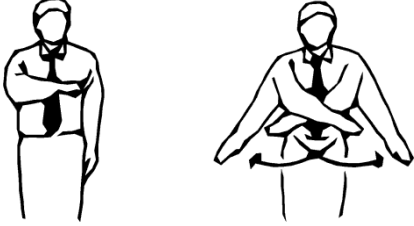
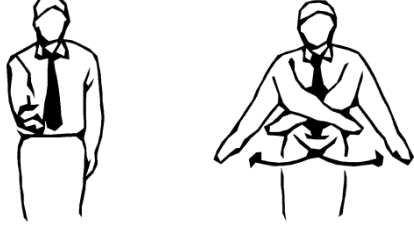



## 1. Gestures for the Referee.

Announcement	Gesture
a) MOTO NO ICHI	
b) SHOBU (IPPON, SANBON, JIYU) HAJIME	
c) YAME	
d) TSUZUKETE HAJIME	
e) IPPON	


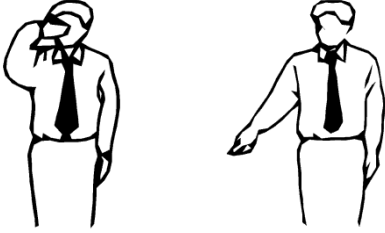
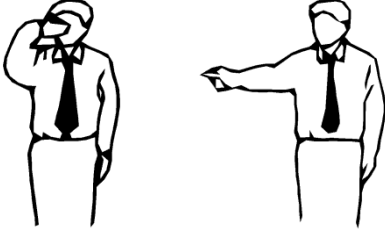
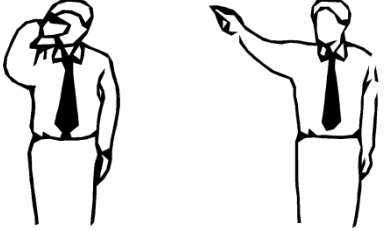
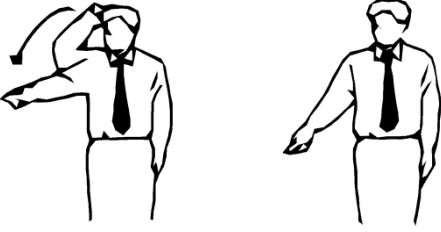
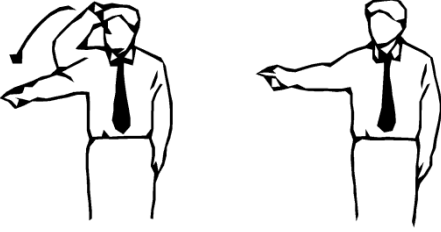


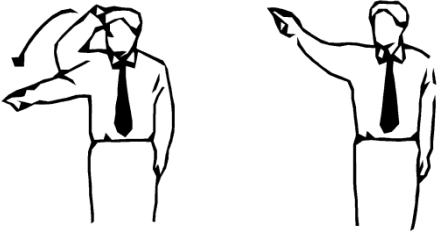





f) HAYAI, IPPON	
g) WAZA-ARI	
h) HAYAI, WAZA-ARI	
i) WAZA-ARI, AWASETE IPPON	
j) AIUCHI, TORIMASEN	
k) MAAI, TORIMASEN	





l) UKETE-MASU, TORIMASEN	
m) NUKETE-MASU, TORIMASEN	
n) YOWAI, TORIMASEN	
o) TORIMASEN	
p) KEIKOKU	
q) CHUI	









r) HANSOKU	
s) MUBOUBI, KEIKOKU	
t) MUBOUBI, CHUI	
u) MUBOUBI, HANSOKU	
v) JOGAI, KEIKOKU	
w) JOGAI, CHUI	







x) JOGAI, HANSOKU	
y) HANTEI	
z) KACHI	
aa) HIKIWAKE	
bb) FUKUSHIN	
cc) FUKUSHIN SHUGO	

dd) KIKEN	
ee) SHIKKAKU	






## 2. Flag Signals for the Judges.

Command	Gesture
a) WAZA-ARI	
b) IPPON	
c) TORIMASEN	
d) MIENAI	
e) HAYAI	
f) AIUCHI	



g) MAAI	
h) UKETE-MASU	
i) NUKETE-MASU	
j) YOWAI	
k) KEIKOKU	
l) CHUI	



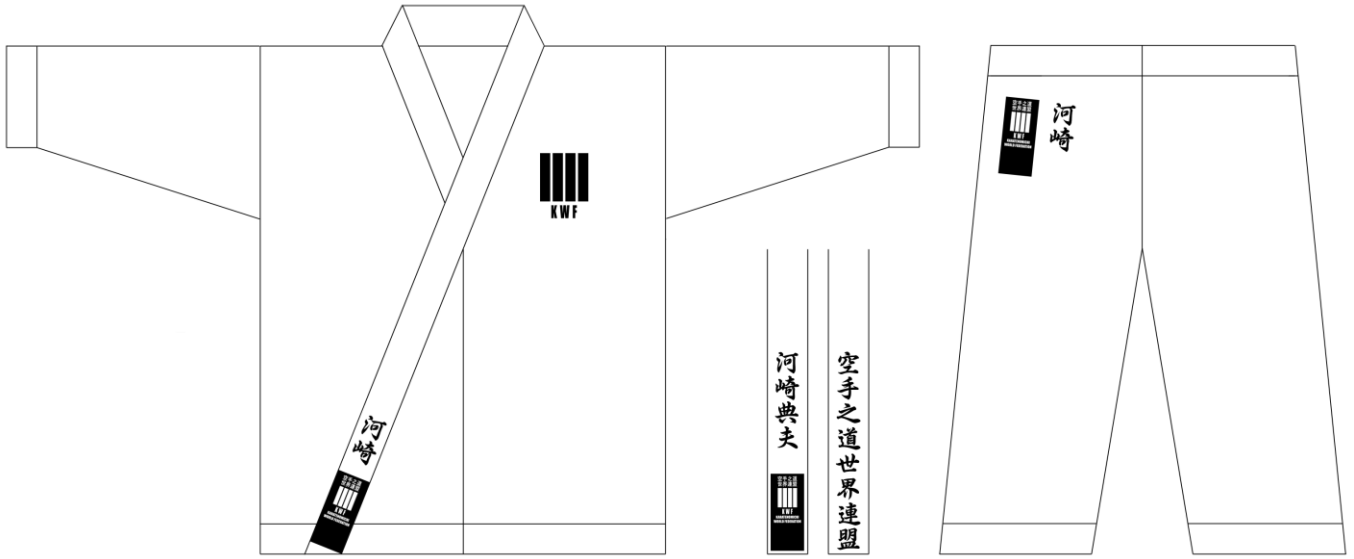
m) HANSOKU	
n) MUBOUBI	
o) JOGAI	
p) KACHI	
q) HIKIWAKE	

## APPENDIX 3: Scorekeepers Marks

1	IPPON
½	WAZA-ARI
H1	KEIKOKU
H2	CHUI
H3	HANSOKU
M1	MUBOBI KEIKOKU
M2	MUBOBI CHUI
M3	MUBOBI HANSOKU
J1	JOGAI KEIKOKU
J2	JOGAI CHUI
J3	JOGAI HANSOKU
KK	KIKEN
DQ	SHIKKAKU
○	KACHI
×	HIKIWAKE



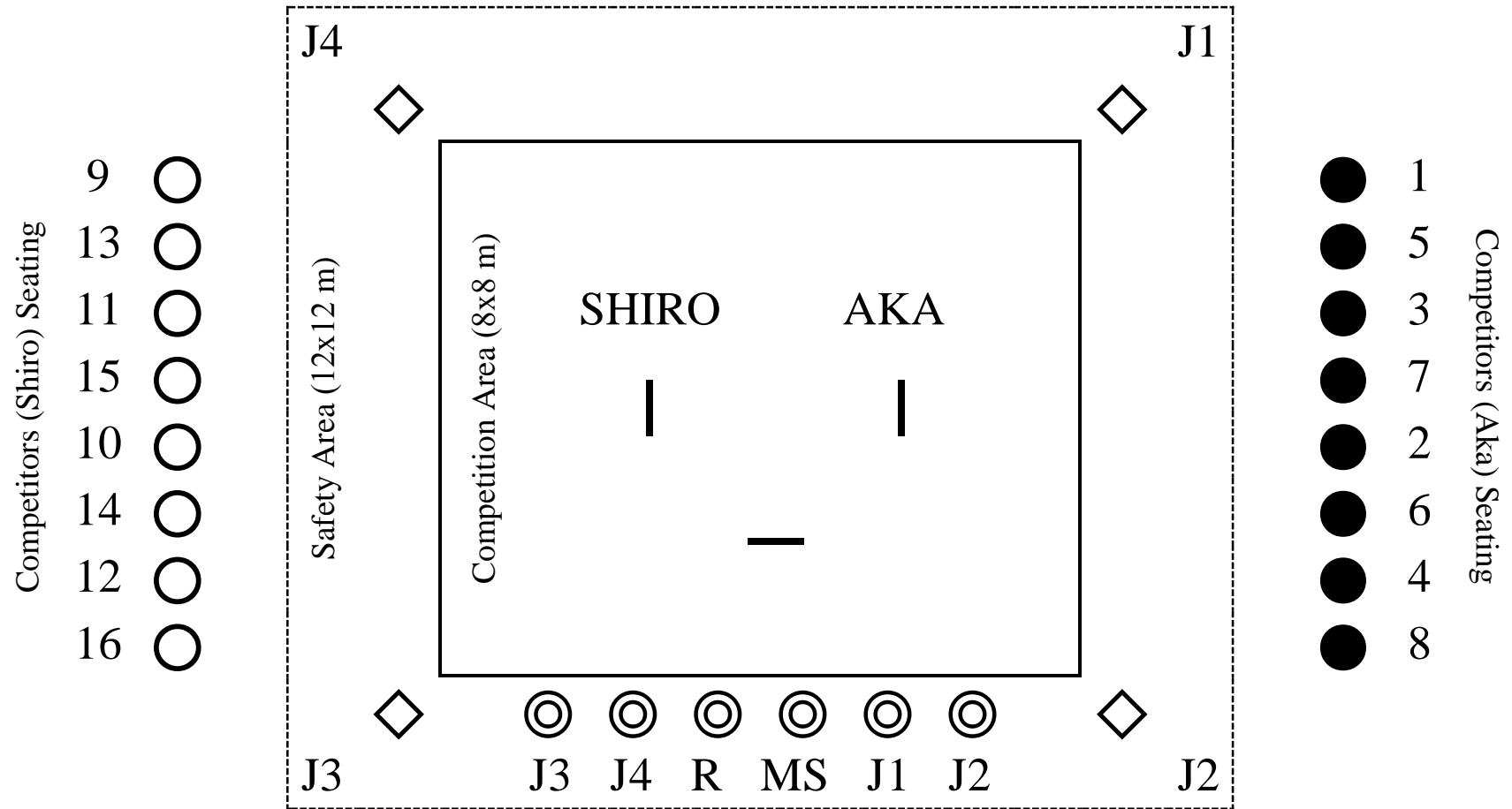
APPENDIX 4: The Karate-Gi



APPENDIX 5: Official Uniform of Judges



APPENDIX 6: Layout of the Kumite Competition Area



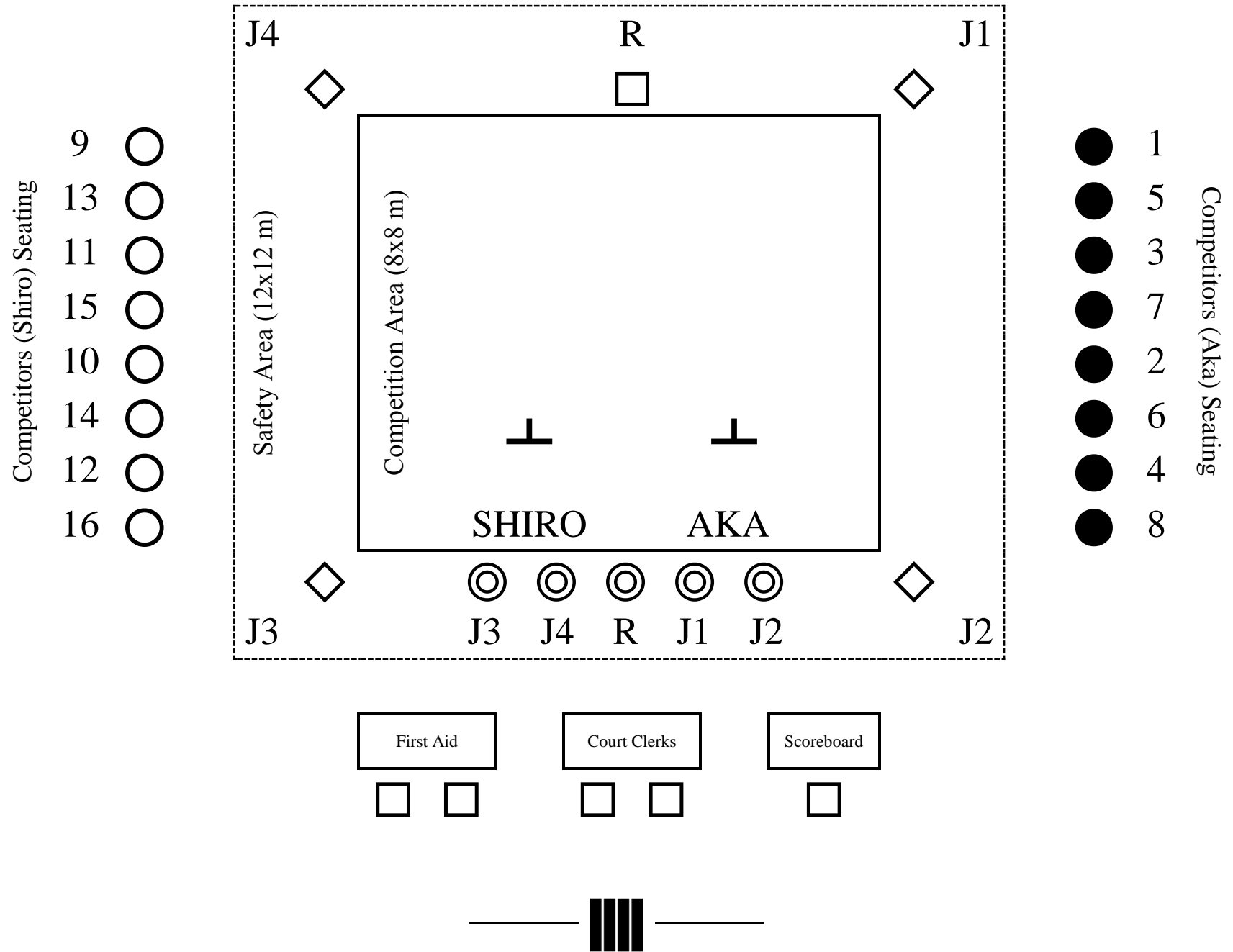
First Aid

Court Clerks

Scoreboard



APPENDIX 7: Layout of the Kata Competition Area (Flag System)



APPENDIX 8: Layout of the Kata Competition Area (Point System)

