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WORLD KARATE CONFEDERATION

Rules of Tournament

PART A: GENERAL CONTEST RULES – SHOBU SANBON & IPPON

CHAPTER 1: GENERAL MATTERS

All Karate-ka – including competitors, coaches, managers, or anyone associated with a contestant – as well as judges, referees, and all other officials, must embody the ideals of Karate do: good character, sincerity, effort, etiquette, and self-control.

The WKC adheres to the anti-doping policies of the International Olympic Committee and endorses the use of the Pocket Concussion Recognition Tool (as used by the IOC, IRB, and FIFA).

Any behaviour likely to bring Karate into disrepute – whether by referees, judges, coaches, competitors, or anyone associated with a contestant – may result in a warning or the disqualification of the contestant and/or their team.

Article 1: The Venue

1. The competition venue must be appropriate for the nature and scale of the event. 2. Ideally, the location should have good transport links by air, sea, and road/rail, and offer direct access to a hospital with accident and emergency facilities. It must be capable of safely and comfortably accommodating the expected number of competitors and spectators. Lighting must be of an acceptable standard.

3. An evacuation plan, indicating the locations of emergency exits, must be clearly announced by the Tournament Director before the event begins. An information sheet must be provided to each team manager and official.
4. There must be clearly designated areas for spectators, competitors, coaches, and tournament officials.
5. Spectators must not be permitted to enter tournament areas without proper authorisation. The Tournament Director must ensure staff are in place and barriers are used to enforce this.

Article 2: Staff

Tournament Director

The Tournament Director is appointed by the WKC Executive Committee. They are responsible for all aspects of the tournament's organisation and smooth operation. However, they do not have jurisdiction over refereeing, judging, or competition rules. The Tournament Director is supported by a team of tournament personnel.

Security

All individuals in the tournament must always wear their official WKC Personal Identification and have it available for inspection. This identification is strictly non-transferable.

Tournament Medical Officials

All WKC events must have a Professional Medical Team. The doctor may be supported by certified First Aid personnel if necessary. The Tournament Doctor(s), appointed by the WKC Executive Committee, shall be responsible for all medical matters throughout the event. They are authorised to diagnose and treat injuries and to determine whether a competitor is fit to continue participation.

Article 3: Match Equipment

The Tournament Director is responsible for ensuring the following equipment is available:

1. Safe and secure tatami mats.
2. Red and blue flags (5 per competition area).
3. Scoreboards and scoring cards for Kata (7 per area).
4. Recording equipment (official score sheets, forms, pens, calculators, etc).
5. A suitable public address (PA) system.

6. Countdown timers and time signal devices for each competition area.

Article 4: The Competition Area

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1. The competition area must be safe, flat, matted, square-shapes, and WKC-approved. 2. The designated match area must measure 8 metres by 8 metres. For safety, there should be an additional 2 metres on each side, at the same level and made of the same material as the fighting area.
3. A one-metre-wide border within the 8-metre square must surround the fighting area. This inner border should be a contrasting colour to clearly define the boundaries.

Article 5: Competitor Age

All participants in the WKC World and Continental Senior Championships must be 18 years of age or older on the day of competition. For junior categories, the competitor's age on the day of competition will determine their eligibility group.

Article 6: Attire and Presentation

1. Contestants

- a. Contestants must wear a clean, traditional white Karate Gi and arrive at the tatami dressed appropriately and ready to compete. Failure to comply may result in disqualification.
- b. Only a national emblem or association badge (not exceeding 10cm x 10cm) is permitted and must be worn on the left breast of the jacket.
- c. No commercial advertising is permitted unless authorised by WKC Executive Committee.
- d. The jacket, when tied with a belt, should ideally cover the hips but not extend more than three-quarters down the thigh. Only female competitors can wear a plain, clean white T-shirt underneath the Gi. Sleeves must reach no further than the wrist joint and no higher than halfway up the forearm. Sleeves may not be rolled up. Jacket ties must be fastened.
- e. Trousers must cover at least two-thirds of the shin and must not extend beyond the ankle bone. Trousers must not be rolled up.
- f. In Kumite matches and Kata events judged using the flag system, competitors must wear either a red or blue belt for identification purposes. In Kata events judged using the scorecard system, competitors should wear their own grade belt. Belt must be of standard size (approximately 5cm wide), with about 15cm extending on each side of the knot. Competitors must supply their own belts.
- g. Manufacturer logos are permitted at the discretion of the WKC Executive

Committee. A single, discreet manufacturer's label is allowed on both the jacket (lower outer hem) and trousers (near the waistband). Logos must be modest in

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size. National flags or other badges are not permitted on the back of the Gi, on the sleeves, or on the trousers.

- h. If issued, the competitor numbers must be attached to the back of the Gi using non-metallic adhesive materials.
 - i. Competitors must keep their fingernails and toenails short, maintain personal hygiene, and must not wear any metal objects or items likely to cause injury or interfere with the bout.
 - j. Bandages or supports may only be worn with the prior approval of the Referee, following advice from the Tournament Doctor.
 - k. Spectacles are not permitted in Kumite. Soft contact lenses may be worn at the competitor's own risk.
 - l. Metallic dental braces must be approved by the Referee on the advice of the Tournament Doctor and are worn at the competitor's own risk.
 - m. Hachimaki (headbands), ribbons, hair decorations, rings, bracelets, or any other jewellery or adornments are strictly forbidden.
2. Shobu Sanbon – the following rules apply to the wearing of protective equipment:
- a. Red (AKA) AND Blue (AO) rounded/dome-type mitts are MANDATORY. Mitts must be of the approved dome-style competition type. See APPENDIX III.
 - b. Red (AKA) AND Blue (AO) belts are MANDATORY and must be worn to distinguish competitors.
 - c. Red (AKA) AND Blue (AO) shin and instep protectors are MANDATORY. These must be a unified shin and foot protection designed to cover the shin, instep, and the toes. See APPENDIX III.
 - d. Cotton type shin/instep protection are NOT PERMITTED.
 - e. Groin protectors are MANDATORY for male competitors aged 6 years and above.
 - f. Chest protectors are MANDATORY for female competitors ages 10 years and above.
 - g. Clear or white mouthguards are MANDATORY.
3. Shobu Ippon – the following rules apply to the wearing of protective equipment:
- a. Red (AKA) AND Blue (AO) rounded/dome-type mitts are MANDATORY for ALL competitors.

- b. Red (AKA) AND Blue (AO) belts are MANDATORY and must be worn to distinguish competitors.
- c. Groin protectors are MANDATORY for male competitors aged 6 years and above.

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- d. Chest protectors are MANDATORY for female competitors aged 10 years and above.
- e. Clear or white mouthguards are MANDATORY.
- f. Shin protectors are FORBIDDEN.
- g. Shin/Instep protectors are FORBIDDEN.

All protective equipment must be acceptable to the WKC ExCom (see Appendix III).

Contestants can compete in either or both Sanbon & Ippon Kumite events.

4. Coaches

Coaches must wear a tracksuit and always display their official identification badge during the tournament.

5. Officials

Referees and Judges must wear the official uniform as designated by the WKC Executive Committee. This uniform is compulsory at all tournaments, official course, and examinations. The official uniform comprises the following:

- a. A single-breasted navy-blue blazer with two silver buttons and the WKC badge.
- b. A white WKC shirt.
- c. A dark blue WKC tie.
- d. Light (mid-grey) trousers with no turn-ups.
- e. Plain dark blue or black socks.
- f. Black referee or sport shoes. Outdoor footwear is not permitted on the tatami.
- g. Female referees may wear a discreet hair clip and/or an elastic band for a ponytail.

The WKC Executive Committee or Referee Commission reserves the right to disqualify any official or competitor who fails to comply with the above regulations.

CHAPTER 2: POWERS AND DUTIES

Article 7: Powers and Duties

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1. The WKC Executive Committee

The powers and duties of the World karate Confederation Executive Committee (ExCom) shall be as follows:

- a. To appoint commissions and support them in their activities.
- b. To ensure proper preparation for each tournament in consultation with the Tournament Director and the Organising Committee, overseeing all aspects of tournament organisation.
- c. To supervise and support the Referees Commission, and to appoint and assign Chief Referees to their respective areas, ensuring officials are fairly distributed across the tatami. The Committee shall also act on any reports submitted by Chief Referees.
- d. To provide final decisions on matters of judgement not explicitly addressed in the rules.
- e. To adopt alternative systems or procedures as deemed appropriate by the Executive Committee.

A member of the WKC Executive Committee must always be present in the tournament hall.

2. The WKC Referee Commission

The Referee Commission shall consist of a minimum of three, and no more than five, highly experienced and internationally qualified referees. The Commission will be chaired by a member of the WKC Executive Committee. The powers and duties of the WKC Referee Commission shall be as follows:

- a. To supervise and coordinate the overall performance of refereeing officials.
- b. To nominate substitute officials when necessary.
- c. To organise the training and assessment for all referees prior to each WKC Championship.
- d. To propose improvements to the Competition Rules.
- e. To submit a detailed report immediately following each Championship regarding any issues that arose and the performance of referees and officials.
- f. To arrange, in collaboration with the Executive Committee, webinars or video

conferences for existing and prospective WKC referees.

3. The Arbitrator (Kansa)

The Arbitrator is selected from the WKC panel of officials. Powers and Duties of the Arbitrator:

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- a. To oversee the work of the scorekeeper, timekeeper, and announcer, and ensure the bout is conducted in accordance with the Competition Rules.
- b. To verify that all conducted competitors are wearing WKC-approved equipment before each match.
- c. To request assistance from the Referee or Chief Referee as required.
- d. To exercise the right to vote during a Sanbon match when the mirror system is used and the Referee calls for it.
- e. To be responsible for the official result of the match. All match records become official upon approval by the Arbitrator and Referee Panel.

If decisions made by the Referee and/or Judges contradict the Competition Rules:

- The Arbitrator shall signal by blowing the whistle three times to draw attention.
- If the matter cannot be resolved between the Arbitrator and Referee, the Chief Referee must be consulted to make a final ruling.

Important:

- Under the FLAG SYSTEM, the Arbitrator is not an additional judge.
- Under the MIRROR SYSTEM, the Arbitrator may vote when requested and has authority in matters of judgement (Hantei).

4. The Chief Referee

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

- a. Acts as the highest authority within their assigned competition area under the Contest Rules.
- b. Delegates and assigns Referees, Corner Judges, and Jury Table Judges for each match, and supervises their performance.
- c. May stop a match and replace any official with a substitute, minimising disruption to proceedings.
- d. Ensures all matches are conducted in accordance with the Contest Rules. In the case of unusual incidents, decisions should be based on the Rules, with referral to the Referees Commission and public announcements subject to the Executive

Committee approval.

- e. Assists referees who require support during a match and makes recommendations about the performance of any official, coach, or competitor to the Referee Commission.

5. The Referee (Shushin)

The Referee's powers and duties shall include:

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- a. To conduct matches, including initiating, suspending, and stopping bouts.
- b. To announce the decisions of the panel of judges.
- c. To explain the grounds for decisions to the Chief Referee or Referee Commission when requested.
- d. To review competitors' medical record cards to ensure they are fit to compete.
- e. To announce fouls and award points.
- f. To issue warnings and apply penalties before, during, and after the match.
- g. To call for a decision (Hantei), oversee voting by the Referee Panel, and announce the result.
- h. To extend matches as needed.
- i. To take disciplinary actions including dismissal or suspension of competitors or teams.
- j. To consult with the Arbitrator, Judges, and Tournament Medical Officials as required.
- k. To follow the advice or instructions of the Chief Referee.
- l. To declare victory by majority decision, using the approved judgement tables.
- m. To exercise authority over the competition area and its immediate surroundings.
- n. To make recommendations regarding the performance of any official, coach, or competitor to the Chief Referee.
- o. In the absence of a majority opinion among judges, the Referee's decision shall prevail.

6. The Judge (Fukushin) - Corner and Mirror

The Corner Judge's powers and duties shall be as follows:

- a. To assist the Referee in conducting the match.
- b. To observe all actions of the competitors attentively.
- c. To indicate judgements regarding the conduct and progression of the match using a flag and/or whistle (in the flag system), or hand signals (in the mirror system).
Judges must signal when:
 - They notice an injury or illness of a competitor before the Referee does. •

They witness an action that qualifies for a score.

- They believe a prohibited act or technique is imminent or has occurred. •

One or both competitors step out of bounds.

- It is necessary to draw the attention of the Referee.

d. To provide their opinion on match situations as required.

e. To vote during a Hantei (decision by majority) when called upon. If a difference of opinion arises between the Referee and the Judges, and the Judges reach a majority decision, they may successfully oppose the Referee's ruling. The decision of the match shall then reflect the majority view of the officiating panel.

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7. Administration Officials: Table Officials, Scorekeepers, Timekeepers, Caller/Announcers
Qualified and trained personnel will be appointed to the Administration Table to serve as manual or electronic Scorekeepers, Timekeepers, and Caller/Announcers. Their roles are defined as follows:

- Draw Sheets: In all match listings, Aka (red) shall be shown first, and Ao (blue) shall be second.
- Team Matches: Teams will line up in order of competitors: the first competitor positioned furthest from the Administration Table, the second closer, and the third closest.
- Kata Events: The Caller/Announcer will declare the Judges' scores starting with the Senior Kata Judge and proceed in a clockwise direction until all scores have been announced.
- System Changes: No amendments to the electronic draw are permitted without explicit authorisation from the WKC Executive Committee and the appointed System Administrator.

8. The Coach

Coaches shall have the following powers and responsibilities:

- a. Must present their own identification and that of their competitors upon request by the Administration Table.
- b. May communicate with their competitor(s) during official pauses in the match (i.e. between Yame and Hajime).
- c. May approach the Arbitrator for administrative matters only.
- d. May submit a formal protest to the Chief Referee.
- e. Only one coach per tatami per federation is permitted.
- f. Coaches must remain seated in their designated area and conduct themselves in a respectful and disciplined manner, avoiding interference with the smooth operation of the match.
- g. Coaches must wear the official tracksuit of their federation, clearly displaying

their name and the country they represent.

9. The Competitor

Competitors must embody the ideals of Karate-do: character, sincerity, effort, etiquette, and self-control. They are required to:

- Comply fully with the Tournament Rules.
- Obey the instructions of the Referee without question.

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- Compete with integrity and in the spirit of fair play.

Any conduct – by a competitor or any person connected with them – that may bring Karate into disrepute may result in disciplinary action. This includes warnings, disqualification from the match or tournament, and in severe cases, disqualification of the entire team.

Article 8: Terms and Signals

1. Terminology and Signals

The official terms and signals utilised by referees and Judges – including verbal commands, hand gestures, the use of flags, and/or whistles – shall be as defined in **Appendix I** of this Rulebook. These terms and signals are to be applied consistently throughout all matches and by officiating personnel.

2. Referee Whistle Signals

The following whistle signals shall be used exclusively by the Referee during a match:

- a. A long or normal whistle followed by a short, sharp blast shall be used to call for a decision (Hantei).
- b. A short, sharp blast shall instruct all officiating personnel to lower their flags or scorecards.

3. Judge Whistle Signals

The following whistle signals shall be used by Judges (Corner or Mirror) to communicate with the Referee:

- a. A short, sharp blast, combined with a flag or hand signal, shall draw the Referee's attention to the Judge's assessment regarding the progress or conduct of the match.
- b. Repeated short blasts in quick succession shall be used in urgent situations to immediately attract the Referee's attention.

Article 9: Decisions

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1. Majority Verdict

The Referee shall award decisions based on the majority verdict of the Referee Panel, in accordance with the official Table for Judgement as specified within these Rules.

2. Absence of Majority

In situations where a majority decision cannot be reached, the opinion of the Referee shall prevail and take precedence over that of the Judges.

Article 10: Protest

1. No Personal Protest by Contestant

A contestant shall not personally protest any decision rendered by the Referee Panel.

2. Authority to Protest

Only the Coach of the individual or team is permitted to file a protest a decision by the Referee and/or Judges where it is believed that a decision contravened by the Rules. Such protests must be submitted using the official Protest Form immediately after the perceived error occurs.

Exception: in cases of administrative error, the protest must be submitted as soon as the error is detected.

3. Responsibility for Match results

To reduce the possibility of charting errors, the winner of each match must ensure their name, number, federation and country are reported correctly to the Administration Table Official before leaving the competition area. This is the shared responsibility of both the competitor and their coach.

4. Initial Protest Review

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The protest must be submitted to the Chief Referee of the area in the first instance. The Chief Referee will review the complaint and may seek clarification from the Referee, Judges, and/or Table Officials.

5. Dismissal of Protest

If the Chief Referee finds that the decision did not contravene the Rules, the protest shall be dismissed.

6. Revision of Decision

If the Chief Referee finds that the decision did contravene the Rules, they may require the Referee and Judges to revise their decision accordingly.

7. Escalation to Referee Commission

If the issue cannot be resolved, it shall be referred to the Referee Commission, which may gather evidence, conduct interviews, and undertake an investigation as appropriate.

No individual member of the Referee Commission holds the authority to sanction, suspend, or disqualify any official. Such action can only be taken by the WKC Executive Committee (ExCom).

8. Written Protest and Fee

All protests must be made in writing, signed by the coach of the contestant, and with a protest fee of CHF 100 (or equivalent)

The fee shall be refunded if the protest is upheld.

Article 11: Injuries and Accidents During Competition

In the event a contestant sustains an injury, the Referee shall immediately stop the match, assist the injured contestant, and, where necessary, call upon the Tournament Medic for evaluation.

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Treatment should not significantly delay the match; the case of minor injuries, the time allocated for treatment should not exceed one (1) minute.

1. Minor Injury

If a contestant sustains a minor injury and:

- Refuses to continue, or
- Requests to withdraw,

And in the opinion of the Tournament Medic the injury is not serious enough to prevent participation, the contestant shall be declared the **LOSER**.

2. Major Injury

If a contestant, following treatment, is deemed physically unable to continue by the Tournament Medic due to injury or any other physical reason, the Referee shall suspend the contestant and terminate the match with the following outcomes:

- a. If the injury is ascribable to the opponent, the injured contestant shall be declared the **WINNER**.
- b. If the injury is not ascribable to the opponent, the injured contestant shall be declared the **LOSER**.
- c. If both contestants are injured at the same time, or the injury is not ascribable to either party:
 - The contestant who withdraws shall be declared the **LOSER**.
 - If both withdraw, and the cause is not attributable to either, the decision shall

be made by **HANTEI**.

A contestant who wins a bout due to their opponent's disqualification on the grounds of injury must obtain certification from the Tournament Medic(s) before they are permitted to continue competing.

- Certification must be provided by the Medic signing the back of the contestant's **Entry Card**.
- The Referee must not allow the contestant to compete without this certification.

If the contestant competes without medical clearance, and this is later discovered:

- The competition must be stopped.
- The contestant shall be immediately examined by the Tournament Medic(s).

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- All subsequent actions, scores, bouts, and rounds are considered invalid. •
The competition shall revery to the point at which the error occurred.
- If cleared to continue, the bout(s) shall be re-run.
- If unfit, the contestant shall be withdrawn.
- A report shall be submitted to the Referee Commission including the name of the Referee who permitted the breach.

Additional Provisions:

- A contestant deemed unfit to continue by the Tournament Medic(S) cannot fight again in the competition.
- A contestant who wins two bouts because of injury to the opponents (who were subsequently disqualifies) cannot continue to the next round.
- A contestant disqualified twice for causing injury serious enough for the Tournament Medics to deem the opponents unable to continue shall be removed from all Kumite events in that tournament:
 - First offence: Entry Card marked "Disqualified 1", signed by the Referee.
 - Second offence: Entry Card marked "Disqualified 2", signed by the Referee and immediately returned to the WKC Executive Committee.

Note: Disqualification or withdrawal due to injury has significant impact on results. Therefore, a recommendation to disqualify on medical grounds must be supported by two medics, ideally one from a different federation or country than that of the recipient/perpetrator.

Article 12: Retirement

A contestant who is unable to continue competing or requests to withdraw for reasons other than injury shall be declared the **LOSER**.

PART B: KUMITE CONTESTANT RULES – SHOBU SANBON

Format & Repechage:

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- For competitors aged 13 and under (individual or team): matches are run on a knockout basis only – no repechage.
- For competitors aged 14 or over (individual and team): the repechage system applies, unless otherwise stated.

Article 13: Types of Match

1. Individual Match – Shobu Sanbon

An individual Kumite match is conducted under the Shobu Sanbon format – meaning the first three points (Sanbon) wins.

Victory Criteria:

1. The first competitor to achieve Sanbon.
2. The competitor with the higher score at the end of the match time (see Article 7).
3. Hantei (judges' decision).
4. Encho-Sen (extra time/final match).
5. Hansoku, Shikkaku, or Kiken given against the opponent.

Round Robin:

1. If there are only 3 competitors entered ,they will all face each other in an individual match .If the match is drawn at time up ,then ensho sen , and if it is still a draw then the central referee will Hanti to have a clear winner ,for every bout .
- 2.If at the end of all 3 matches, if all 3 competitors have won one bout each, to decide 1st ,2nd & 3rd place we will add the total number of wazari and ippon
3. If they are still equal we will add the number of penalties ,atenai ,jogai ,mubobi
4. If they are still equal the tatami chief / central referee will ask each official to vote by writing on paper,1st ,2nd ,3rd
5. if they are still equal the tatami chief / central referee will decide 1st ,2nd ,3rd

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2. Team Match

Types of Team Kumite

- Male Team: 3 competitors + 1 reserve.
- Female Team: 3 competitors + 1 reserve.
- Mixed team: 3 competitors (2 male, 1 female) + 2 reserves (1 male, 1 female). ○
Minimum required to participate in a Mixed Team match: 2 competitors (1 male + 1 female)

Key Rules:

1. Participation Requirement

All team members listed to compete in a given round must fight, even if the outcome is already decided.

Example: If Aka wins the first two bouts, the third bout must still be contested. **2. Team Declaration**

Before each team match, the Coach must submit an official team list to the table, declaring names and fighting order.

- The order may change each round.
- Once submitted, the order cannot be altered.
- Using a reserve is counted as a change in order – there are no fixed reserves.

3. Bout Sequence

Matches proceed according to the declared order of individual bouts.

4. Team Victory Criteria

- a. The number of individual bout wins.
- b. If tied, the total of Ippons, then Wazaris scored by the team.
- c. If still tied, an extra match is held.

5. Scoring and Fouls

- A win by foul, disqualification, or retirement counts as Sanbon (3 points).
- The losing side retains any points awarded during the bout.

6. Mixed Team Procedure

- Before each match, the Kansa (official), in the presence of both Coaches, will draw the female position order, ensuring a female competitor faces a female opponent.
- After the draw, the Coach submits the completed team sheet to the table, and the match proceeds.

7. Team Disqualification Conditions

A team is disqualified if:

- a. It does not line up according to the latest WKC team list.
- b. Any team member or Coach alters the composition or order without prior written notification to the table.

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- c. Any team member violates sportsmanship or WKC compliance rules.

Article 14: Starting, Suspending, and Ending Matches

1. Starting the Match

- The Referee stands at the outside edge of the competition area.
- Judges stand to the left and right of the Referee.
- The Referee calls the fighters only (not substitutes or coaches) to line up in correct order and ensures proper composition.
- The formal bowing sequence is then conducted:
 - Shomen ni Rei – bow to the front.
 - Otagai ni Rei – bow to each other.
- The Referee steps back, Judges turn inward, and all bow together.
- The match officially begins with the Referee's announcement: "Shobu Sanbon, Hajime" - and the bout commences.

2. Suspending the Match

- To suspend the match, the Referee uses the appropriate gesture (see Appendix q) and calls: “Yame” - to halt the match.
- To resume, the Referee announces: “Tsuzukete, Hajime” - continue and begin.

3. Ending the Match

- The Timekeeper gives signals via gong or buzzer:
 - “Atoshibaraku” (30 seconds remaining): signalled by one short blast.
 - Time-Up: signalled by two long blasts.
 - At time-up, the Referee halts the bout and announces: “Soremade” - match concluded.
 - The Referee checks the score, announces the winner, or calls Hantei if necessary. •
- The match ends with a second formal bow:
- Otagai ni Rei – bow to each other.
 - Shomen ni Rei – bow to the front.
- The match is deemed over at this point.

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Article 15: Duration of a Match

The standard match duration is:

- 3 minutes of effective fighting time for competitors aged 18 and above. •
- 2 minutes of effective fighting time for competitors aged 17 and below.

The WKC ExCom reserves the right to modify the match duration as necessary.

Article 16: Extensions (Encho-Sen)

1. If the bout ends in a draw (Hikiwake) after a Hantei decision, an extension (Encho-Sen) will take place. The extension is 1 minute of effective fighting time.
2. If the Referee fails to call Hantei when required and proceeds with Encho-Sen:
 - a. Upon realisation, the Encho-Sen must be immediately stopped.

- b. The match must be returned to the point where Hantei should have been called.
 - c. Any scores or decisions made during Encho-Sen must be deleted, but a record of the correction must be kept.
- 3. All awards and penalties from the original bout are carried forward into Encho-Sen.
- 4. Encho-Sen is decided by:
 - a. First to score (sudden death), or
 - b. If a penalty is awarded against one competitor.
- 5. If no additional scores or penalties occur during Encho-Sen:
 - a. A final decision must be taken by the Referee and all four corner Judges.
 - b. At this stage, each panel member must vote for Aka or A.
 - c. Hikiwake is not permitted as a decision in this situation.

Article 17: Victory or Defeat

Victory or defeat shall be awarded on the basis of Sanbon, victory by majority decision, defeat due to foul, disqualification, or retirement.

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Article 18: Scoring

General Rules

- No point shall be awarded if the competitor injures their opponent, even if minor.
- A warning or penalty may also be issued to the offender in such cases.
- Controlled contact (skin touch) to the head is permitted across all age groups, including:
 - Children
 - Cadets (14-15)
 - Cadets (16-17)
 - Juniors and Seniors

1. Types of Scores

- Ippon (1 point)
- Wazari (½ point)

2. Valid Scoring Areas

- Head
- Face
- Neck
- Abdomen
- Chest
- Side
- Back (excluding shoulders)

3. Additional Scoring Rules

- Techniques landing at the same time as time-up are valid.
 - Aiuchi (simultaneous scoring techniques) by both competitors results in no score. •
- Jogai (stepping out of bounds) is judged when any body part touches outside the area. ○
 - Exception: no Jogai if pushed/thrown out by the opponent.
 - A technique delivered while outside the area does not score.
 - Scenarios:

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- Aka scores, *then* steps out → Score counts, no Jogai.
- Aka fails to score, *then* steps out → Jogai recorded.
- Aka scores, Ao steps out *after* → Score counts, no Jogai.
- Aka scores *as* Ao steps out → Score counts, Jogai on Ao.

4. Ippon Criteria

Awarded when scoring a technique that fulfils all of the following:

1. Good form (traditional karate effectiveness)
2. Correct attitude (non-malicious intent)
3. Strong vigour (power, speed, control)
4. Zanshin (continued awareness)
5. Proper timing (optimal moment)
6. Correct distance
 - Distance between skin touch and 3cm to the face/head/neck is acceptable if all other conditions are met.

5. When Ippon is Awarded

- Delivered at the same time as the opponent's attack begins.
- Immediately after unbalancing or throwing opponent.
- A successful combination of techniques.
- When the opponent turns away or loses fighting spirit.
- When target area is clearly undefended.
- Jodan Geri (high kick) lands to a scoring area.

6. Wazari Criteria

Awarded for techniques slightly deficient from full Ippon criteria. Ippon must always be considered first, Wazari is secondary.

7. Mubobi

Occurs when a competitor disregards personal safety, such as:

- Launching an attack with no defence.
- Turning away.
- Dropping guard or focus.

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If such a competitor receives excessive contact or injury, a Mubobi warning or penalty is given to them, not the attacker.

Article 19: Criteria for Hantei (Decision)

Individual Match – When Hantei is Called:

The match ends in equal scores or no scores OR both contestants withdraw due to injury, and neither is at fault.

Individual Match – When Hantei is not Called:

When one contestant has achieved Sanbon, Hansoku has occurred during the match, Shikkaku has occurred, OR Kiken has been declared.

Team Match – When Hantei is Called:

Both contestants withdraw due to injury, and neither is at fault.

In an “Extra Bout” to break a team match tie, the individual match rules apply, including Hantei if needed.

Team Match – When Hantei is not Called:

An individual bout ends in equal scores or no score – the bout is considered a draw.

Criteria Used by Referee Panel for Hantei:

1. Total number of Wazari and Ippon scored.
2. Number of warnings issued and to whom.
3. Number of Jogai (escapes from fighting area).
4. Number of attacking moves.
5. Overall ability and skill shown.
6. Fighting spirit, attitude, and vigour.
7. Tactical strategy and its effectiveness.

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8. Evidence of fair play.
9. Mirror System:
 - a. Referee blows whistle.
 - b. Referee, Judges, and Arbitrator indicate decision using hand signals.

Article 20: Prohibited Actions

The following actions are not allowed and may result in penalties or disqualification:

1. Uncontrolled attacks – even if they don’t make contact.
2. Excessive contact – even to valid scoring areas.

3. Attacks to non-scoring areas, including:
 - a. Arms
 - b. Legs
 - c. Joints
 - d. Insteps
4. Groin attacks.
5. Use of prohibited techniques, including:
 - a. Open-handed techniques
 - b. Elbow strikes (Empi Uchi)
 - c. Knee strikes (Hiza Geri)
 - d. Headbutts (Atama Uchi)
6. Throat contact – any technique that contacts the throat.
7. Purposeless grabbing – unnecessary or unproductive grabs.
8. Uncontrolled throws – any throw lacking control or intent to safely follow up. A

contestant disqualified twice for causing injury cannot compete again in that tournament.

Ashi-Barai (leg sweep) is a legal technique. A well-executed Ashi-Barai should not be penalised. Referees must distinguish between a legal sweep and an illegal leg attack.

Article 21: Prohibited Behaviours

The following actions or conduct are not allowed and may lead to warnings, penalties, or disqualification:

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1. Ignoring the Referee's commands.
2. Time-wasting – stalling or delaying the match without valid reason.
3. Unsporting behaviour, such as:
 - a. Verbal abuse
 - b. Provoking opponents
 - c. Needless shouting or talking during the bout
4. Conduct that brings Karate into disrepute – this includes behaviour by:
 - a. Contestants
 - b. Coaches
 - c. Managers
 - d. Anyone connected to the contestant
5. Mubobi – showing lack of concern for personal safety by:

- a. Attacking recklessly with no ability to defend
 - b. Turning away from the opponent
 - c. Dropping guard or focus
 - d. Losing fighting spirit
6. Exaggeration or faking – actions like pretending to be injured to gain advantage.

Article 22: Warnings & Penalties

General Principles:

There are 3 categories of penalty:

1. Atenai (actions and behaviours)
2. Jogai (stepping out of the area)
3. Mubobi (lack of self-protection)

There are no cross-accumulation between these categories. Warnings escalate with repeated offences of the same type.

1. Actions & Behaviours

A) ATENAI – Private Warning, No Penalty

- Given for the first minor infraction and carries.
- No point awarded.

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B) HANSOKU CHUI – Official Warning, No Penalty

- Given after a prior Atenai or for a more serious infraction and carries.

C) HANSOKU – Disqualification, Penalty Imposed

- Given after prior warnings or for a very serious infraction, e.g:
 - Ignoring the Referee's commands
 - Bringing Karate into disrepute
 - Becoming a danger to the opponent
- Opponent's score raised to Sanbon

D) SHIKKAKU – Disqualification from the Tournament, Penalty Imposed

- For malicious acts, repeated disobedience, or serious breaches or conduct or spirit. • Directly imposed.
- The WKC ExCom determines level of sanction.
- Public announcement will be made.

2. Jogai (Stepping Out of Bounds)

1. JOGAI – Private Warning, No Penalty (first time)
2. JOGAI CHUI – Official Warning, No Penalty (after second escape)
3. JOGAI HANSOKU – Disqualification, Penalty Imposed (after third escape).

3. Mubobi (Recklessness/Lack of Protection)

1. MUBOBI – Private Warning, No Penalty (first time)
 2. MUBOBI CHUI – Official Warning, No Penalty (second infringement) 3.
- MUBOBI HANSOKU – Disqualification, Penalty Imposed (third infringement)

PART C: KUMITE CONTEST RULES – SHOBU IPPON

Article 23: Types of Match

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1. Individual Match

Decided by “Shobu Ippon”, a one-point match where competitors try to score one point within the allowed time.

Criteria for winner:

- First to score Ippon
- Greater score at time-up
- Hantei (decision by Referee panel)

- SaiShiai (rematch)
- Hansoku, Shikkaku, or Kiken against opponent

Round Robin:

1. If there are only 3 competitors entered ,they will all face each other in an individual match .If the match is drawn at time up ,then ensho sen , and if it is still a draw then the central referee will Hanti to have a clear winner ,for every bout .
- 2.If at the end of all 3 matches, if all 3 competitors have won one bout each, to decide 1st ,2nd & 3rd place we will add the total number of wazari and ippon
3. If they are still equal we will add the number of penalties ,atenai ,jogai ,mubobi
4. If they are still equal the tatami chief / central referee will ask each official to vote by writing on paper,1st ,2nd ,3rd
5. if they are still equal the tatami chief / central referee will decide 1st ,2nd ,3rd

2. Team Match

All team members who line up must fight. If a team wins the first two bouts, the third bout is still fought according to the rules.

- Team size: 3 competitors plus 1 reserve, minimum two competitors required. • The coach must submit the official fighting order before the match. Fighting order can change between rounds but cannot be amended once submitted. Using the reserve counts as a change in order
- Individual bouts are fought in the predetermined order.
- Team match winner is decided based on:
 - Number of wins

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- Number of Ippons
 - Number of Wazari
 - Extra match if needed.
- Victory by foul, disqualification, or retirement counts as Ippon; loser retains points scored.
- A team will be disqualified if:
 - It does not line up as per the latest WKC listing.

- Members or coaches change team order without written notice before the match.
- Any of the three main team members fail to compete.

Article 24: Starting, Suspending, and Ending Matches

1. Starting a Match

- The Referee stands at the edge of the fighting area, with Judges on either side. • The Referee calls for the fighters (not substitutes or coaches) to line up in order. • Both contestants and officials perform formal bows: *Shomen Ni Rei* (bow to the front) and *Otagi Ni Rei* (bow to each other).
- The Referee steps back, Judges turn inward and bow together.
- The Referee announces “Shobu Ippon, Hajime” to start the match.

2. Suspending a Match

- The Referee suspends the match by using the designated gesture (see Appendix 1) and calls “Yame” (stop).
- To resume, the Referee announces “Tsuzukete Hajime” (continue).

3. Ending a Match

- The timekeeper signals *Atoshi-baraku* (30 seconds left) with one sharp sound. • At time-up, the timekeeper signals with two long blasts.
- The Referee stops the match, announces “Soremade” (that is all).
- The Referee checks the score, announces the winner or calls for *Hantei* (decision).

- The match ends with a formal exchange of bows (*Otagai Ni Rei* and *Shomen Ni Rei*).

Article 25: Duration of a Match

A match lasts 2 minutes of effective fighting time. The WKC ExCom may modify this duration if needed.

Article 26: Sai Shiai (Another Match)

1. If a match ends in a draw after Hantei, a Sai Shiai is held.
2. The winner of the Sai Shiai is the competitor with the highest score only in this additional match.
3. All warnings and awards from the original match do not carry over into the Sai Shiai.
4. If the Sai Shiai ends with no score, the Referee panel must decide a winner – a draw is not allowed.

Article 27: Victory or Defeat

Victory or defeat is determined by:

- Scoring an Ippon.
- Victory by decision.
- Defeat due to foul, disqualification, or retirement.

Article 28: Scoring

- No point shall be awarded if the competitor injures their opponent, even if minor. • A warning or penalty may also be issued to the offender in such cases. • Controlled contact (skin touch) to the head is permitted across all age groups, including: ○ Children

- Cadets (14-15)
- Cadets (16-17)
- Juniors and Seniors

1. Types of Scores

- Ippon (1 point)
- Wazari (½ point)

2. Valid Scoring Areas

- Head
- Face
- Neck
- Abdomen
- Chest
- Side
- Back (excluding shoulders)

3. Additional Scoring Rules

- Techniques landing at the same time as time-up are valid.
 - Aiuchi (simultaneous scoring techniques) by both competitors results in no score. • Jogai (stepping out of bounds) is judged when any body part touches outside the area. ○ Exception: no Jogai if pushed/thrown out by the opponent.
- A technique delivered while outside the area does not score.
- Scenarios:
 - Aka scores, *then* steps out → Score counts, no Jogai.
 - Aka fails to score, *then* steps out → Jogai recorded.
 - Aka scores, Ao steps out *after* → Score counts, no Jogai.
 - Aka scores *as* Ao steps out → Score counts, Jogai on Ao.

4. Ippon Criteria

Awarded when scoring a technique that fulfils all of the following:

1. Good form (traditional karate effectiveness)
2. Correct attitude (non-malicious intent)
3. Strong vigour (power, speed, control)
4. Zanshin (continued awareness)
5. Proper timing (optimal moment)
6. Correct distance
 - Distance between skin touch and 3cm to the face/head/neck is acceptable if all other conditions are met.

5. When Ippon is Awarded

- Delivered at the same time as the opponent's attack begins.
- Immediately after unbalancing or throwing opponent.
- A successful combination of techniques.
- When the opponent turns away or loses fighting spirit.
- When target area is clearly undefended.
- Jodan Geri (high kick) lands to a scoring area.

6. Wazari Criteria

Awarded for techniques slightly deficient from full Ippon criteria. Ippon must always be considered first, Wazari is secondary.

7. Mubobi

Occurs when a competitor disregards personal safety, such as:

- Launching an attack with no defence.
- Turning away.
- Dropping guard or focus.

If such a competitor receives excessive contact or injury, a Mubobi warning or penalty is given to them, not the attacker.

Article 29: Criteria for Hantei (Decision)

Individual Match – When Hantei is Called:

The match ends in equal scores or no scores OR both contestants withdraw due to injury, and neither is at fault.

Individual Match – When Hantei is not Called:

When one contestant has achieved Sanbon, Hansoku has occurred during the match, Shikkaku has occurred, OR Kiken has been declared.

Team Match – When Hantei is Called:

Both contestants withdraw due to injury, and neither is at fault.

In an “Extra Bout” to break a team match tie, the individual match rules apply, including Hantei if needed.

Team Match – When Hantei is not Called:

An individual bout ends in equal scores or no score – the bout is considered a draw.

Criteria Used by Referee Panel for Hantei:

1. Total number of Wazari and Ippon scored.
2. Number of warnings issued and to whom.
3. Number of Jogai (escapes from fighting area).
4. Number of attacking moves.
5. Overall ability and skill shown.
6. Fighting spirit, attitude, and vigour.
7. Tactical strategy and its effectiveness.
8. Evidence of fair play.
9. Mirror System:
 - a. Referee blows whistle.
 - b. Referee, Judges, and Arbitrator indicate decision using hand signals.

Article 30: Prohibited Actions

The following actions are not allowed and may result in penalties or disqualification:

1. Uncontrolled attacks – even if they don't make contact.
2. Excessive contact – even to valid scoring areas.
3. Attacks to non-scoring areas, including:
 - a. Arms
 - b. Legs
 - c. Joints
 - d. Insteps
4. Groin attacks.
5. Use of prohibited techniques, including:
 - a. Open-handed techniques
 - b. Elbow strikes (Empi Uchi)
 - c. Knee strikes (Hiza Geri)
 - d. Headbutts (Atama Uchi)
6. Throat contact – any technique that contacts the throat.
7. Purposeless grabbing – unnecessary or unproductive grabs.
8. Uncontrolled throws – any throw lacking control or intent to safely follow up. A

contestant disqualified twice for causing injury cannot compete again in that tournament.

Ashi-Barai (leg sweep) is a legal technique. A well-executed Ashi-Barai should not be penalised. Referees must distinguish between a legal sweep and an illegal leg attack.

Article 31: Prohibited Behaviours

The following actions or conduct are not allowed and may lead to warnings, penalties, or disqualification:

1. Ignoring the Referee's commands.
2. Time-wasting – stalling or delaying the match without valid reason.
3. Unsporting behaviour, such as:

- a. Verbal abuse
- b. Provoking opponents

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- c. Needless shouting or talking during the bout
- 4. Conduct that brings Karate into disrepute – this includes behaviour by:
 - a. Contestants
 - b. Coaches
 - c. Managers
 - d. Anyone connected to the contestant
- 5. Mubobi – showing lack of concern for personal safety by:
 - a. Attacking recklessly with no ability to defend
 - b. Turning away from the opponent
 - c. Dropping guard or focus
 - d. Losing fighting spirit
- 6. Exaggeration or faking – actions like pretending to be injured to gain advantage.

Article 32: Warnings & Penalties

General Principles:

There are 3 categories of penalty:

1. Atentai (actions and behaviours)
 - 2. Jogai (stepping out of the area)
3. Mubobi (lack of self-protection)

There are no cross-accumulation between these categories. Warnings escalate with repeated offences of the same type.

1. Actions & Behaviours

A) ATENAI – Private Warning, No Penalty

- Given for the first minor infraction and carries.
- No point awarded.

B) HANSOKU CHUI – Official Warning, No Penalty

- Given after a prior Atenai or for a more serious infraction and carries.

C) HANSOKU – Disqualification, Penalty Imposed

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- Given after prior warnings or for a very serious infraction, e.g:
 - Ignoring the Referee's commands
 - Bringing Karate into disrepute
 - Becoming a danger to the opponent
- Opponent's score raised to Sanbon

D) SHIKKAKU – Disqualification from the Tournament, Penalty Imposed

- For malicious acts, repeated disobedience, or serious breaches of conduct or spirit. • Directly imposed.
- The WKC ExCom determines level of sanction.
- Public announcement will be made.

2. Jogai (Stepping Out of Bounds)

1. JOGAI – Private Warning, No Penalty (first time)
2. JOGAI CHUI – Official Warning, No Penalty (after second escape)
3. JOGAI HANSOKU – Disqualification, Penalty Imposed (after third escape).

3. Mubobi (Recklessness/Lack of Protection)

1. MUBOBI – Private Warning, No Penalty (first time)
2. MUBOBI CHUI – Official Warning, No Penalty (second infringement)
3. MUBOBI HANSOKU – Disqualification, Penalty Imposed (third infringement)

PART D: KATA CONTEST RULES

Style Tournament

Participants perform kata within the same karate style, judged according to that style's specific techniques and criteria. It focuses on preserving the traditions and technical standards to that style.

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Rengo Kai Tournament

Rengo Kai is a mixed inter-style competition open to male and female competitors, distributed to pools of the same gender, with the minimum grade of brown belt (1st kyu).

The categories allowed are the following:

- Cadet 14-15 (Male – Female);
- Cadet 16-17 (Male – Female);
- Junior (Male – Female);
- Senior (Male – Female).

Article 33: Competition Area

The competition area must be flat, free of hazards and approved by the WKC. The size must be adequate to allow the full performance of kata without restriction.

Article 34: Outfits and Presentation

Contestants and officials shall wear attire as specified in Chapter 1, Article 6 of this rulebook.

Article 35: Types of Match

There are two types of Kata match:

1. Individual Match

- Male and Female competitors compete separately.

2. Team Match

- Teams consist of three competitors.
- Teams can be male, female, or mixed.

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- In Kata team events, one competitor may be from an adjacent age category, for example:
 - A Senior Team (18+) may include one Cadet (16-17).
 - A Cadet Team (16-17) may include one Senior (18+) or one Cadet (14-15)
- A competitor may not compete in more than one team.

Kata Performance Requirements:

All contestants must face the Chief Referee at the beginning and end of their kata.

In Team Kata, the team must begin and end in a triangular formation, with the lead member at the front. All members must perform the same kata, with full synchronisation.

Scoring Systems:

- Either scorecard or flag system may be used.
- Default system is scorecard (highest score wins).
- WKC ExCom may change to the flag system at its discretion.

Article 36: Judging

1. The Referee Commission appoints the Panel of Judges.
2. Competitors must perform kata from one of the recognised WKC styles.

3. Judging panel will consist of style-qualified officials, where possible. 4.
- Each match is judged by:
 - a. 1 Referee
 - b. 4 Corner Judges.
5. The contest is conducted under the instruction of the Referee.
6. Scorekeepers and Announcers will be officially appointed.

Article 37: Starting and Finishing of Matches

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1. Starting Procedure

A) Kata Declaration

Competitors must inform the Administration Table Official of the kata they intend to perform before each round.

B) Entering the Area

When called by the announcer, the competitor(s) must:

- Proceed to the perimeter of the tatami and bow.
- Step into the match area, bow to the referee, and clearly announce the name of the kata to be performed.

C) Referee Confirmation

The Referee will repeat the name of the kata aloud to confirm it for the judging panel.

D) Performance

The competitor(s) then begin the kata. Upon completion, they return to their starting position and await the decision.

2. Finishing Procedure

A) Scoring Procedure

After the kata is completed, the Referee calls “Hantei” and blows a whistle to prompt the Judges. Judges raise their scorecards simultaneously. The announcer reads aloud all the scores, beginning with the Referee and continuing clockwise.

B) Score Calculation

- Seven Judges: The highest and lowest scores are discarded; the remaining five are added.
- Five Judges: The highest and lowest scores are discarded; the remaining three are added.

C) Verification

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The Administration Table Official and Scorekeeper must both calculate the final score separately. The announcer will then announce the final total once both scores match.

D) Scoreboards Lowered

After the score is announced the Referee gives a short whistle for Judges to lower their scoreboards.

E) Exit Procedure

The competitor(s):

- Bow to the Referee.
- Exit the match area by retracing their steps.
- Bow at the perimeter of the tatami before leaving.

Note: A total of four bows are required from each competitor.

Where electronic scoreboards are in use, the Administration Table Judge retains responsibility for verifying and ensuring correct scoring.

Article 38: Organisation of Contest

This applies for both STYLE and RENGO KAI contests.

	ROUND 1	ROUND 2	ROUND 3 (Final)
Number of entrants	17+	8 - 16	8 or below
Scoring	5.0 - 7.0	6.0 - 8.0	7.0 - 9.0
Kata Type <i>All ages</i>	Shitei	Shitei/Sentei	Shitei/Sentei/Tokui

1. In Round 1, competitors must perform a Shitei Kata. The 16 highest scoring competitors will proceed from Round 1 into Round 2.

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2. In Round 2;
 - a. 6-13yrs will be allowed to use Shitei or Sentei Katas.
 - b. 14yrs+ may perform either Shitei Kata or Sentei Kata.
 - c. The 8 highest scoring competitors will proceed from Round 2 into Round 3.
3. In Round 3 (Final);
 - a. 6-13yrs will be allowed to use Shitei, Sentei, or Tokui Katas.
 - b. 14yrs+ may perform a Shitei, Sentei, or Tokui Katas.

If we have between 8 and 4 competitors, everybody will perform a kata from the SHITEI or SENTEI Kata lists; the top 3 will go to the final where they will perform a kata from the SHITEI, SENTEI, OR TOKUI Kata lists.

If we only have 2 or 3 competitors entered in the category they should each perform a Skata from the SHITEI or SENTEI Kata lists, followed by a kata from the SHITEI, SENTEI, OR TOKUI kata lists. The officials add the competitors kata scores together for 1st ,2nd & 3rd . If there is a draw the competitor will perform another kata.

The order of performance will be determined by random selection.

There are NO repeats permitted.

Tied Results:

- a. In the event of a tie, the MINIMUM score from the remaining 3 (5) scores will be added to the total for that Round.
- b. If the tie persists, then the MAXIMUM score from the remaining 3 (5) scores will be added to the total for that Round.
- c. In the event of a continuing tie, the contestants must choose another kata from any of the kata lists permitted for that round, provided the kata has not already been performed.
- d. The decision must be taken by the flag system.

Rengo Kai: The contestant can choose and perform a kata of a different style.

1. Competitors can choose the kata from a different style but cannot repeat the same kata during the competition.
 2. In case of a tie, it is possible to repeat a kata, but they cannot use the last one which they have just performed.
 3. The repechage will be carried out from the finalists.
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4. The Referee rule is the flag system for this competition.

Article 39: Criteria for Decision

Correct stances (dachi) are fundamental to effective kata performance and are, therefore, essential to the judging process. When evaluating kata, Judges must also give appropriate consideration to the technical difficulty of the kata performed, favouring a more complex kata over simpler ones when performed to an equal standard.

In style specific competitions, accurate demonstration of the form and principles of the declared style is essential.

Kata performance shall be assessed based on the following criteria:

- a. Correct Stances (Dachi)
- b. Technical Difficulty of the kata performed
- c. Form and Fidelity to the Declared Style

- d. Kata Sequence (Enbusen)
- e. Correct Attitude and Etiquette (Reigi)
- f. Control of Tension and Contraction
- g. Control of Speed and Rythm
- h. Understanding and Application of Bunkai
- i. Stability and Balance
- j. Kiai
- k. Controlled and Appropriate Breathing
- l. Focus throughout the Performance
- m. Spirit

These criteria must be applied holistically, with emphasis on both technical execution and expressive martial intent.

Article 40: Scoring

1. Deductions

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Points shall be deducted from the competitor's total score for the following infractions during the performance of the kata.

- a. A deduction of 0.1 shall be made for a momentary hesitation that is quickly corrected.
- b. A deduction of 0.1 - 0.2 shall be made for a momentary loss of balance that does not interrupt the kata.
- c. A deduction of 0.2 shall be made for a discernible pause that disrupts the flow of the kata.

2. Disqualifications

A competitor shall be disqualified for any of the following:

- a. Performing the wrong kata.
- b. Varying or modifying the prescribed kata.
- c. Stopping during the performance.
- d. Losing balance completely and/or falling.
- e. Failing to perform a kata from their declared style.

Article 41: Kata Listing

See Appendices on the following pages.

APPENDICIES FOR RULES OF TOURNAMENT

Appendix I: The Terminology

Term	Meaning	Method of Signalling
<i>Shobu Ippon / Shobu Sanbon / Hajime</i>	Start of the match	Start the match, the Referee stands on the official line.
<i>Atoshi Baraku</i>	30 seconds remaining	An audible signal will be given, first by the timekeeper, followed by the Referee.
<i>Yame</i>	Temporary halt of the match	The Referee chops downwards with one hand.

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<i>Tsuzukete</i>	Fight on	Resumption of fighting, ordered after an unauthorised interruption has occurred.
<i>Tsuzukete Hajime</i>	Continuing the match after Yame	The Referee stands on the official line, steps back into Zenkutsu-Dachi and brings the palms of the hands towards each other.

<i>Soremade</i>	End of the match	The Referee stands on the official line and faces the palm of one hand between the contestants, with the arm outstretched.
<i>Motonoichi</i>	Original position	The Contestants, Referee and the Judges return to their respective standing lines.
<i>Shugo</i>	Judges called	The Referee beckons with one arm to the Judges.
<i>Hantei</i>	Judgement	The Referee calls for judgement by blowing his whistle, and the judges render their decision by flag or hand signal.
<i>Ippon</i>	One point	The Referee extends his arm higher than his shoulder, towards the relevant contestant.
<i>Wazari</i>	Half point	The Referee extends his arm slightly downwards to the side towards the relevant contestant.
<i>Awasete Ippon</i>	Two Wazari recognised as one Ippon	The Referee extends his arm higher than his shoulder, towards the relevant contestant.
<i>Aiuchi</i>	Simultaneous scoring technique – no point awarded.	The Referee brings his fists together in front of his chest.
<i>Hikiwake</i>	A draw	The Referee extends both arms to the side and slightly downwards with palms facing up.

<i>Aka (or Ao) noKachi</i>	Victory toward red or blue	The Referee obliquely raises an arm on the side of the winner.
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<i>Encho-sen</i>	Extension	Referee restarts the match with the command “Shobu Hajime”.
<i>Torimassen</i>	Not acceptable as a scoring technique	As Hikiwake, but with palms of the hands facing downwards.
<i>Atenai</i>	Private warning	The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.
<i>Hansoku-Chui</i>	Official warning	The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.
<i>Hansoku</i>	Foul/Disqualification	The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
<i>Jogai</i>	Exit from fighting area	The Referee points the index finger at a 45-degree angle to the area boundary on the side of the offender.
<i>UkeImasu</i>	Technique blocked	An open hand touching the forearm of the opposite arm.
<i>Nukete Imasu</i>	Technique missed	A closed hand crossing in front of the body.
<i>Yowai</i>	Technique too weak	An open hand descending downwards with a weak

		wrist action.
<i>Hayai</i>	Quickest/first to score	Open hand touching the palm of the other hand, with the fingers.
<i>Maai</i>	Bad distance, technique out of range	Both hands are open and perpendicular to the floor, facing each other 6 inches apart.
<i>Mubobi</i>	Warning for lack of regard for one's own safety	The Referee points one index finger in the air at a 60-degree angle on the side of the offender.
<i>Kiken</i>	Renunciation	The Referee points with the index finger towards the contestant's feet.
<i>Shikkaku</i>	Disqualification from the tournament	The Referee points first with the index finger to the offender's face, then

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		obliquely above and to the rear, outside the area.
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Appendix II: The Table for Judgement

Judge 1	Judge 2	Judge 3	Judge 4
O	O	X	Mienai

In the above case, Judges No.1 and No.2 indicate a score for Ao, Judge No.3 indicates no score, and Judge No.4 signals “Meinai” (did not see anything), the Referee must take all opinions into account. The Referee also has a vote and authority in judgement. If the Referee agrees with Judges No.1 and No.2, the result is 3:0 and the point is awarded to Ao. If the Referee agrees with Judge No.3, the result is 2:2 and no point is awarded, as no majority has been established. In this

situation, the Referee's opinion takes precedence. If the Referee agrees with Judge No.4 (Mienai), the result is 2:1 And the point is awarded to Ao. The Referee will then announce the final decision of the panel.

Appendix III: Equipment

1.Mitts

Kumite mitts must be of the rounded/dome-style competition type, and worn in Red (AKA) or Blue (AO) according to the competitor's designation.

The mitts must cover the knuckles and back of the fist while leaving the fingers exposed.

2. Shin and Instep Protectors

Shin and instep protectors must be a single integrated protective unit designed to protect both the shin, instep, and the toes of the foot.

They must be worn in Red (AKA) or Blue (AO) according to the competitor's designation.

The protector must securely cover the shin, instep, and the toes, while allowing the sole of the foot and heel to remain uncovered.

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Protectors must be of a structured competition design that maintains their shape during use and provides adequate padding.

Cotton-style shin protectors or shin and instep protectors are NOT permitted. Shin and instep protectors are MANDATORY in Sanbon, and are FORBIDDEN in Ippon.

3. Mouthguards

Must be white or clear in colour, and properly fitted to the competitor.

4. Groin Protectors

Must be made of appropriate protective material and worn inside the karate gi.

Protectors must be securely fitted and must not contain any metallic components

5. Chest Protectors

Chest protectors must provide protection to the front and sides of the chest. They must be worn underneath a clean white sports vest or t-shirt inside the karate gi.

Appendix IV: Kata

Kata listing for all ages:

SHOTOKAN	SHITEI	SENTEI	TOKUI
Round 1 Select From:	Heian 1-5 / Tekki Shodan	—	—
Round 2 Select From:	Heian 1-5 / Tekki Shodan	Bassai-Dai / Enpi / Kanku-Dai / Jion / Hangetsu /	—

		Jitte / Nijushiho	
Round 3 Select From:	Heian 1-5 / Tekki Shodan	Bassai-Dai / Enpi / Kanku-Dai / Jion / Hangetsu / Jitte / Nijushiho	Tekki-Nidan / Tekki Sandan / Gankaku / Bassai-Sho / Kanku Sho / Sochin / Ji'in / Gojushiho-Sho / Gojushiho-Dai / Wankan / Chinte / Unsu / Meikyo

SHITO-RYU	SHITEI	SENTEI	TOKUI
Round 1 Select From:	Pinan 1-5 / Nafanchi Shodan / Saifa	—	—
Round 2 Select From:	Pinan 1-5 / Nafanchi Shodan / Saifa	Bassai-Dai / Jion / Kosokun-Dai / Shiho Kosokun / Wanshu / Niseishi / Jitte / Shisochin / Seienchin	—

Round 3 Select From:	Pinan 1-5 / Nafanchi Shodan / Saifa	Bassai-Dai / Jion / Kosokun-Dai / Shiho Kosokun / Wanshu / Niseishi / Jitte / Shisochin / Seienchin / Matsukaze	Kosokun-Sho / Seipai / Seisan / Bassai-Sho / Matsumura Bassai / Tomari-Bassai / Sanseiru / Chinto / Chinte / Gojushiho / Unshu / Nipaipo / Suparimpei / Kururunfa / Papuren / Chatanyara Kushanku / Chibana no Kushanku / Anan / Anan Dai
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GOJU-RYU	SHITEI	SENTEI	TOKUI
Round 1 Select From:	Gekisai Ichi / Gekisai Ni / Saifa	—	—
Round 2 Select From:	Gekisai Ichi / Gekisai Ni / Saifa	Seisan / Seipai / Seienchin / Shisochin	—
Round 3 Select From:	Gekisai Ichi / Gekisai Ni / Saifa	Seisan / Seipai / Seienchin / Shisochin	Kururunfa / Suparimpei / Sanseru / Shisochin

WADO-RYU	SHITEI	SENTEI	TOKUI
Round 1 Select From:	Pinan 1-5 / Naihanchi	—	—
Round 2 Select From:	Pinan 1-5 / Naihanchi	Kushanku / Niseishi / Jion / Bassai / Jitte	—

Round 3 Select From:	Pinan 1-5 / Naihanchi	Kushanku / Niseishi / Jion / Bassai / Jitte	Kushanku / Chinto / Rohai / Wanshu / Seishan
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SHORIN-RYU	SHITEI	SENTEI	TOKUI
Round 1 Select From:	Fukyugata Ichi / Fukyugata Ni / Pinan 1-5 / Naihanchi 1	—	—
Round 2 Select From:	Fukyugata Ichi / Fukyugata Ni / Pinan 1-5 / Naihanchi 1	Naihanchi 2-3 / Wanshu / Ananku / Rohai / Jitte / Passai Dai / Jion / Wankan	—
Round 3 Select From:	Fukyugata Ichi / Fukyugata Ni / Pinan 1-5 / Naihanchi 1	Naihanchi 2-3 / Wanshu / Ananku / Rohai / Jitte / Passai Dai / Jion / Wankan	Sochin / Seisan / Niseishi / Passai Sho / Gojushiho / Kusanku Sho / Kusanku Dai / Chinto / Chinti (Chinte) / Tomari Passai / Chatanyara Kusanku / Matsumara Kusanku

FUDOKAN	SHITEI	SENTEI	TOKUI
Round 1 Select From:	Taikyoku 1-2 / Heian Fudo 1-3 / Fudote 1-3 / Taiji 1 / Tekki 1	—	—

Round 2 Select From:	Taikyoku 1-2 / Heian Fudo 1-3 / Fudote 1-3 / Taiji 1 / Tekki 1	Matsumara Passai / Wanshu / Meikyo 1-2 / Taiji 2-3 / Fudote 4- 5 / Hangetsu / Jitte / Nijushiho	—
Round 3 Select From:	Taikyoku 1-2 / Heian Fudo 1-3 / Fudote 1-3 / Taiji 1 / Tekki 1	Matsumara Passai / Wanshu / Meikyo 1-2 / Taiji 2-3 / Fudote 4- 5 / Hangetsu / Jitte / Nijushiho	Setsu / Kaminari / Tekkioi-kumi / Kanku oi-kumi / Heian-oi kumi / Fudote-oi-kumi / Wankan / Vasinomae /