



WUKF COMPETITION RULES

Version 21 – March 2018



MARCH 21, 2018

WORLD UNION OF KARATE DO FEDERATIONS
Rue de Hermee, 102 - 4040 Herstal, Belgium



Contents

Part 1:	GENERAL COMPETITION RULES	5
Chapter 1:	COMPETITION ADMINISTRATIVE RULES	5
	ART. 1: COMPETITION STRUCTURE.....	5
	ART. 2: PARTICIPATION RULES	6
	ART. 3: COMPETITION STAFF	7
	ART. 4: OFFICIAL UNIFORMS.....	7
	ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION	9
	ART. 6: MATCH AREA SIZES	10
	ART. 7: COMPETITION EQUIPMENT	11
	ART. 8: PROTEST AGAINST DECISION AND REVISION OF DECISION	11
	ART. 9: OTHER MATTERS.....	12
CHAPTER 2:	JUDGING RULES	13
	ART. 10: GENERAL MATTERS.....	13
	ART. 11: APPOINTMENTS.....	13
	ART. 12: GENERAL DUTIES OF REFEREES AND JUDGES.....	14
	ART. 13: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE	14
	ART. 14: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN).....	14
	ART. 15: RESPONSIBILITIES AND DUTIES OF THE MIRROR JUDGE (FUKUSHIN), CORNER JUDGES AND ARBITRATOR (KANSA)	15
	ART. 16: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE	15
CHAPTER 3:	TERMINOLOGY & GESTURES.....	16
	ART. 17: THE MEANING OF THE TERMS USED AND THE GESTURES.....	16
	ART. 18: THE CENTRAL REFEREE'S GESTURES.....	18
	ART. 19: THE MIRROR JUDGES' GESTURES	20
	ART. 20: THE SIGNALS	21
CHAPTER 4:	DECISIONS	22
	Art. 21: Decision with majority	22
	Art. 22: Restarting the round	22
	Art. 23: Table for judgment in Ippon Shobu Kumite.....	22
PART 2:	KUMITE RULES	23
CHAPTER 5:	GENERAL KUMITE RULES	23



ART. 24: STARTING – SUSPENDING – ENDING THE KUMITE MATCH	23
ART. 25: CRITERIA FOR DECIDING IPPON AND WAZA-ARI	24
ART. 26: VICTORY OR DEFEAT	24
ART. 27: SCORING AREAS AND SCORING TECHNIQUES	26
ART. 28: WARNINGS AND PENALTIES	26
ART. 29: INJURIES AND ACCIDENTS	29
PART 3: KUMITE SANBON	31
CHAPTER 6: INDIVIDUAL KUMITE SANBON	31
ART. 30: CATEGORIES ALLOWED.....	31
ART. 31: DURATION OF AN INDIVIDUAL KUMITE SANBON MATCH.....	32
ART. 32: TIE AND EXTENSION.....	32
CHAPTER 7: TEAM SANBON KUMITE	32
ART. 33: CATEGORIES ALLOWED.....	32
ART. 34: TEAM SANBON MATCH	32
ART. 35: THE SANBON TEAM MEMBERS	33
ART. 36: CRITERIA FOR DECIDING THE WINNING TEAM SANBON KUMITE.....	33
ART. 37: TIE AND THE EXTRA MATCH	34
CHAPTER 8: ROTATION TEAM SANBON KUMITE	34
ART. 38: CATEGORIES ALLOWED.....	34
ART. 39: DURATION	34
ART. 40: THE ROTATION TEAM MATCH	35
ART. 41: CRITERIA FOR DECIDING THE WINNING TEAM	35
ART. 42: TIE IN ROTATION TEAM	35
ART. 43: SUBSTITUTIONS IN ROTATION TEAM	36
ART. 44: PENALTIES IN ROTATION TEAM.....	37
PART 4: KUMITE NIHON	38
CHAPTER 9: INDIVIDUAL KUMITE NIHON.....	38
ART. 45: CATEGORIES ALLOWED.....	38
ART. 46: DURATION	38
ART. 47: PROTECTIONS	38
ART. 48: FORBIDDEN CONTACT AND TECHNIQUES	39



ART. 49: HANTEI IN KUMITE NIHON	39
CHAPTER 10: ROTATION TEAM NIHON KUMITE	39
ART. 50: CATEGORIES ALLOWED.....	39
50.2 HANTEI IN KUMITE TEAM ROTATION NIHON	39
PART 5: KUMITE IPPON	40
CHAPTER 11: INDIVIDUAL IPPON KUMITE.....	40
ART. 51: CATEGORIES ALLOWED KUMITE INDIVIDUAL SHOBU IPPON.....	40
ART. 52: DURATION OF A MATCH.....	40
ART. 53: THE ADJUDICATION SYSTEM	40
ART. 54: SAI SHIAI	41
ART. 55: PROHIBITED ACTS AND TECHNIQUES	41
CHAPTER 12: TEAM IPPON KUMITE	44
ART. 56: CATEGORIES ALLOWED.....	44
ART. 57: TEAM IPPON MATCH	44
ART. 58: THE IPPON TEAM MEMBERS	44
ART. 59: CRITERIA FOR DECIDING THE WINNING IPPON TEAM	45
CHAPTER 13: ROTATION TEAM IPPON KUMITE.....	46
ART. 60: CATEGORIES ALLOWED.....	46
ART. 61: DURATION OF A MATCH.....	46
ART. 62: THE ROTATION TEAM IPPON MEMBERS	46
ART. 63: POINTS IN ROTATION TEAM	47
ART. 64: SUBSTITUTIONS IN ROTATION TEAM	47
PART 6: KATA RULES	48
CHAPTER 14: GENERAL KATA RULES.....	48
ART. 65: JUDGEMENT OF A MATCH.....	48
ART. 66: STARTING THE KATA PERFORMANCE	48
ART. 67: ENDING THE KATA PERFORMANCE	48
ART. 68: ROUNDS IN KATA COMPETITION.....	49
ART. 69: TIE	49
ART. 70: THE FINAL RESULT IN KATA COMPETITION	50
CHAPTER 15: CHILDREN'S KATA COMPETITION.....	51



ART 71: CATEGORIES ALLOWED IN CHILDREN'S KATA COMPETITION	51
Chapter 16: MINI-CADETS, CADETS AND JUNIORS KATA COMPETITION	53
ART. 72: CATEGORIES ALLOWED	53
CHAPTER 17: SENIORS AND VETERANS KATA COMPETITION	55
ART.73: CATEGORIES ALLOWED	55
ART. 74: KATA TEAMS	56
CHAPTER 18: CRITERIA FOR DECISION	57
ART. 75: BASIC PERFORMANCE.....	57
ART. 76: ADVANCED PERFORMANCE.....	57
ART. 77: MINUS POINTS.....	57
ART. 78: DISQUALIFICATION	58
APPENDICES 58	
ART.79: Procedure in the case of a very serious injury	58
ART. 80: WUKF official kata list	58



World Union of Karate-Do Federations

Rules of Karate Competition

revised in 21.01.2017-Budapest

approved by WUKF ExCom – Verona (Italy) May 2017

Part 1: GENERAL COMPETITION RULES

Chapter 1: COMPETITION ADMINISTRATIVE RULES

ART. 1: COMPETITION STRUCTURE

- 1.1 WUKF competitions are divided into two main types: **KATA and KUMITE**
- 1.2 Each kata and kumite competition will be divided into various categories: male and female, individual and teams;
- 1.3 Also, each kata and kumite competition will be divided into various age categories as follows:

Category	Age	Age					Age	Obs.
CHILDREN	Under 7 years old	7 years old	8 years old	9 years old	10 years old	11 years old	12 years old	(under 13 years old)
MINI-CADETS	13-14 years old							(under 15 years old);
CADETS	15-17 years old							(under 18 years old);
JUNIORS	18-20 years old							(under 21 years old);
SENIORS	21-35 years old							(under 36 years old);
VETERANS	36 years old and above							

1.4 The WUKF KATA Competition categories

- 1.4.1 CHILDREN's kata will be OPEN Style, divided by belt colours (Kyu grades - JKA System of belts), as follows:

- Up to Orange (9 – 7 Kyu)
- Green to Blue (6 – 4 Kyu)
- Brown to Black (3 Kyu - DAN)

- 1.4.1.1 Children will be allowed to perform only SHITEI and SENTEI Kata in WUKF CHILDREN Kata competition.

Exception: For Children 12 years old and above 3 Kyu category, in the final Round, it's allowed to make a kata from TOKUI list.

- 1.4.2 For MINICADETS, CADETS, JUNIORS and SENIORS, there will be 3 types of Kata categories:

- **Main styles** (separated): Shotokan, Wado ryu, Goju-Ryu, Shito-Ryu, and Shorin Ryu;
- **Other styles** (Mixed Styles): Uechi Ryu, Kyokushinkai, Shukokai, Sankukai, Gosoku Ryu, Budokan, etc.);
- **Rengokai** (Mixed Styles): These are main styles categories that don't achieve the valid number of



referees or competitors. (See Art.2/§2.1)

1.4.3 VETERAN's Kata will be OPEN Grade and OPEN Style.
Veterans can compete in only one Veteran kata category.

1.4.4 A competitor can compete in One Kata Style ONLY and perform kata only from a style that has a kata list agreed by the WUKF RefCom and has been included in the Official WUKF Kata List.

1.4.5 Individuals and Teams Kata will be organized into rounds, as follows:

- a) If there are 30 or less competitors in Round 1 of a Kata Category ($N \leq 30$).
Round 1: the 12 highest scoring competitors will go through to the 2nd round.
Round 2: the 6 highest scoring competitors will go through to the final round.
Round 3: the best three competitors will receive the medals.
- b) If there are more than 30 competitors in Round 1 of a Kata Category ($N > 30$)
Round 1: the 18 highest scoring competitors will go through to the 2nd round.
Round 2: the 6 highest scoring competitors going through to the final round.
Round 3: the best three competitors will receive the medals.

1.5 WUKF KUMITE competition will be divided into:

- SHOBU IPPON (Individual, Team and Team Rotation)
- SHOBU NIHON (Individual and Team Rotation);
- SHOBU SANBON (Individual, Team and Team Rotation)

1.5.1 In WUKF kumite competition for CHILDREN the age categories will be -7; 7; 8; 9 years old, there will be no belt or height divisions in these age categories.

1.5.2 Height categories will apply in the following age categories:

- | | | |
|----------------|-----------------|-------------|
| • 10 years old | -145cm / +145cm | Male/Female |
| • 11 years old | -150cm / +150cm | Male/Female |
| • 12 years old | -155cm / +155cm | Male/Female |

ART. 2: PARTICIPATION RULES

<Back to top>

2.1 **A WUKF kata category (kata and kumite) from the main styles will be valid** with a minimum of **4** competitors from at least **3** countries for individual categories and 4 teams from at least 3 countries for team categories;

2.1.1 If this minimum condition is not met (§2.1), the affected category will be merged with the Rengokai category.

2.1.2 Furthermore, a kata category will be valid if there are at least 3 referees/judges from that style who are from 3 different countries. If not, the category will be merged with the Rengokai category.

NB: It is MANDATORY that each federation brings a minimum of one style referee (according to the main Style of the federation). This referee MUST HAVE at least 2 years of experience as national referee.

2.1.3 Special circumstances will be considered by the WUKF ExCom.

2.2 The competitors will have to choose to compete in either Kumite Ippon or in Kumite Sanbon. Competitors are not allowed to compete in any mixture of Ippon categories and Sanbon categories. (eg: No ippon individual and sanbon team, no individual sanbon and rotation ippon, etc)



- 2.3 All competitors must compete ONLY in their own categories of age, height, weight, kyu grade/belt colour, etc., with some exceptions, specified below. Special circumstances will be considered by the WUKF ExCom. (some examples: no ippon individual and sanbon team, no individual sanbon and rotation ippon, etc)

Exceptions:

- a) Veterans may compete in Senior events.
 - b) Juniors can compete in individual Senior events.
 - c) With exception to Veteran kata teams, all other kata teams can use a competitor from a younger age category, this competitor must choose to compete only in one kata team age category: their own age category or the higher age category, but they cannot compete in both age categories.
Example: Junior Kata Team can be made with 2 Juniors and 1 Cadet
- 2.4 Each Federation can register a maximum of 2 Teams and a maximum of 6 individual competitors in each Kumite and/or Kata category.

ART. 3: COMPETITION STAFF

<back to top>

- 3.1 **Competition Director:** is appointed by the World Union of Karate-Do Federation's Executive Committee (WUKF-ExCom.). He/she will govern the conduct and the development of the competition but cannot interfere with the judging rules. He/she shall be assisted by other competition personnel.
- 3.2 **Competition Doctor:** is appointed by the WUKF-ExCom. He/she will govern all medical matters during the competition. He/she will record a competitor's injury on an "INJURY Form". He/she is authorized to give his/her opinion as to whether a competitor is fit or unfit to compete or continue with a match in a round and/or the competition.
- 3.3 **The First Aid Crew:** shall be prepared to act along with the Competition Doctor in cases of accident or sickness.
- 3.4 **Security Team:** They must not allow intruders into the competition area. The National Organizer of the tournament shall appoint this team.
- 3.5 No competition will start without the Competition Doctor and First Aid Crew being present

ART. 4: OFFICIAL UNIFORMS

THE REFEREE'S UNIFORM

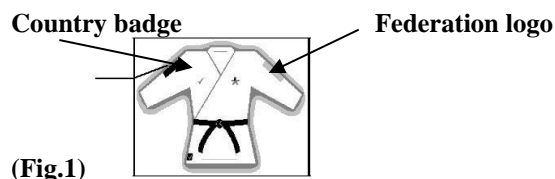
- 4.1 All Judges and Referees must wear the official uniform designed by the WUKF-ExCom. This uniform must be worn at all tournaments, courses and examinations.
- 4.2 The Referee Official uniform is composed of:
- A navy-blue blazer bearing two silver buttons.
 - A WUKF badge
 - A white WUKF shirt
 - A red WUKF tie.
 - Light grey trousers.
 - Black socks.
 - Black soft sole shoes.



- 4.3 Whilst officiating on the Tatami, Referees and Judges are not allowed to wear watches, bracelets, pens, mobile telephones, tie-pin or other objects that could cause injury.

THE COMPETITOR's UNIFORM

- 4.4 All competitors must wear a clean, white Karate-Gi, and can include a discreet white trademark logo.
- 4.5 A competitor is allowed to have only the following advertising items on his Karate Gi jacket: a national country badge is permitted (maximum 10 square centimeters), the WUKF logo which will be put on the lower right side of the Gi's jacket, the federation logo on the left side of the chest (**Fig.1**) and with only one sponsorship advertising logo panel on the back of the competitors Gi top. It must be at shoulder height, and measure a maximum of 30 x 15 cm (**Fig.2**).



- 4.6 The Karate-Gi jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips, but does not reach the knees.
- 4.7 The belt must be of an overall length that leaves around 15-30 cm of extra length on both ends after it has been properly tied around the waist, but it must not reach the knees.
- 4.8 The sleeves of the jacket must reach half way down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
- 4.9 The trousers must be long enough to cover two-thirds of the shin and must not reach the anklebone. The trousers must not be rolled up.
- 4.10 Muslim women may use a white Scarf or Chador.
- 4.11 Only female competitors can wear a plain white t-shirt beneath the Karate-Gi jacket.
- 4.12 In Kata events the competitors must wear a belt of their own Karate grade.
- 4.13 For identification purposes, when flags are being used in Kata and Kumite matches, each of the competitors shall wear a red/white belt around their waist, replacing their belt of grade.
- 4.14 If a competitor is inappropriately dressed for a match, the Referee will allow the competitor 1 minute to change his uniform to comply with the WUKF rules. If after this period (1 minute) the competitor has not been able to change his uniform the decision of the Referee will be KIKEN (disqualification) for this competitor. The competitor's coach is responsible for ensuring that the competitor is appropriately dressed for the competition.

THE COACH's UNIFORM

- 4.15 During the competition, all coaches must wear a national tracksuit (or trousers and national polo shirt) with their National or Federation name, an official badge on it and the ID card given at the Registration Room.
- 4.16 At the Tatami, coaches are not allowed to assist competitors to wear or adjust their Karate-Gi or other clothes.



- 4.16.1 Coaches who are improperly dressed will be given 1 minute to change. If after this period (1 minute) the coach has not been able to change his uniform, the Referee will invite him to leave the match area.
- 4.17 The WUKF Officers or Competition Director may disbar any official or competitor who does not comply with these regulations.

ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION

<back to top>

In WUKF competitions, the following protective equipment can be used:

- 5.1. **Mitts:** white for Shiro, red for Aka, corresponding to the colour of their kumite-belt for that round.
- 5.1.1 Special mitts can be worn, with the approval of WUKF-ExCom.
- 5.2 **Gum shields** can be any colour except red.
- 5.3 **Groin protectors** must be worn under the Karate-Gi.
- 5.4 **Chest protectors** (for female Cadet, Junior, Senior and Veteran kumite) must be white in colour and worn under the Gi Jacket.
- 5.5 **Body protector** (for children Nihon Kumite) must be white or double face red/white (recommended), corresponding to the colour of their kumite belt for that round. They can be worn over the Gi Jacket.
- 5.5.1 **Head Guard** (for children Nihon Kumite) must be white.
However, a child can wear a red coloured head guard to correspond to the colour of their kumite belt for that round.
- 5.6 All protective equipment must be approved by the WUKF-ExCom. The following rules apply to the wearing of protective equipment:
- 5.7 **Compulsory equipment:**
- Mitts (Sanbon and Ippon kumite / special WUKF design for Ippon Shobu)
 - Gum shields (Sanbon Kumite)
 - Groin protectors (Male Sanbon and Male Ippon Kumite)
 - Chest protectors (Female Kumite)
 - Body protectors (Children Nihon Kumite)
 - Helmets (Children Nihon Kumite)
- 5.8 **Allowed Equipment**
- Gum shields (Ippon and Nihon Kumite)
 - Groin protectors (Nihon Kumite)
 - Shin protectors (Sanbon Kumite)
- 5.9 **Forbidden Equipment:**
- Spectacles (glass or hard plastic) for kumite.
 - Shin protectors for Ippon kumite.
 - Instep shin protector
- 5.9.1 It's mandatory that the coach informs the Competition Doctor about any item or medical device (pacemaker, surveillance device, contact lenses, etc.) that a competitor wears. If the referee discovers such an item that is unauthorized by the WUKF Doctor the competitor will be disqualified.



- 5.9.2 Competitors need the written approval of the Competition Doctor to wear special glasses or any special item and devices (see §5.9.1).

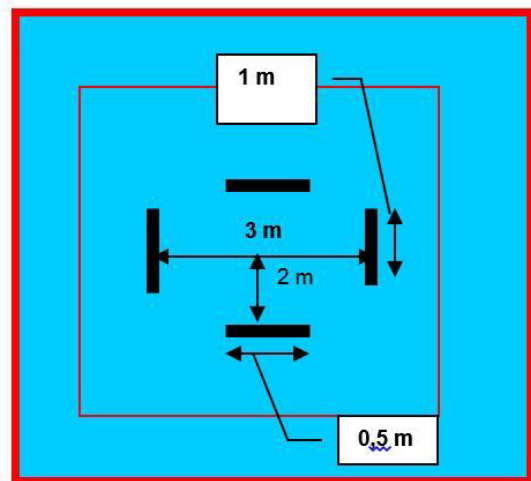
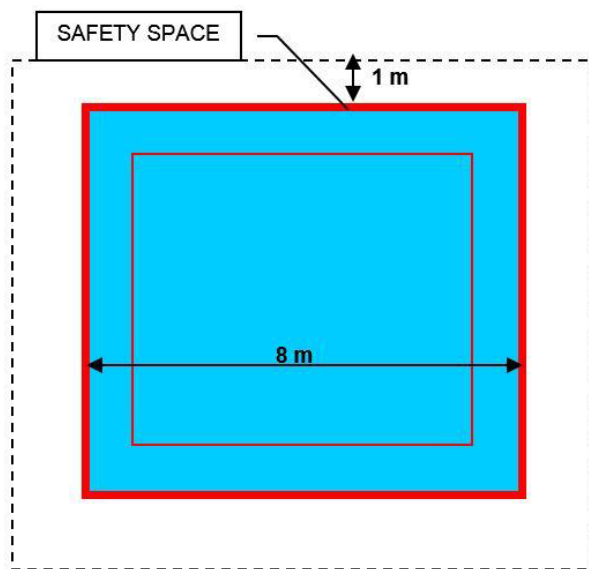
NAILS, METALLIC OBJECTS, HAIR and BANDAGES

- 5.10 All competitors are required to keep their finger and toe nails short, to not exceed the finger extremity, and shall not wear metallic objects that might cause injury to themselves or their opponent.
- 5.11 Each competitor must keep their hair clean and cut or tied up to such a length that it does not obstruct their performance or put them at risk in a match.
- 5.12 Females can wear discreet hair clips (not metallic) during a Kata Competition.
- 5.13 Competitors are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.
- 5.14 Competitors are not allowed to wear Hachimaki, amulets or wristbands.
- 5.15 If the competitor come to the match area in violation of the above rules, the referee will allow 1 minute for them to redress according to the WUKF rules. Otherwise, the decision will be KIKEN for this competitor. The competitor's coach is responsible for ensuring that the competitor does not violate these rules.

ART. 6: MATCH AREA SIZES

<back to top>

- 6.1 Tatami **mats** are compulsory. They must be bordered as in Fig. 3.
- 6.2 **Kumite**: The size of the Match area must, in principle, be 8 x 8 meters and a minimum 6 x 6 meters for Children. There must be a matted safety space of at least 1 meter all around it.
- 6.3 **Kata**: The size of the area shall be large enough so that participants are able to safely perform the Kata.





(Fig.3)

ART. 7: COMPETITION EQUIPMENT

- 7.1 The competition equipment will be prepared by the competition host and the WUKF organizer.
- 7.2 5 Red flags and 5 White flags for each tatami.
- 7.3 5 Kata Score boards for each tatami.
- 7.4 Recording equipment: Score sheets and Recording forms, pens, calculators, etc.
- 7.5 Red and White belts for each tatami.
- 7.6 The WUKF computer system is compulsory. The national organizers will ensure that it is transported safely and is used properly.
- 7.7 Whistles, Bells or Gongs to announce time signals.

ART. 8: PROTEST AGAINST DECISION AND REVISION OF DECISION

<back to top>

- 8.1 Competitors cannot personally protest against the Referee panel's decision.
- 8.2 Only the coach of the team involved may protest to the Chief Referee against a decision, when the decision given by the Referee panel is thought to have violated the Rules of the match or the Rules of judging.
 - 8.2.1 However, coaches must not interrupt the work of the Jury Table by asking to check the participation lists or other documents, or asking for explanations, etc.
 - 8.2.2 The coach can attract the attention of the Chief Referee if there is an **administrative error** (wrong competitor, points or warning given, wrong display content, etc.) during the match.
 - 8.2.3 The coach can protest, in writing, to the WUKF-Referee Commission, but only after the match is finished.

PROTEST PROCEDURE:

- 8.3 The coach announces to the Chief Referee that he intends to make an official protest, once the match is finished.
- 8.4 The Chief Referee will stop the whole round and will inform the WUKF-Referee Commission about it.
- 8.5 Before the coach makes an official protest he must pay a protest fee to the WUKF treasurer. The fee will be returned if the protest is upheld. (**consult the list of fees on the WUKF webpage**).
- 8.6 The coach completes the "PROTEST sheet" and gives it to the Chief Referee who will give it to the WUKF – Referee Commission.
- 8.7 The WUKF-Referee Commission shall review the complaint and the evidence that supports it, and may ask for an explanation from the Chief Referee and the Referee Panel in that tatami.
- 8.8 If they find that the decision patently unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.
- 8.9 It is the coach who is responsible for providing the evidence for the protest.
- 8.10 The WUKF-Referee Commission, after approval from the WUKF-ExCom, will communicate the final decision to the Chief Referee. The Chief Referee will inform the coach of the final decision.



- 8.11 The WUKF–Referee Commission may penalize the Referee(s) who caused the protest.
- 8.12 The Coach can notify the Tatami Chief Referee of any administrative error as soon as it is detected.
- 8.13 To reduce any charting error, the winner of each match must confirm his name to the Jury Table prior to leaving the area.
- 8.14 Video proof, regarding an assumptive technical evaluation error, is not accepted as evidence for the protest.
- 8.14.1. Video proof is accepted, as evidence, only for administrative errors and only if the incident is clearly visible.

ART. 9: OTHER MATTERS

<back to top>

- 9.1 In the case of a situation not foreseen in these Rules or in a case where there is a doubt about the applicability of these rules to a given situation, the Chief Referee and the panel of referees shall consult among themselves to find a solution for that specific situation.
- 9.1.1 The decision must be approved by the WUKF-Referee Commission and WUKF-ExCom. All officials will be notified of this decision and a public announcement will be made.
- 9.2 All Karate-ka, including competitors, coaches, managers, or anybody connected with the competitor, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.
- 9.3 Coaches, federation presidents and spectators are not permitted to loiter around the tatami area, nor the Table Jury area nor are they permitted to speak to or distract or interfere with the work of the Jury Table officials.
- 9.4 Coaches are not permitted to accompany a Kata Competitor onto the tatami.
Exception: With permission from the Tatami Chief Referee, a coach can accompany a disabled competitor onto the tatami in order to allow the competitor to compete. Example: visually impaired competitors.



CHAPTER 2: JUDGING RULES

ART. 10: GENERAL MATTERS

<back to top>

- 10.1 All the referee activities will be in accordance with the WUKF rules and will be coordinated by the WUKF-Referee Commission (WUKF-Refcom). The WUKF-Refcom will be composed of an uneven number of members (3, 5, or 7) and it shall be led by the President of the WUKF-Refcom.
 - 10.1.1 In the absence of the President of the WUKF-Referee Commission, the Vice-president of the WUKF-Referee Commission will take over all his duties and responsibilities.
 - 10.1.2 In the absence of the Vice-president of the WUKF-Referee Commission, all his/her responsibilities will be automatically delegated to the other members of the WUKF-Referee Commission.
- 10.2 The Panel of referees will ensure that these rules are applied impartially on the Tatami.
 - 10.2.1 The referee panel for Sanbon Team Kumite will be: Centre Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), and the Arbitrator (**KANSA**).
 - 10.2.2 The referee panel for Ippon Team Kumite will be the Centre Referee (**SUSHIN**) and 4 Corner Judges.
 - 10.2.3 The Jury Table personnel will be made up of the Jury Table Judge, Score-keeper, Time-keeper, and Caller-Announcer.
- 10.3 All Referees must choose to be a Competitor or to be a Referee. They cannot compete and arbitrate in the same tournament.
Exception: Veteran competitors can arbitrate in the same competition, AFTER their own “Veteran Competition” has finished, on the given day.
- 10.4 The Referee, Judge(s) and Kansa (arbitrator) must avoid conducting a kumite match if a competitor from their own federation or country is involved. The Referee, Judge or Arbitrator must inform the Chief Referee about this situation. Depending on the situation, the Chief Referee may replace the official with a neutral one (if possible) or he/she may decide to use this official.

ART. 11: APPOINTMENTS

<back to top>

- 11.1 The president of the WUKF-Referee Commission is appointed by the WUKF Executive Committee (WUKF-ExCom).
- 11.2 The composition of the WUKF-Referee Commission will be proposed by the president of the WUKF-Referee Commission and he will submit it to the WUKF-ExCom for approval.
- 11.3 The Chief Referee and the panel of referees for each Tatami are appointed by the WUKF-Referee Commission.
- 11.4 The Central Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), Corner Judges will be appointed by the Chief Referee from the panel of referees before or at the time of each match.
- 11.5 The Jury Table Personnel are appointed by the host of the competition and the WUKF organizer and must be approved by WUKF-ExCom.



ART. 12: GENERAL DUTIES OF REFEREES AND JUDGES

The Chief Referee, Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), Corner Judges have the following duties:

- 12.1 To learn and to know the WUKF Rules of Karate Competition.
- 12.2 To be objective, impartial and fair.
- 12.3 To show respect and understanding.
- 12.4 They must behave with dignity and demonstrate respect for the competitors and other officials.
- 12.5 Their movements during the Match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as WUKF officials.
- 12.6 They must concentrate their full attention on the match, observing each competitor carefully and judging correctly every action of the competitors.
- 12.7 During the match they must not talk with anyone other than the Chief Referee, the other Judges, the competitors and the WUKF-Referee Commission.

ART. 13: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE

<back to top>

- 13.1 The Chief Referee organizes, coordinates and supervises the whole activity at the Tatami.
- 13.2 He/she has the ultimate responsibility of judgment.
- 13.3 He/she will be responsible for ensuring that matches are conducted according to these Competition Rules and if any unusual incident occurs, He/she shall base his/her decision upon these rules.
- 13.4 The Chief Referee can stop the match and can ask the referee panel to revise an administrative error .
- 13.5 He/she advises and leads the referees and judges on his/her tatami.
- 13.6 He/she will appoint the Referee, Mirror Judge and Kansa or Corner Judges prior to each match.
- 13.7 If it becomes necessary to replace one of them during a Match, the Chief Referee shall immediately stop the match and select a substitute without a loss of time.
- 13.8 The Chief Referee is subordinate to the WUKF-Referee Commission.
- 13.9 He/she cannot interfere with the Refereeing score evaluation.
- 13.10 He/she prepares a daily written report about the referee panel and special incidents (if any) at his Tatami.

ART. 14: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN)

The Referee shall have the power:

- 14.1 To conduct Matches, including start and stop.
- 14.2 To announce the decision of the panel of Judges.
- 14.3 To explain, when necessary, the grounds on which such decisions are made.
- 14.4 To announce fouls and to issue warnings (prior to, during, and after a match).
- 14.5 To take other disciplinary action (e.g. dismiss/suspend a competitor from a match).
- 14.6 To obtain advice and information from the Mirror Judge, Arbitrator and/or Corner Judges.
- 14.7 To decide victory by majority based on the table for judgment (*see Fig. 8*).
- 14.8 To extend the duration of the Match.
- 14.9 To consult the Chief Referee whenever he has difficulties taking decisions.



ART. 15: RESPONSIBILITIES AND DUTIES OF THE MIRROR JUDGE (FUKUSHIN), CORNER JUDGES AND ARBITRATOR (KANSA)

- 15.1 To assist, help and inform the Referee.
- 15.2 To exercise their right to vote on a decision during a match.
- 15.3 To evaluate the performance of the competitors.
- 15.4 The Judges shall carefully observe the actions of the competitors within their range of vision. In the following cases, they shall at once signal the Referee by means of a flag, whistle, and/or hand correctly giving their opinion:
 - 15.4.1 When they notice an injury or illness of a competitor before the Referee notices it.
 - 15.4.2 When they perceive an action which they consider should be awarded as Ippon or Waza-ari.
 - 15.4.3 When competitor appears about to commit, or has committed, a prohibited technique, action or behaviour.
 - 15.4.4 When both or either of the competitors have moved out of the competition area.
 - 15.4.5 In all cases when it is necessary to call the attention of the referee.
- 15.5 Each Judge shall continuously evaluate the relative excellence of sportsmanship of the competitors and signal their opinion independently, in the prescribed manner.

THE ARBITRATOR (KANSA):

- 15.6 He/she is responsible for the official result of the match and shall write on the Scoreboard.
- 15.7 He/she informs the Chief Referee of any discipline problems.
- 15.8 He/she shall keep an explicit scoreboard, registering correctly the points, warnings and penalties.
- 15.9 He/she must observe and announce (by whistle) any Jogai but only concerning the line in front of him.
- 15.10 He/she will concentrate on the match and will give his/her opinion only when the Referee requests it.
- 15.11 He/she controls and verifies the Jury Table display notes (Scores, Warnings and Penalties).
- 15.12 He/she announces Atoshi Baraku by whistle or words if the Referee doesn't hear the signal from jury table.

15.13 KANSA SCOREBOARD (Fig.4)

Competitor's number	SHIRO POINTS AND PENALTIES					HANTEI (Result)	AKA POINTS AND PENALTIES					Competitor's number
1125	ATENAI	A	ACH		AH		ATENAI	A	ACH		AH	345
	KINSHI	K 1	K 2	KCH	KH		KINSHI	K 1	K 2	KCH	KH	
POINTS												POINTS

WAZA ARI

IPPON

NO KACHI (WINNER)

HIKIWAKE (EQUAL)

MAKE

ART. 16: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE

(JURY TABLE JUDGE, SCORE-KEEPER, TIME-KEEPER, AND THE CALLER-ANNOUNCER)

- 16.1 The Jury Table Judge must be a qualified person, with good ability and who knows the WUKF Rules of Karate Competition.
- 16.2 The Jury table announces the name of each competitor for each match and ensures that the correct competitor is on the Tatami.
- 16.3 During each match, the Jury Table records and registers the points scored by each competitor, the warnings and penalties given to each competitor, and they keep an accurate record of the match time, etc.
- 16.4 Before each Round, they will check the draw sheet and any attached relevant Injury Sheet.
- 16.5 They must review the Injury sheet and inform the Referee about any competitor's injuries.
- 16.6 The Jury table must attach any "Injury sheet" to the Category Draw sheet at the end of the match



CHAPTER 3: TERMINOLOGY & GESTURES

<back to top>

ART. 17: THE MEANING OF THE TERMS USED AND THE GESTURES

(commands, warnings, penalties and announcements) used during a kumite match are the following:

SHOBU (Sanbon / Nihon / Ippon) HAJIME	Start the match.	The Referee stands on the official line.
SHOBU HAJIME	Start the extended match.	The Referee stands on the official line.
ATOSHI BARAKU	A little more time left.	An audible signal will be given by the timekeeper 15 seconds before time-up.
YAME	Temporary halt of match.	The timekeeper stops the clock in Nihon and Sanbon Kumite.
TSUZUKETE	Fight on.	Resumption of fighting, ordered after an unauthorized interruption has occurred.
TSUZUKETE HAJIME	Restarting the match.	The Referee stands on the official line, steps back into Zenkutsu-Dachi and brings the palms of his hands towards each other.
SOREMADE	End of the match.	The Referee faces the palm of one hand between the competitors, with the arm outstretched.
MOTONOICHI	Original position.	Referee and Judges return to their respective standing lines.
SHUGO	Judges called.	The Referee beckons with both hands and with the palms facing inwards.
HANTEI	Judgment.	The Referee calls for judgment by blowing his whistle, and the Judges render their decision by hand or flag signal.
IPPON	One point.	The Referee extends their arm higher than their shoulders, towards the relevant competitor.
WAZA-ARI	Half point.	The Referee extends their arm slightly downwards to the side towards the relevant competitor.
AWASETE IPPON:	Two Waza-ari recognized as one Ippon.	The Referee extends their arm higher than their shoulders, towards the relevant competitor.
AIUCHI	Simultaneous scoring. No point awarded.	The Referee brings his fists together in front of the chest.
HIKIWAKE.	A draw.	The Referee extends both arms to the side and slightly downwards with palms facing up.
AKA (SHIRO) NO KACHI	Victory of red (white).	The Referee obliquely raises an arm on the side of the winner.
ENCHO-SEN	Extension.	The Referee restarts the match with the command "Shobu Hajime".
SAI SHIAI	A new match	In Ippon Kumite, if there is a draw, another match will be held. This re-match is called Sai Shiai
TORIMASEN	Not acceptable as scoring.	The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.
KINSHI	Warning for prohibited Behavior	The Referee points one index finger in the air at a 60-degree angle on the side of the offender.
ATENAI	Warning for any excessive contact	The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.
CHUI	Final warning.	The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.



HANSOKU	Foul/Disqualification.	The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
JOGAI.	Exit from fighting area.	On the side of the offender, the Referee says AKA/SHIRO Jogai and points his/her index finger in the air at a 60-degree angle and imposes a Kinshi warning or penalty (Sanbon and Nihon Kumite) or a Jogai warning or penalty in Ippon Kumite. The Judge, signals this offence to the Referee by pointing the index finger at a 45-degree angle to the area boundary on the side of the offender
MUBOBI	Defenseless Behavior	On the side of the offender, the Referee says AKA/SHIRO Mubobi and points his/her index finger in the air at a 60-degree angle and imposes a Kinshi warning or penalty (Sanbon and Nihon Kumite) or a Mubobi warning or penalty in Ippon Kumite. The Judge signals this offence to the Referee by using the Kinshi Gesture. When the Referee stops the fight, the Judge can clarify by giving the Mubobi Signal - using the index finger of the hand on the side of the offender to push his/her own head to one side.
UNCONTROLLED ATTACKS	Attacks that exceed the target	On the side of the offender, the Referee, says AKA/SHIRO Uncontrolled Attack and points his/her index finger in the air at a 60-degree angle and imposes a Kinshi warning or penalty (Sanbon and Nihon Kumite) or Mubobi warning or penalty in Ippon Kumite. The Judge signals the Kinshi Gesture to indicate that an offence has occurred. When the Referee stops the fight, the Judge can clarify by giving the Uncontrolled Attack Signal on the side of the offender - clenching his/her fist and extending his punch past the side of his own head.
TIME WASTING	Refusing to fight	On the side of the offender, the Referee, says AKA/SHIRO Time Wasting and points his/her index finger in the air at a 60-degree angle and imposes a Kinshi warning or penalty (Sanbon and Nihon Kumite) or Mubobi warning or penalty in Ippon Kumite. The Judge signals the Kinshi Gesture to indicate that an offence has occurred. When the Referee stops the fight, the Judge can clarify by giving the 'Time Wasting' Signal - using his/her index finger pointing to the ground and makes a small circling motion.
UKE IMASU	Technique blocked.	An open hand touching the elbow of the opposite arm.
NUKETE IMASU	Target missed.	A closed fist crossing in front of the body
YOWAI.	Technique too weak.	An open hand descending downwards.
HAYAI	Quickest/first to score.	An open hand touching the palm of the other hand, with the fingers.
MAAI	Bad distance.	Both the hands are raised open and parallel to the floor and facing each other.
KIKEN	Renunciation.	The Referee points with the index finger towards the feet of competitor.
SHIKAKKU	Disbarment from the tournament	The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.



ART. 18: THE CENTRAL REFEREE'S GESTURES

<back to top>

ART. 18.1 The Central Referee's gestures must be clear and large (Fig. 5)





Fig. 5



ART. 19: THE MIRROR JUDGES' GESTURES

<Back to top>

Art. 19.1 The Mirror Judges gestures must be short, clear, discreet and courteous (Fig.6)



Fig. 6



ART. 20: THE SIGNALS

<back to top>

Art. 20.1 In kumite Shobu Ippon, the Corner Judges' signals can be made by either flags and/or whistle (Fig. 7).

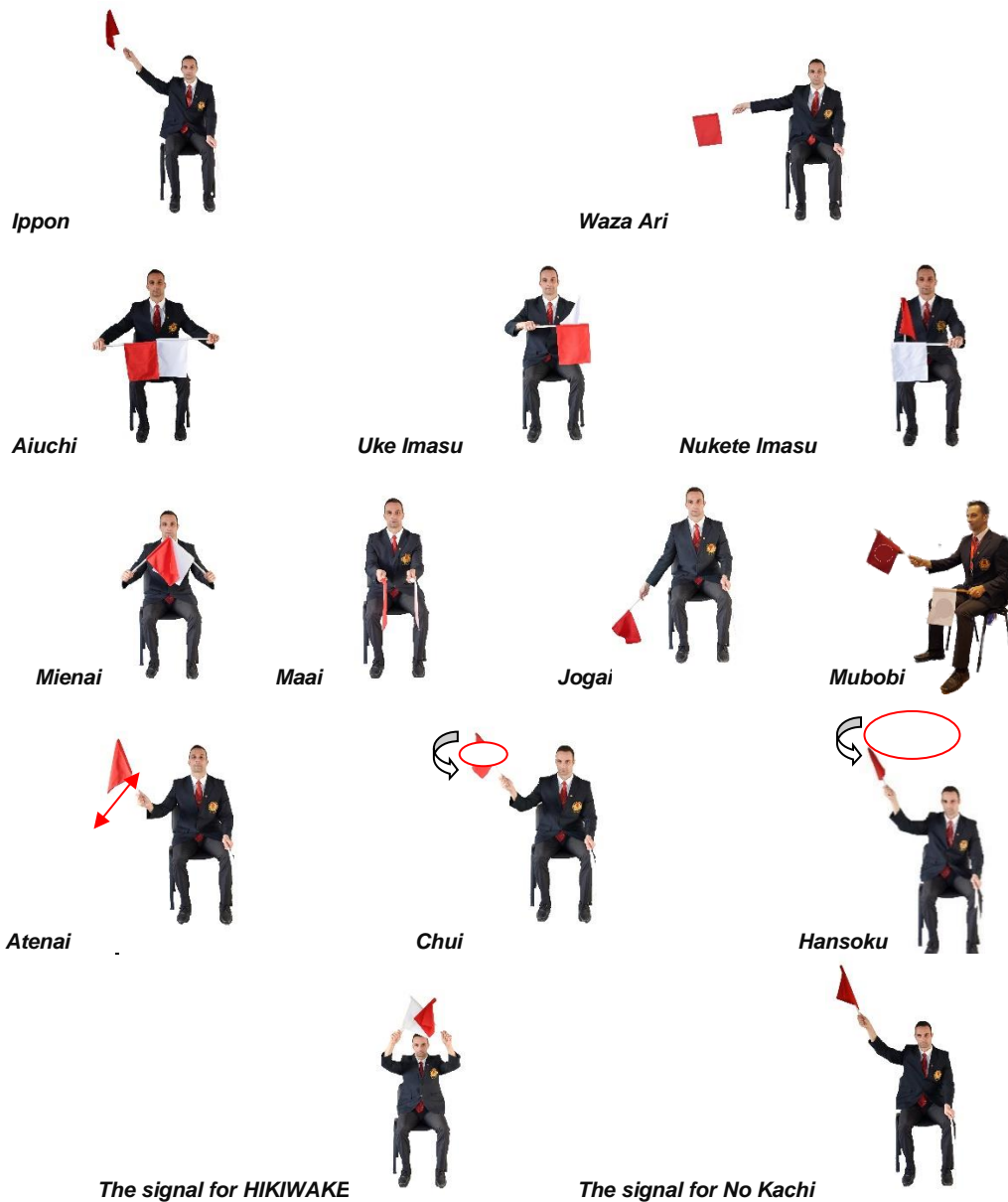


Fig. 7

Art. 20.2 The Whistle signals used by the Centre Referee shall be the following:

- a) Long/normal + short/strong = Hantei.
- b) Short/strong = the command to lower the flags or the Score Boards.



CHAPTER 4: DECISIONS

<back to top>

Art. 21: Decision with majority

If the Referee and the Mirror Judge are not in agreement about a score, warning or penalty, the Referee must ask the Kansa for his opinion. **The ultimate decision will be made by the majority**

21.1 If the Mirror Judge signals MIENAI toward the Referee, the Central Referee may impose his decision without consulting the Kansa.

Art. 22: Restarting the round

In all cases, during a round, when a wrong competitor (accidentally) takes the place of another one or there is a missing competitor, the result of that **match** will be annulled. The **match** will restart at the point the mistake occurred and will involve only those competitors affected by the mistake. But, if the round is finished, the results cannot be changed.

Art. 23: Table for judgment in Ippon Shobu Kumite

When the Referee decides based on the signals given by the Judges, the decision shall be governed by the Table of Judgment given in Fig. 8

In the case of two judges giving a point to Shiro (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

<table><tr><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>●</td></tr><tr><td>○</td><td>○</td><td>○</td><td>×</td></tr></table> <p>SHIRO NO KACHI</p>	○	○	○	○	○	○	○	●	○	○	○	×	<table><tr><td>●</td><td>●</td><td>●</td><td>●</td></tr><tr><td>●</td><td>●</td><td>●</td><td>○</td></tr><tr><td>●</td><td>●</td><td>●</td><td>×</td></tr></table> <p>AKA NO KACHI</p>	●	●	●	●	●	●	●	○	●	●	●	×	<table><tr><td colspan="2">LEGEND</td></tr><tr><td>●</td><td>AKA</td></tr><tr><td>○</td><td>SHIRO</td></tr><tr><td>×</td><td>HIKIWAKE</td></tr></table>	LEGEND		●	AKA	○	SHIRO	×	HIKIWAKE
○	○	○	○																															
○	○	○	●																															
○	○	○	×																															
●	●	●	●																															
●	●	●	○																															
●	●	●	×																															
LEGEND																																		
●	AKA																																	
○	SHIRO																																	
×	HIKIWAKE																																	
<table><tr><td>○</td><td>○</td><td>●</td><td>×</td></tr><tr><td>○</td><td>○</td><td>×</td><td>×</td></tr></table> <p>SHIRO NO KACHI OR HIKIWAKE</p>	○	○	●	×	○	○	×	×	<table><tr><td>●</td><td>●</td><td>○</td><td>×</td></tr><tr><td>●</td><td>●</td><td>×</td><td>×</td></tr></table> <p>AKA NO KACHI OR HIKIWAKE</p>	●	●	○	×	●	●	×	×																	
○	○	●	×																															
○	○	×	×																															
●	●	○	×																															
●	●	×	×																															
<table><tr><td>×</td><td>×</td><td>×</td><td>×</td></tr><tr><td>○</td><td>×</td><td>×</td><td>×</td></tr><tr><td>●</td><td>×</td><td>×</td><td>×</td></tr><tr><td>○</td><td>●</td><td>×</td><td>×</td></tr></table> <p>HIKIWAKE</p>	×	×	×	×	○	×	×	×	●	×	×	×	○	●	×	×	<table><tr><td>○</td><td>○</td><td>●</td><td>●</td></tr></table> <p>SHIRO/AKA NO KACHI OR HIKIWAKE</p>	○	○	●	●													
×	×	×	×																															
○	×	×	×																															
●	×	×	×																															
○	●	×	×																															
○	○	●	●																															

Fig.8

NB: Matters relating to judgment not prescribed in these rules shall be discussed between the Referee and Judges and the decision reached shall be referred to the Chief Referee and to the WUKF-Referee Commission for approval. All officials will be notified of these decisions and a public announcement will be made.



PART 2: KUMITE RULES

CHAPTER 5: GENERAL KUMITE RULES

[<back to top>](#)

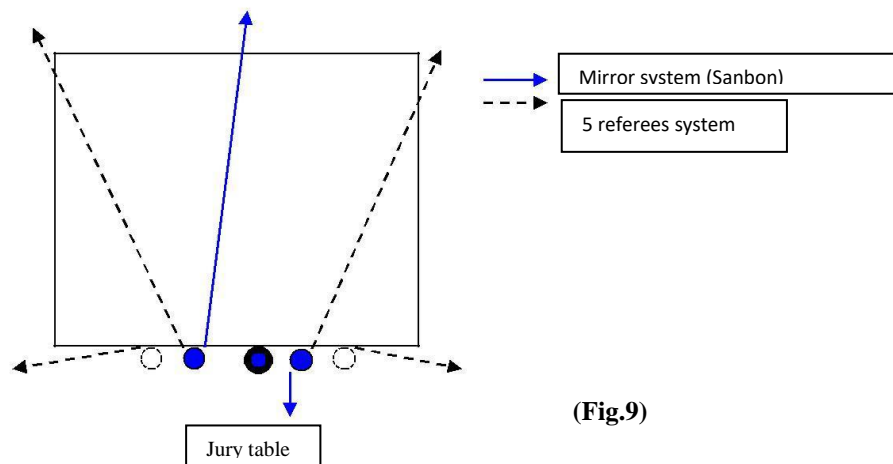
ART. 24: STARTING – SUSPENDING – ENDING THE KUMITE MATCH

24.1 The competitors must line up at the beginning of the round. If one, or more, of them is absent, they will be called twice on the microphone. If they don't come by the time the round has finished, they will be declared KIKEN.

24.2 STARTING THE MATCH:

At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area. After the formal exchange of bows between competitors, officials/public and the Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes a step backward, all Judges turn inwards and all bow together.

After the bow, the Referee invites the Judge and Kansa in the Shobu Sanbon "Mirror system", or the "4 Corner Judges" in the Shobu Ippon "Flag System" to take their places (outside the match area), as shown below:



(Fig.9)

At the command of "Nakae or Motonoichi", the panel of referees and the competitors enter the match area. The match shall start with the announcement by the Referee of "Shobu Sanbon / Nihon / Ippon Hajime".

24.2.1 The coaches must be seated on the opposite side of the Jury table.

24.2.2 The coaches' and competitors' badges must be given to the Table Jury officials, who will ensure that the correct coaches and competitors enter the tatami.

24.3 SUSPENDING THE MATCH

By announcing "Yame" the Referee shall halt the Match temporarily and order the contestants back to their positions. When resuming the Match, the Referee announces "Tszukete Hajime".

24.3.1 ATOSHI BARAKU

The Time Keeper shall give one signal by a gong, buzzer, or whistle indicating Atoshi Baraku, **15** seconds to go

24.4. ENDING THE MATCH

When it is time-up, the Time Keeper shall give two signals by a gong, buzzer, or whistle. After halting the match (Yame), the Referee shall end the match by announcing "Soremade". He then checks the scores and penalties with the



Kansa or the Table Jury Judge and then announces the decision. After the formal exchange of bows between contestants, the Referee Panel, officials/public (Otagai ni Rei - Shomen ni Rei), the match is deemed over.

ART. 25: CRITERIA FOR DECIDING IPPON AND WAZA-ARI

<back to top>

25.1 An Ippon is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- good form (technique, position and balance).
- strong vigor (kime),
- good sporting, non-malicious attitude,
- zanshin,
- proper timing,
- correct distancing

Some examples of effective techniques delivered under the following conditions shall be considered as an Ippon:

- When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
- When an attack is delivered immediately as the opponent was unbalanced by the attacker.
- When a combination of successive and effective techniques is used.
- For the combined use of tsuki and keri techniques.
- For combined use of Tsuki, keri and nage techniques.
- When the opponent has lost their fighting spirit and turned their back to the attacker.
- Effective attacks delivered on the undefended parts of the opponent.
- For effective Jodan Geri techniques.

25.2 A Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

25.3 The score announcements:

The Referee announces the score in the following manner: Who scored, on which Level, with what Technique, and the Score attributed (E.g.: Aka/ Shiro ... Jodan/Chudan ... Tsuki / Geri / Uchi ... Waza-ari /

ART. 26: VICTORY OR DEFEAT

<back to top>

Shall be awarded based on:

- 26.1. Victory by Ippon / Sanbon score.
- 26.2. Victory by decision (Hantei).
- 26.3. Defeat due to a disqualification (Hansoku, Shikaku).
- 26.4. Defeat due to a retirement (Kiken).



26.1. **VICTORY by IPPON or by SANBON SCORE**

The competitor, who scores first with one Ippon (or two Waza-ari) for Shobu Ippon or 3 Ippon (or 6 Waza-ari, or a score combination of Ippon and Waza-ari) for Shobu Sanbon, will be declared the winner.

26.2 **VICTORY by DECISION (Hantei)**

26.2.1 In the absence of Ippon / Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a Match, a decision (Hantei) is taken based on the following considerations:

26.2.2 In the case of a competitor (in Sanbon Kumite) scoring at least one Waza Ari more than the opponent, he will automatically be declared the winner (Kachi).

26.2.3 In Individual Sanbon Kumite, if Hikiwake is given, an Encho-Sen (extension) will follow.

26.2.4 **HANTEI procedure:**

In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He will call "Hantei" and simultaneously with all the other judges and on the whistle signal, he raises his arm towards the competitor of his preference: AKA / SHIRO or he will cross his arms in front of his head for a draw. After confirming the result of the voting, he goes inside the competition area and announces the decision.

26.2.5 **CRITERIA FOR HANTEI**

- a) Whether there have been any Waza-ari or Ippon.
- b) In Nihon and Sanbon Kumite: whether there have been any warnings (Atenai / Kinshi).
- c) In Ippon Kumite: whether there has been any warnings for Atenai, Jogai or Mubobi.
- d) The comparative excellence in the fighting attitude.
- e) The ability and skill.
- f) The degree of the vigour and fighting spirit.
- g) The number of attacking moves.
- h) The comparative excellence in the strategy used.
- i) Fair play.

26.3 **DEFEAT DUE TO A FOUL - DISQUALIFICATION (Hansoku)**

When a competitor commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending competitor:

26.3.1 In the case of a competitor, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat because of warnings already incurred.

26.3.2 Failing to obey the orders of the Referee.

26.3.3 If a competitor becomes over-excited, to such an extent that they are considered by the Referee to be a danger to themselves or their opponent.

26.3.4 If the act or the acts of a competitor are considered as malicious, wilfully violating the rules prohibiting them.

26.3.5 Other acts which are deemed in violation of the Rules of the Match. Any unruly behaviour from people connected with the competitor, such as the Coach, Manager, supporters, etc. may result in the disqualification of the competitor and/or the team.

26.3.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other competitor and the chances for winning are very badly diminished, for example: facial injury, broken nose, broken hand / finger / knee, etc.



- 26.3.7 Any competitor (or team) who receives HANSOKU in the semi-finals will still receive a bronze medal.
- 26.3.8 Any competitor (or team) who receives HANSOKU in the final will still receive a silver medal.
- 26.3.9 Any competitor (or team) who receives SHIKAKKU in the semi-final or final will not receive a medal.

26.4 **DEFEAT DUE TO RETIREMENT (Kiken)**

- 26.4.1 A competitor who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the loser by KIKEN.

ART. 27: SCORING AREAS AND SCORING TECHNIQUES

<back to top>

- 27.1 The scoring areas shall be limited to the following: Head, Abdomen, Neck, Chest, Side and Back (excluding the shoulders).
 - 27.1.1 The throat is not a scoring point; it is forbidden to attack the throat.
- 27.2 An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.
- 27.3 An attack, even if effective, delivered after the Time-up bell signals the end of the match, shall not be recognized as such, nor shall it constitute a basis for decision.
- 27.4 Techniques delivered outside the prescribed match area shall be invalid.
- 27.5 However, if a competitor delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred.
- 27.6 Scoring techniques of the same value simultaneously delivered by both competitors shall not score (Aiuchi).

ART. 28: WARNINGS AND PENALTIES

<back to top>

In WUKF kumite competition, there are 3 categories of warnings and penalties:

- 28.1 **ATENAI** - Excessive contact;
- 28.2 **KINSHI** - Prohibited behaviour;
- 28.3 **SHIKAKKU** - Disbarment from the entire competition.

28.1 ATENAI category

- 28.1.1 Techniques which make excessive contact, having regard to the scoring area attacked.
- 28.1.2 The following techniques which are done with contact:
 - a) Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins.
 - b) Attacks to the groin or the throat.
 - c) Open hand techniques to the face, throat, and neck; Hiza Geri; Empi or Atama Uchi.
 - d) Jumping techniques (like Tobi Yoko Geri or Uraken Uchi).
 - e) Dangerous leg sweeping techniques (Ashi Barai without a follow-up technique or foot sweeps that land high on the leg and that could cause knee injury).
- 28.1.3 Dangerous throws (without any assurance of the opponent landing safely).
- 28.1.4 The announcement: **"Aka/Shiro – ATENAI ..."**.



28.1.5 The gesture for Atenai is: **(Fig 10)**

28.1.6 The possible warnings and penalty are:

- a. first warning: Atenai
- b. Final warning: Ateani Chui
- c. Disqualification: Atenai Hansoku

28.2 KINSHI category

The following actions and behaviours are prohibited and will be penalized:

28.2.1 Time-wasting.

This includes refusing to fight, running away from the opponent and repeated match interruption by clinching or unnecessary bodily contact against the opponent.

28.2.2 **Exaggerated actions** (unsporting behaviour, etc) and reactions (i.e. faking injury, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).

28.2.3 **Any behaviour likely to bring Karate into disrepute** (this includes Coaches, Managers and anybody connected with the competitor).

28.2.4 **Any disrespectful and unnecessary actions** are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, disagree with the referee decisions during the match, etc).

28.2.5 **Any situation where the competitor shows a lack of regard for his/her own safety or integrity, as follows:**

- a) Attacks with an unguarded head in front.
- b) Attacks without following the target with the eyes.
- c) Turning away after an attack (as a tactical or theatrical move) to draw the Referee's attention to the technique.
- d) The competitor is defenceless, and their back is exposed.

28.2.6 **Any situation where the competitor touches the floor outside the match area with any part of his/her body, as follows:**

- a. If the competitor goes out deliberately or to avoid an opponent's technique.
- b. If one competitor delivers an unsuccessful technique and then exits immediately afterwards, Kinshi will be recorded.
- c. If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Kinshi will not be recorded.
- d. If there is a successful technique, Yame should occur at the instant of the score. The exit therefore occurs outside of the match time and must not be penalized.
- e. If Shiro exits the Tatami or has exited as Aka's score is made (with Aka remaining within the Tatami) then both Aka's score will be awarded and Shiro's Kinshi penalty will be imposed.
- f. The point at which "Yame" is called is helpful in determining if this Kinshi situation has occurred.



g. Kinshi is not imposed if the competitor was pushed outside the match area by the opponent.

h. Warnings must increase in severity until a penalty (Hansoku) is imposed.

28.2.7 Grabbing (unless immediately followed up by a technique).

28.2.8 Uncontrolled attacks (which exceed past or over the target).

28.2.9 The possible warnings and penalty are:

- | | | |
|----|-------------------|----------------|
| a. | First warning: | Kinshi |
| b. | Second warning: | Kinshi Ni |
| c. | Final warning: | Kinshi Chui |
| d. | Disqualification: | Kinshi Hansoku |

28.2.10 The announcement: **“Aka/Shiro, KINSHI**



28.2.11 The gesture for Kinshi is: (Fig.11)

28.3 SHIKAKKU

It is a disbarment from the entire competition and it is given in the following cases:

28.3.1 When the competitors do not obey the orders of the Referee and become aggressive.

28.3.2 When they commit an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.

28.3.3 When the competitor(s), their coach or any member(s) of their support squad make obscene or offensive gestures, make threats or give verbal abuse to the officials or other competitors.

28.3.4 When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.

28.3.5 The announcement: The Referee will announce “Aka/Shiro – SHIKAKKU.



28.3.6 The gesture for Shikakku is: (Fig 12)



28.3.7 Before Shikakku can be imposed, the Referee must consult the Tatami Chief Referee and then the WUKF-Referee Commission.

28.3.8 The competitor who receives Shikakku will lose all the positions he / she won before in that round /category. He/she they will not receive a medal.

28.4 Coaches – warnings and penalties

28.4.1 The coaches will be penalized for bad behaviour (verbal abuse, physical aggressiveness against officials or against their own students).

28.4.2 The penalty scale for coaches will have 3 (three) steps: Kinshi; Kinshi Chui and Kinshi Hansoku.

28.4.3 The decision to warn or penalize a coach will be taken by the Referee panel and the Chief Referee.

28.4.4 After the decision to warn a coach has been taken the Chief Referee will mark an X on the back of coach's badge and certify this with his signature.

28.4.5 After the third mark, the WUKF-Referee Commission will forbid him or her to act as a coach during the remainder of the competition.

28.4.6 The WUKF-Referee Commission could also impose a suspension for a period of time, from all competitions under the WUKF umbrella.

ART. 29: INJURIES AND ACCIDENTS

In the case of an injury of a competitor, the Referee shall at once halt the match, assist the injured competitor and, at the same time, call the Competition Doctor.

29.1 DOCTOR'S DECISIONS

29.1.1 Only the competition doctor can make decisions concerning all matters about injuries, accidents or the physical condition of the competitors.

29.1.2 A competitor who wins a match through disqualification of their opponent for causing them an injury cannot fight again in the competition without the Competition Doctor's Permission.

29.1.3 When a competitor wins through a disqualification of their opponent for causing them an injury, the Chief referee will send a judge with the injured winner to the Competition Doctor. The Competition Doctor must complete the "Injury sheet" (Fig.15). The completed "Injury sheet" will be given to the Jury Table and it will be attached to the round draw sheet. It is the Jury Table's responsibility to monitor the competitor's progress to the next round and to show the Injury Sheet to the Referee. Depending on the Doctor's instructions in the Injury Sheet the Referee will decide if the competitor can or cannot continue to compete in the competition.



Fig 15: Injury sheet

Date:	Hour:	Tatami No.	Name of Chief Referee of the tatami
Number & Competitor's name:	Federation:	Country:	Nature of injury
Doctor's Remark	Recommendation	Continue?	Doctor's signature/Stamp
		YES NO	

29.1.4 No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.

29.2 VICTORY or DEFEAT after an injury

29.2.1 When a competitor, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the match or requests for permission to quit the match, they shall be declared the loser by Kiken.

29.2.2 If two competitors harm each other, or if they are suffering from Injuries previously incurred and they are declared by the Competition Doctor as unable to continue, the result of the match will be:

- a) The fight is won by the competitor that has accumulated the most points.
- b) If the score is the same, then the Referee will call for HANTEI to decide the winner.
- c) In Team competition the Referee will announce a Tie (HIKIWAKE). If the situation is in a decisive ENCHO-SEN in Team Competition, then the Referee will call HANTEI to establish the final result.

29.2.3 In the case of an injury or injuries sustained during a Kumite Match, for reasons not ascribable to either competitor, disable a competitor or in a case where both competitors are injured at the same time for reasons for which both are responsible, the final result will be decided by:

- a) The competitor who quits the Match shall be declared the loser by Kiken.
- b) In a case where both competitors quit and the reasons causing the injuries are not ascribable to either of the competitors, then HANTEI will decide the final result.

29.2.4 In a case where a competitor is deemed unable to continue the match owing to an injury or any other physical reasons, based on the advice of the Competition Doctor, the Referee shall end the match and suspend the injured competitor from the match and will attribute the victory as follow:

- a) If the injury is ascribable to his opponent, he shall be declared the winner.
- b) If the injury is not ascribable to his opponent, he shall be declared the loser.

29.3 SERIOUS INJURIES

In case of a serious injury, WUKF Discipline Commission may impose additional penalties.

29.3.1 The procedure applied in those cases will be found in **ART. 79 APPENDIX**



PART 3: KUMITE SANBON

CHAPTER 6: INDIVIDUAL KUMITE SANBON

<back to top>

- The Individual Match is decided by "Shobu Sanbon".
- The competitors try to score three points (6 WAZA-ARI, 3 IPPON, or score a combination of both before their opponent, within the time limit.
- In all Kumite Sanbon, the Mirror system will be used to adjudicate each match.

ART. 30: CATEGORIES ALLOWED

Table 1

KUMITE SHOBU SANBON - Individual							
MALE				FEMALE			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini cadets A	13 to 14 years	- 45 kg		Mini Cadets A	13 to 14 years	- 50 kg
	Mini Cadets B	13 to 14 years	- 55 kg		Mini Cadets B	13 to 14 years	- 55 kg
	Mini Cadets C	13 to 14 years	- 65 kg		Mini Cadets C	13 to 14 years	- 60 kg
	Mini Cadets D	13 to 14 years	+ 65 kg		Mini Cadets D	13 to 14 years	+ 60 kg
Cadets - all belts				Cadets - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets A	15 to 17 years	- 55 kg		Cadets A	15 to 17 years	- 50 kg
	Cadets B	15 to 17 years	- 65 kg		Cadets B	15 to 17 years	- 55 kg
	Cadets C	15 to 17 years	- 75 kg		Cadets C	15 to 17 years	- 60 kg
	Cadets D	15 to 17 years	+ 75 kg		Cadets D	15 to 17 years	+ 60 kg
Juniors - all belts				Juniors - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Juniors A	18 to 20 years	- 65 kg		Juniors A	18 to 20 years	- 55 kg
	Juniors B	18 to 20 years	- 75 kg		Juniors B	18 to 20 years	- 60 kg
	Juniors C	18 to 20 years	- 85 kg		Juniors C	18 to 20 years	- 65 kg
	Juniors D	18 to 20 years	+ 85kg		Juniors D	18 to 20 years	+ 65 kg
Seniors - all belts				Seniors - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Seniors A	21 to 35 years	- 65 kg	-	Seniors A	21 to 35 years	- 55 kg
	Seniors B	21 to 35 years	- 75 kg		Seniors B	21 to 35 years	- 60 kg
	Seniors C	21 to 35 years	- 85 kg		Seniors C	21 to 35 years	- 65 kg
	Seniors D	21 to 35 years	+ 85 kg		Seniors D	21 to 35 years	+ 65 kg
Veterans - all belts				Veterans - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Veterans A	36 to 40 years	Open		Veterans A	36 to 40 years	Open
	Veterans B	41 to 45 years	Open		Veterans B	41 to 45 years	Open
	Veterans C	46 to 50 years	Open		Veterans C	46 to 50 years	Open
	Veterans D	51 to 60 years	Open		Veterans D	51 to 60 years	Open
	Veterans E	61 years and over	Open		Veterans E	61 years and over	Open



ART. 31: DURATION OF AN INDIVIDUAL KUMITE SANBON MATCH

31.1	Children (male/female)	1 min 30 sec. (effective time)
31.2	Mini cadets / Cadets (male/female)	2 min. (effective time)
31.3	Juniors and seniors (male /female)	3 min. (effective time)
31.4	Veterans (male/female)	2 min. (effective time)

ART. 32: TIE AND EXTENSION

32.1 THE TIE

32.1.1 In the event of a tie (equal score, including 0-0) after time-up, in an individual Match, HANTEI will be called.

32.1.2 The decision can be NO KACHI for Aka or Shiro (based on the criteria used in Hantei or it could be HIKIWAKE. In individual kumite sanbon, if Hikiwake is given, an Enchosen (extension) will follow.

32.2 THE EXTENSION (Encho-Sen)

32.2.1 The Referee command for starting the extension will be “Encho-Sen - Shobu Hajime”.

32.2.2 The time of Encho-Sen will be 1 minute.

32.2.3 This extension will be decided by the first to score (sudden death).

32.2.4 All scores and warnings are carried into the extension.

32.2.5 If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension. The Referee Panel must decide AKA or SHIRO NO KACHI.

CHAPTER 7: TEAM SANBON KUMITE

Each individual match is decided according to the "Sanbon Kumite Rules" for individual kumite match.

ART. 33: CATEGORIES ALLOWED

Table 2

KUMITE SHOBU SANBON - <i>Team</i>							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets	15 to 17 years	Open		Cadets	15 to 17 years	Open
	Juniors	18 to 20 years	Open		Juniors	18 to 20 years	Open
	Seniors	21 to 35 years	Open		Seniors	21 to 35 years	Open

ART. 34: TEAM SANBON MATCH

<back to top>

34.1 Before each Team Match, a team representative must hand to the Jury Table/Entrance officials an official Order list giving the names and the fighting order of the team members written on a Team Order sheet. (see Table 3).



Table 3

	SCOTLAND TEAM 'A' (the competitor's number)	Round 1	Round 2	Round 3	Round 4
	1004	1	2		
	1024	2	1		
	1029	3	3		

34.1.1 The fighting order can be changed for each round, but once notified, it cannot then be amended.

34.1.2 The use of a reserve constitutes a change in fighting order.

34.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.

34.2 Matches between individual members of each team shall be held in a predetermined order.

ART. 35: THE SANBON TEAM MEMBERS

<back to top>

35.1 The team will be composed of 3 competitors.

35.1.1 A team that does not have 3 competitors at the start of the 1st round of the competition will not be allowed to compete and will be declared Kiken.

35.1.2 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.

35.2 At the beginning of the match, only the team (3 members), without the reserve, will line up in the Tatami.

35.3 If, during a round, one member of the team is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to use their reserve in order to compete in the next round.

35.4 If during a round, another team member is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete in the remainder of that team category with only 2 competitors.

ART. 36: CRITERIA FOR DECIDING THE WINNING TEAM SANBON KUMITE

<back to top>

36.1 The winner of a team match shall be decided on the results of the individual matches.

36.1.2 If at the end of prescribed time (in an individual bout) there is no score or there is equal score, the decision will be HIKIWAKE. Hantei will not be called.

36.2 The criteria for deciding the winner of a Team Match are the following (in order of descending importance):

- a) Numbers of wins.
- b) The total score each team has (Ippon and Waza-ari are added together).
- c) The number of Ippon each has (the winning team is the one who scored more Ippon).
- d) Extra Match.



- 36.3 Victories through a foul, disqualification or voluntary withdrawal (Kiken) of the opponent shall be counted, in team matches, as 3 Ippon. The opponent (the loser) will keep the score registered at the time of the disqualification.

ART. 37: TIE AND THE EXTRA MATCH

<back to top>

- 37.1 When, after considering 36.2/a/b/c above, there is a tie between teams an extra match will be conducted between one representatives from each contending team.
- 37.2 If this extra match results in a TIE, an extension (Encho-Sen) will take place. The extension (Encho-Sen) will be decided by the first to score (sudden death). If, at time-up at the end of Encho-Sen there is still no score, a decision (Hantei) must be taken by the Judges panel. The Referee, Mirror Judge and Kansa cannot give Hikiwake but must decide No Kachi for either Aka or Shiro.

CHAPTER 8: ROTATION TEAM SANBON KUMITE

In principle, the rules are the same as for **SHOBU SANBON INDIVIDUAL** and the mirror system will be used to adjudicate each match.

ART. 38: CATEGORIES ALLOWED

<back to top>

- 38.1 The rules are the same as for **SHOBU SANBON INDIVIDUAL**, but with some differences.

Table 4

KUMITE SHOBU SANBON – <i>Team Rotation</i>							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini cadets	13 to 14 years	Open		Mini cadets	13 to 14 years	Open
	Cadets	15 to 17 years	Open		Cadets	15 to 17 years	Open
	Juniors	18 to 20 years	Open		Juniors A	18 to 20 years	Open
	Seniors	21 to 35 years	Open		Seniors A	21 to 35 years	Open
	Veterans	36 years and over	Open		Veterans	36 years and over	Open

ART. 39: DURATION

<back to top>

- 39.1 In Kumite Team Rotation the duration of each match will be 6 minutes running time.
- 39.2 The clock will stop only when the Referee requests “Time”.



ART. 40: THE ROTATION TEAM MATCH

<back to top>

- 40.1 The Sanbon Rotation team will be composed of 3 competitors in each round.
- 40.1.1 A team that does not have 3 competitors at the start of each round of the competition will not be allowed to compete and will be declared Kiken.
- 40.2 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.
- 40.3 The team spirit requires that each competitor must fight at least once and for at least 15 seconds during the prescribed time (6 minutes).
- 40.4 If at the end of the match (after 6 minutes), one of the competitor has not fought, the team involved will be disqualified (Hansoku).
- 40.4.1 **EXCEPTION:** if one competitor reaches an advantage of “6 points” (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), ahead of the other team and before the time-up bell is sounded, his/her team will be declared the winner even though the other two members of his team did not fight.

ART. 41: CRITERIA FOR DECIDING THE WINNING TEAM

<back to top>

- 41.1 There will be no limit to the number of points that may be scored. Each team may score as many points as its competitors are capable of, during the 6 minutes.
- 41.2 At Time-Up, the winner will be the team who scored more points (total score) than the opponent team, during the 6 minutes of time.
- 41.3 However, if one of the teams reaches an advantage of “6 points” (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), within the 6 minutes prescribed time, it will be declared the winner.

ART. 42: TIE IN ROTATION TEAM

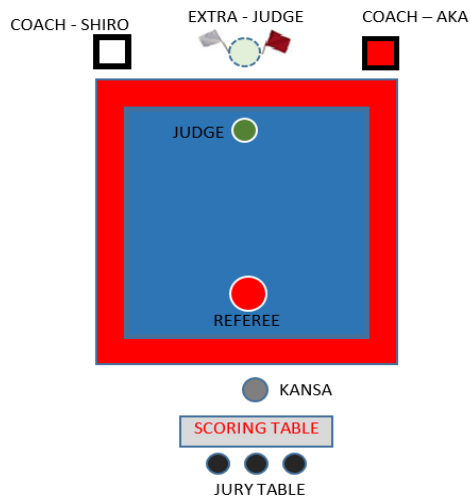
- 42.1 If, after 6 minutes, there is a tie, the team who has the most Ippon will be declared the winner.
- 42.2 If the tie persists, HANTEI will be called. The decision could be AKA/SHIRO NO-KACHI or HIKIWAKE. In the situation of HIKIWAKE there will be 2 minutes extension of time (Encho-Sen) and the team who scores the first point will be declared the winner. Each coach will choose 1 competitor from their team to initiate the extension. This competitor may be changed after the extension has begun.



ART. 43: SUBSTITUTIONS IN ROTATION TEAM

<back to top>

- 43.1 One Change-Judge will be used for the Rotation Team; he/she will be positioned outside of the tatami on the opposite side of the Jury table having 2 flags (AKA and SHIRO) (see the figure below).



onto the Tatami.

- 43.1.1 The sole function of the Change-Judge is to indicate to the referee when and which competitor should be changed.

- 43.1.2 The Change-Judge will have no opinion on scores, warnings or penalties nor shall he/she participate in Hantei.

- 43.2 During the match, the coach or, in exceptional circumstances and with WUKF RefCom permission, the team captain, may make as many substitutions between the 3 team members as they desire. A competitor who has already been replaced may come back to fight again in the same round and whenever requested during the match.

- 43.3 However, after Atoshi Baraku call, requests to change are forbidden.

- 43.4 The competitor who is to be substituted must be ready and have all the required equipment and protectors when the referee calls him

SUBSTITUTION PROCEDURE

- 43.5 Coaches must sit down in identified chairs placed on either side of the Change-Judge (see the above figure)
- 43.6 Whilst one member of the team is on the Tatami, the other 2 members of the team will always have to be equipped and ready to be called onto the Tatami.
- 43.7 When the Coach intends to make a substitution he must request “**CHANGE**” to the Change-Judge.
- 43.8 The Change-Judge must validate the request and ensure (checking the official scoring screen) that there is at least 15 seconds between changes.
- 43.9 The Change-Judge, using the whistle, the flag and the command “Change”, will indicate to the Referee that he will have to stop the match to allow a substitution.
- 43.10.1 Only the Referee can decide when to stop the match and allow the substitution, by calling ‘Change’. The substitution will have to be made in a maximum of **3 seconds**. If the change exceeds these 3 secs, the Referee will penalize the team involved for time wasting, with Kinshi and not permit the substitution.
- 43.10.2. If a competitor **is** substituted without the referee’s command, the team will be penalized with Kinshi
- 43.11 When a substitution occurs, the opponent will have to fight for at least another **15 seconds** before she/he may also be substituted.
- 43.12 Both competitors cannot be substituted at the same time. The Change-Judge must be very attentive as to which team was first to request a change.



ART. 44: PENALTIES IN ROTATION TEAM

<back to top>

44.1 All the warnings incurred by the competitors in a team will be carried forward and added to any incurred by the substitute in the same round.

Example: If a competitor has been warned with ATENAI CHUI for excessive contact, the competitor who comes onto the Tatami as the substitute will automatically have this same warning applied to them and if s/he then commits another Atenai, s/he will be penalized with Atenai Hansoku

44.2 In a team match, if a competitor is penalized with HANSOKU, the whole team will be disqualified.

44.3 In a team match, if a competitor is penalized with SHIKKAKU, the whole team will be eliminated for the entire tournament.

44.3.1 Before applying the SHIKKAKU penalty the Referee will have to consult the Chief Referee and the WUKF Referee Commission.



PART 4: KUMITE NIHON

Two points Match: the competitors try to score two Ippon (4 Waza-ari or combination of waza-ari and Ippon) before their opponent within the time limit. Competitors must be aged between 6 to 12 Years on the day of the competition.

CHAPTER 9: INDIVIDUAL KUMITE NIHON

ART. 45: CATEGORIES ALLOWED

Table 5

KUMITE SHOBU <u>NIHON</u>								
MALE					FEMALE			
All belts					All belts			
Nr.	Category	Age	Height		Nr.	Category	Age	Height
	Children A	Under 7 years	Open		-	Children A	Under 7 years	Open
	Children B	7 years	Open		-	Children B	7 years	Open
	Children C	8 years	Open		-	Children C	8 years	Open
	Children D	9 years	Open		-	Children D	9 years	Open
All belts					All belts			
Nr.	Category	Age	Height		Nr.	Category	Age	Height
	Children E	10 years	-1.45 m		-	Children E	10 years	-1.45 m
	Children F	10 years	-1.45 m			Children F	10 years	-1.45 m
	Children G	11 years	- 1.50 m			Children G	11 years	- 1.50 m
	Children H	11 years	+1.50 m			Children H	11 years	+1.50 m
	Children I	12 years	- 1.55 m			Children I	12 years	- 1.55 m
	Children J	12 years	+1.55 m			Children J	12 years	+1.55 m

In principle, Kumite Nihon for children has the same rules as Kumite Sanbon *except:*

ART. 46: DURATION

46.1 Duration of match: **1'30"** (one minute and 30 seconds effective time)

ART. 47: PROTECTIONS

47.1 Compulsory protections: Helmet, Body Protector or Chest Protector, Mitts;

47.2 Allowed protections: Shin protector and Groin protector



ART. 48: FORBIDDEN CONTACT AND TECHNIQUES

48.1 Excessive contact to the Face or Helmet

48.1.1 “Light” touches by the hand or foot to the helmet are allowed. However, the techniques must not push or move back) the head of the opponent. If this happens then a Warning or penalty must be given.

48.2 Excessive contact (impact) to the Chest.

48.2.1 If there is a body contact and then an obvious marking, the referee must immediately punish the offender with a warning or penalty.

48.3 Nage techniques (Ashi Barai etc.)

48.4 Grabbing, grappling or dangerous throws are not allowed.

ART. 49: HANTEI IN KUMITE NIHON

49.1 If after the time up the score is equal, Hantei will be called. The decision must be only Aka or Shiro No Kachi. In kumite Nihon, the decision of Hikiwake will not be given.

CHAPTER 10: ROTATION TEAM NIHON KUMITE

ART. 50: CATEGORIES ALLOWED

Table 6

KUMITE SHOBU NIHON – <i>Team Rotation</i>							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Children A	Under 11 years	Open		Children A	Under 11 years	Open
	Children B	11-12 years	Open		Children B	11-12 years	Open

50.1 All the articles of Chapter 8, “Rotation team sanbon kumite”, remain valid for ROTATION TEAM NIHON KUMITE, with exception to the following:

50.1.1 The duration of each Kumite Team Rotation match will be **4 minutes running time**.

50.1.2 However, if one of the teams reaches **an advantage of “4 points”** (2 Ippon, or 4 waza-ari, or a combination of Ippon and Waza-ari) within the 4 minutes prescribed time, it will be declared the winner.

50.1.3 The rule regarding forbidden contact and techniques (Art.48) still apply in Shobu Nihon Team Rotation.

50.2 HANTEI IN KUMITE TEAM ROTATION NIHON

50.2.1 If after Time-Up, the score is equal, Hantei will be called. The decision must be only Aka or Shiro No Kachi. In kumite Nihon, the decision of Hikiwake will not be given.



PART 5: KUMITE IPPON

IPPON KUMITE is a one-point match. To win, the competitor must score one point - by Ippon or 2 Waza-ari, before their opponent, within the time limit.

CHAPTER 11: INDIVIDUAL IPPON KUMITE

[<back to top>](#)

ART. 51: CATEGORIES ALLOWED KUMITE INDIVIDUAL SHOBU IPPON

51.1 There will be no kumite ippon categories for children.

Table 7

KUMITE SHOBU IPPON – INDIVIDUAL							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age (years)	Weight/Height	Nr.	Category	Age (years)	Weight/Height
	Mini Cadets A	13 to 14	- 1.65 m		Mini Cadets A	13 to 14	- 1.55 m
	Mini Cadets B	13 to 14	+ 1.65 m		Mini Cadets B	13 to 14	+ 1.55 m
	Cadets	15 to 17	OPEN		Cadets	15 to 17	OPEN
	Juniors	18 to 20	OPEN		Juniors	18 to 20	OPEN
	Seniors A	21 to 35	- 70 kg		Seniors	21 to 35	OPEN
	Seniors B	21 to 35	+ 70 kg				
	Veterans A	36 to 40	OPEN		Veterans A	36 to 40	OPEN
	Veterans B	41 and over	OPEN		Veterans B	41 and over	OPEN

ART. 52: DURATION OF A MATCH

[<back to top>](#)

52.1 The duration of a match shall be 2 minutes “running time”. The clock will stop only when the Referee requests “Time”.

ART. 53: THE ADJUDICATION SYSTEM

[<back to top>](#)

53.1 In general, in Shobu Ippon Kumite, the “Flag System” will be used to indicate judges' opinions.

53.2 In this “Flag System” there will be the Central Referee and 4 Corner Judges who will adjudicate the match. The 4 Corner Judges will signal their opinions to the Central referee with flags (see Art.20).



ART. 54: SAI SHIAI

<back to top>

- 54.1 In the event of a draw in an individual Match there will be another full Match (Sai Shiai).
- 54.2 All scores and warnings are not carried into the Sai Shiai, as it must be considered as a new Match.
- 54.3 In the event of another draw at the end of the Sai Shiai, the Referee will announce HANTEI. The Judges must decide the winner, based on Sai Shiai match only.

ART. 55: PROHIBITED ACTS AND TECHNIQUES

<back to top>

In this category the following attacks and techniques are prohibited and will be penalized:

55.1 ATENAI category

55.1.1 Techniques which make excessive contact, having regard to the scoring area attacked.

55.1.2 The following techniques which are done with contact:

- f) Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins.
- g) Attacks to the groin or the throat.
- h) Open hand techniques to the face, throat, and neck; Hiza Geri; Empi or Atama Uchi.
- i) Jumping techniques (like Tobi Yoko Geri or Uraken Uchi).
- j) Dangerous leg sweeping techniques (Ashi Barai without a follow-up technique or foot sweeps that land high on the leg and that could cause knee injury).³
- k) Dangerous throws (without any assurance of the opponent landing safely).

55.1.4 The announcement: “**Aka/Shiro – ATENAI ...**”.



55.1.5 The gesture for Atenai is: (Fig 10)

55.1.6 The possible warnings and penalty are:

- d. first warning: Atenai
- e. Final warning: Ateani Chui
- f. Disqualification: Atenai Hansoku

55.2 MUBOBI

Any situations when the competitor shows a “lack of regard for their own safety or integrity”, as follows:

- a. Attacks with an unguarded head in front.
- b. Uncontrolled attacks (which exceed past or over the target).
- c. Attacks without following the target with the eyes.
- d. Turning away after an attack (as a tactical or theatrical move) to draw the Referee’s attention to the technique. The competitor is defenceless, and their back may be exposed.



- e. **Time-wasting:** this includes refusing to fight, running away from the opponent and repeated match interruption by clinching or unnecessary bodily contact against the opponent.
- f. **Exaggerated actions** (unsporting behaviour, etc) and reactions (i.e. faking injury, obscene or offensive gestures, verbal abuse, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).
- g. **Any behaviour likely to bring Karate into disrepute** (this includes Coaches, Managers and anybody connected with the competitor).
- h. **Any disrespectful and unnecessary actions** are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, disagree with the decisions of the referee panel during the match time, etc).
- i. **Grabbing** (unless immediately followed up by a technique).

55.3 JOGAI

Touching the floor, outside the match area, with any part of the competitor's body

- a) If the competitor goes out deliberately or to avoid an opponent's technique.
- b) If a competitor delivers an unsuccessful technique and then exits immediately afterwards, Yame will be called and the Jogai will be recorded.
- c) If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded.
- d) If there is a successful technique, Yame should occur at the instant of score. The exit therefore occurs outside of match time and must not be penalized.
- e) If Shiro exits the Tatami or has exited as Aka's score is made (with aka remaining within the Tatami) then both Aka's score will be awarded, and the warning or penalty will be imposed.
- f) The point at which "Yame" is called is helpful in determining if this situation has occurred.
- g) A warning/penalty will not be imposed if a competitor is pushed outside the match area by the opponent.

55.4 Warnings and penalties are the following:

- a. 1st Warning: (Atenai, Jogai, or Mubobi)
- b. Final warning: Chui.
- c. Disqualification: Hansoku.

55.4.1 There will be no accumulation of punishment between:

- a. Atenai, Chui, Hansoku.
- b. Jogai, Jogai Chui, Jogai Hansoku.
- c. Mubobi, Mubobi Chui, Mubobi Hansoku.

55.4.2 Penalties must be accompanied by an increase in the severity of the penalty imposed (Atenai, Chui, Hansoku)

55.4.3 No point shall be awarded if the competitor injures his opponent, in the performance of the technique, to the extent that he/she could have received a warning.



55.5 **SHIKAKKU**

It is a disbarment from the entire competition and it is given in the following cases:

55.5.1 When the competitors do not obey the orders of the Referee.

55.5.2 When they commit an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.

55.5.3 When they make obscene or offensive gestures or give verbal abuse to officials or other competitors.

55.5.4 When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.

55.5.5 The announcement: The Referee will announce “Aka/Shiro – SHIKAKKU”.



55.5.6 The gesture for Shikakku is:

(Fig 12)

55.5.7 Before Shikakku can be imposed, the Referee must consult the Tatami Chief Referee and then the WUKF-Referee Commission.

55.5.8 The competitor who receives Shikakku will lose all the positions he / she won before in that round / category. He/she will not receive a medal.



CHAPTER 12: TEAM IPPON KUMITE

[<back to top>](#)

ART. 56: CATEGORIES ALLOWED

Table 8

KUMITE SHOBU IPPON – TEAMS							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets	15 to 17 years	OPEN		Cadets	15 to 17 years	OPEN
	Juniors	18 to 20years	OPEN		Juniors	18 to 20years	OPEN
	Seniors	21 to 35 years	OPEN		Seniors	21 to 35 years	OPEN

ART. 57: TEAM IPPON MATCH

[<back to top>](#)

- 57.1 Before each Team Match, a team representative must hand to the Jury Table an official list giving the names and the fighting order of the team members.
- 57.1.1 The fighting order can be changed for each round, but once notified, it cannot then be amended.
- 57.1.2 The use of a reserve constitutes a change in fighting order.
- 57.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.
- 57.2 Matches between individual members of each team shall be held in a predetermined order.

ART. 58: THE IPPON TEAM MEMBERS

[<back to top>](#)

- 58.1 The team will be composed of 3 competitors and 1 reserve.
- 58.1.1 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.
- 58.2 At the beginning of each match, only the team (3 members), without the reserve, will line up in the match area.
- 58.2.1 A team that does not have 3 competitors at the start of the 1st round of the competition will not be allowed to compete and will be declared Kiken.



- 58.3 If, during a round, one member of the team is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to use their reserve in order to compete in the next round.
- 58.3.1 If during a round, another team member is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete in the remainder of that team category with only 2 competitors.

ART. 59: CRITERIA FOR DECIDING THE WINNING IPPON TEAM

<back to top>

- 59.1 The winner of a team match shall be decided based on the individual matches.
- 59.2 The criteria for deciding the winner of a team match is based on the number of individual wins each team has at the end of a match.
- 59.3 Team matches are decided based on the following criteria (in order of descending importance):
- 1) Numbers of wins.
 - 2) Numbers of Ippon.
 - 3) Numbers of Waza-ari (only Waza-ari scored by the winners if individual Matches are counted).
 - 4) Extra Match (Sai Shiai).
- 59.4 When a team ties with its opposing team under the methods of decision as indicated in 59.3a/b/c above, the decision shall be made based on the result of an Sai Shiai match, conducted between one representative from each of the contending team. If there is still no score, a decision (Hantei) must be taken by the Judges panel. The Judges must vote for the winner, based on Sai Shiai match only.
- 59.5 Victories through a foul, disqualification or voluntary withdrawal of the opponent shall be counted as 1 Ippon and the opponent (the loser) will keep the score registered at that moment
- 59.6 If in a match, a competitor scores by waza-ari and after with Ippon, in the decision, the Ippon will be considered.



CHAPTER 13: ROTATION TEAM IPPON KUMITE

ART. 60: CATEGORIES ALLOWED

60.1 Rotation Team Ippon Kumite categories will only be for Mini Cadets, Cadets, Juniors, Seniors and Veterans.

Table 9

KUMITE SHOBU IPPON – TEAMS ROTATION							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini Cadets	13 to 15 years	OPEN		Mini Cadets	13 to 15 years	OPEN
	Cadets	15 to 17 years	OPEN		Cadets	15 to 17 years	OPEN
	Juniors	18 to 20years	OPEN		Juniors	18 to 20years	OPEN
	Seniors	21 to 35 years	OPEN		Seniors	21 to 35 years	OPEN
	Veterans	36 years and over	OPEN		Veterans	36 years and over	OPEN

ART. 61: DURATION OF A MATCH

<back to top>

61.1 The duration of the Rotation Team Ippon kumite match will be 4 minutes running time. The clock will stop only when the Referee requests “Time”.

ART. 62: THE ROTATION TEAM IPPON MEMBERS

62.1 The team will be made up of three competitors and one reserve.

62.2 There must be a minimum of three competitors on the team to compete.

62.3 The team spirit imposes that every competitor must fight at least once and for at least 15 seconds during the prescribed time (4 minutes).

62.4 Each team may have one competitor in reserve that can be used in case of an injury - but only in the following round.

62.5 When a new competitor enters the Tatami, both competitors must compete for a minimum of 15 seconds before another change can occur.

62.6 If at the end of the match (after 4 minutes), one of the competitors has not fought, the team involved will be disqualified (Hansoku).

62.7 If, in an action, one (or two) member(s) is (are) scored by Ippon, he (they) will be eliminated and will no longer be able to attend this match. He (they) will sit down close to the tatami. However, (s)he may compete in a Sai Shiai.



ART. 63: POINTS IN ROTATION TEAM

<back to top>

- 63.1 The first team that scores 6 waza-aris or 3 ippon will be declared the winner.
- 63.2 At the end of the 4 minutes the winner will be the team that scored the most points. If there is the same score the team that scored more ippons will be declared the winner.
- 63.3 If there is no clear winner, the referee will call SOREMADE. After that (s)he will call for HANTEI. According to the decision of the corner judges the Referee will announce the outcome of the match, Aka/Shiro no kachi or Hikiwake. In case of Hikiwake there will be a Sai Shiai (4 minutes or 6 waza-ari or 3 ippon).
- 63.3.1 If at the end of the Sai Shiai there is still no clear winner, the Referee will call for Hantei. The Judges decisions must be either Aka no kachi or Shiro no kachi.
- 63.3.2 In Hantei, each judge will base his/her decision on the following criteria:
- a) Number of Ippon scored;
 - b) Number of Waza-ari scored;
 - c) If there have been any warnings for contact (Atenai);
 - d) If there have been any warnings for Jogai ;
 - e) If there have been any warnings for Mubobi .
 - f) Showing of fighting spirit;
 - g) Number of offensive moves.
 - h) Fair-play

ART. 64: SUBSTITUTIONS IN ROTATION TEAM

<back to top>

- 64.1 The coach can substitute a competitor at any time, but the competitor must be ready to enter the fighting area (Tatami) as soon as the Referee allows it.
- 64.2 Substitution procedure (see Art.43/ § 43.5 – § 43.12)
- 64.3 Only the Referee can decide when to stop the match and allow the substitution, by calling 'Change'. The substitution will have to be made in a maximum of **3 seconds**. If the change exceeds these 3 sec, the Referee will penalize the team involved for time wasting, with Mubobi and not permit the substitution.
- 64.4. If a competitor **is** substituted without the referee's command, the team will be penalized with Mubobi



PART 6: KATA RULES

NB: A “Point System” will be used in the Individual and Team Kata Match. The winner will be the one with the highest total score. The WUKF-ExCom may change from a “point System” to a “Flag System”.

CHAPTER 14: GENERAL KATA RULES

ART. 65: JUDGEMENT OF A MATCH

- 65.1 The Panel of Judges (1 Central Referee and 4 Corner Judges) will adjudicate each kata match.
- 65.2 All matches shall be conducted exclusively upon the instructions of the Central Referee.
- 65.3 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a white flag).
- 65.4 In the “Flag System”, when the Central Referee calls for Hantei, victory will be decided by the majority, based on the **Table for judgment** (see Fig.8).

ART. 66: STARTING THE KATA PERFORMANCE

- 66.1 The competitors must perform a different kata in each round (including the ties).
Exception: see Table 10 in the Children Individual kata category and Art.72.1.2 (9-7 kyu)
- 66.2 When called upon by the Announcer, the competitor(s) will immediately proceed inside the match area, bow to the Central Referee, and they will clearly announce the name of the Kata that they will perform to the Judges. For Team Kata, the lead competitor of the team, who is nearest to the Central Referee, will announce the name of the kata.
- 66.3 The Central Referee will clearly repeat the name of the Kata.
- 66.4 After that, the competitor (s) will commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.
- 66.5 All the Kata Team members must adopt the "Triangle" formation (the lead competitor in front and in line with the Central Referee).

ART. 67: ENDING THE KATA PERFORMANCE

- 67.1 Upon completion of the Kata, the Central Referee shall call Hantei for the Corner Judge's decisions. Immediately and simultaneously the Central Referee and the Corner Judges will raise their Score Boards with their decisions. The Caller-Announcer shall call out the Central Referee's score and each Corner Judge's scores clearly to the Recorder.
- 67.2 The Recorder shall record the announced scores on the proper form, and calculate the final score as follows: out of five scores received, the highest and lowest shall be deleted and the remaining three scores shall be totalled.



67.3 The Caller-Announcer shall clearly announce the total score.

67.4 After the announcement of the total score, the competitor (s) will bow to the Central Referee and leave the match area.

ART. 68: ROUNDS IN KATA COMPETITION

<back to top>

68.1 The KATA competition for both, individuals and teams, will be organized by rounds, according to ART.1 / 1.4.5 (as a reminder please see below)

c) If there are 30 competitors or less than that in Round 1 ($N \leq 30$):

Round 1: the **12 highest scoring** competitors going through to the 2nd round;

Round 2: the **6 highest scoring** competitors going **through to the final round**;

Round 3: the best three competitors will receive the medals.

d) If there are more than 30 competitors in Round 1 ($N > 30$):

Round 1: the 18 highest scoring competitors to the 2nd round;

Round 2: the 6 highest scoring competitors going through to the final round;

Round 3: the best three competitors will receive the medals.

68.1.1 If there are less than 12 competitors in the first round, then the 1st Round can be omitted. Therefore, the event will become a two-round event.

ART. 69: TIE

<back to top>

69.1 In the event of a tie in the 1st or the 2nd round, to define the list of competitors for the next round, the minimum score from the remaining 3 scores (after the minimum and maximum scores were deleted) will be added to the total scores for that round. The deleted scores will not be taken into account for any other classification.

69.2 If, after this the tie persists, the maximum score from the remaining 3 scores is then added to the total scores for that round.

69.3 In the case of a continuing tie, the competitors must perform an additional and different Kata from this round.

69.4 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last Kata performed. The Central Referee and all the Judges will use flags to determine the winner.

69.5 After a tie situation, only the original score received in that round will be used to determine the order for the next round.

69.6 The deleted scores will not be used to determine results in any of the rounds. Only the three remaining scores will be used to determine results.

69.7 If all the competitors who compete in a tie situation are disqualified, each competitor must perform an imposed kata from the Shitei list of their Kata style.



ART. 70: THE FINAL RESULT IN KATA COMPETITION

<back to top>

- 70.1 Only the remaining scores from the 2nd and 3rd rounds will be added together for the final result.
- 70.2 In the event of a tie, the competitors must perform an additional and different Kata which they have not performed in previous rounds.
- 70.3 If, after this, the tie persists the minimum score from the remaining 3 scores will be added to the total.
- 70.4 In the case of a continuing tie, the maximum score from the remaining 3 scores will be added to the total.
- 70.5 In the case of a continuing tie, each competitor will be identified with a Red or White belt and using flags, the Centre Referee will call for Hantei. Each member of the Referee panel must decide Aka or Shiro based on the last kata each competitor performed.



CHAPTER 15: CHILDREN'S KATA COMPETITION

ART 71: CATEGORIES ALLOWED IN CHILDREN'S KATA COMPETITION

Competitors in children's categories are encouraged to study the basic Kata first and then gradually study the higher Kata.

71.1 Children's Individual Kata Categories

7.1.1 Children's Individual Kata categories will be open to all Karate Styles sub-divided by the competitor's Belt/Grade and the Kata for each round will be chosen from the prescribed list in Table 10:

Table 10

CHILDREN KATA – Individual							
All styles							
No. of Cat.							
Male	Female	Category of Age	Belt	Round 1	Round 2	Round 3	Observations
		Children A (under 7 years)	9-7 kyu (white-orange)	Shitei	Shitei	Shitei	Can repeat a kata
		Children A	6-4 kyu (green-blue)	Shitei	Shitei	Sentei (Shitei or Sentei)	Must NOT repeat a kata
		Children A	Over 3 kyu (brown - black)	Shitei	Sentei (Shitei or Sentei)	Sentei (Shitei or Sentei)	Must NOT repeat a kata
		Idem Children B (with 3 belt categories)	id.	id.	id.	id.	id.
		Idem C (x3)	id.	id.	id.	id.	id.
		Idem D (x3)	id.	id.	id.	id.	id.
		Idem E (x3)	id.	id.	id.	id.	id.
		Idem F (x3)	id.	id.	id.	id.	id.
		Idem G (x3)	9-7 kyu (white-orange)	Shitei	Shitei	Shitei	id.
		Idem G (x3)	6-4 kyu (green-blue)	Shitei	Shitei	Sentei (Shitei or Sentei)	id.
		Idem G (x3)	Over 3 kyu (brown - black)	Shitei	Sentei (Shitei or Sentei)	Tokui (Shitei or Sentei)	id.



71.2 CHILDREN'S TEAM KATA CATEGORIES

71.2.1 There will be two age groups in Children Kata Team categories. These will be: Under 11 years and 11-12 years old as specified in Table 11.

Table 11

CHILDREN KATA - <i>Teams</i>							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Belts	Nr.	Category	Age	Belts
61	Children A	Under 11 years	All styles	183	Children A	Under 11 years	All styles
62	Children B	11 to 12 years	All styles	184	Children B	11 to 12 years	All styles

71.2.2 Kata allowed in each round for Children Team Kata Categories are:

- **Round 1:** a scheduled **Shitei Kata**;
- **Round 2:** a scheduled **Shitei Kata**;
- **Round 3:** a scheduled **Shitei** or **Sentei Kata**;

71.2.3 In Children's Team Kata, it is forbidden to repeat a kata once it has been performed, even in a Tie situation;



Chapter 16: MINI-CADETS, CADETS AND JUNIORS KATA COMPETITION

ART. 72: CATEGORIES ALLOWED

<back to top>

72.1 Mini-Cadet's Individual Kata Categories

Mini-Cadets Individual Kata categories will be sub-divided by Karate Style and by the competitor's Belt/Grade (See Table 12)

Table 12

Mini-Cadets KATA – Individual							
MALE				FEMALE			
Nr.	Style	Age	Belts	Nr.	Style	Age	Belts
22	SHOTOKAN	Mini-Cadets	A: 9-7 kyu	147	SHOTOKAN	Mini-Cadets	A: 9-7 kyu
28	SHOTOKAN	Mini-Cadets	B: 6 kyu & over	153	SHOTOKAN	Mini-Cadets	B: 6 kyu & over
23	GOJU RYU	Mini-Cadets	A: 9-7 kyu	148	GOJU RYU	Mini-Cadets	A: 9-7 kyu
29	GOJU RYU	Mini-Cadets	B: 6 kyu & over	154	GOJU RYU	Mini-Cadets	B: 6 kyu & over
24	SHITO RYU	Mini-Cadets	A: 9-7 kyu	149	SHITO RYU	Mini-Cadets	A: 9-7 kyu
30	SHITO RYU	Mini-Cadets	B: 6 kyu & over	155	SHITO RYU	Mini-Cadets	B: 6 kyu & over
25	WADO RYU	Mini-Cadets	A: 9-7 kyu	148	WADO RYU	Mini-Cadets	A: 9-7 kyu
31	WADO RYU	Mini-Cadets	B: 6 kyu & over	154	WADO RYU	Mini-Cadets	B: 6 kyu & over
26	SHORIN RYU	Mini-Cadets	A: 9-7 kyu	148	SHORIN RYU	Mini-Cadets	A: 9-7 kyu
32	SHORIN RYU	Mini-Cadets	B: 6 kyu & over	154	SHORIN RYU	Mini-Cadets	B: 6 kyu & over
27	OTHERS	Mini-Cadets	A: 9-7 kyu	148	OTHERS	Mini-Cadets	A: 9-7 kyu
33	OTHERS	Mini-Cadets	B: 6 kyu & over	154	OTHERS	Mini-Cadets	B: 6 kyu & over
	RENGOKAI	Mini-Cadets	A: 9-7 kyu	148	RENGOKAI	Mini-Cadets	A: 9-7 kyu
	RENGOKAI	Mini-Cadets	B: 6 kyu & over	154	RENGOKAI	Mini-Cadets	B: 6 kyu & over

72.1.1 Kata allowed in each round for Mini-Cadets Individual 9th - 7th Kyu Kata competition are:

- Round 1: a scheduled Shitei kata.
- Round 2: a scheduled Shitei kata
- Round 3: a scheduled Shitei, kata

72.1.2 In 9th - 7th Kyu categories, Mini Cadet competitors can repeat a kata, even in a tie situation.

72.1.3 Kata allowed in each round for Mini-Cadets Individual in 6th Kyu and over Kata competition are:

- Round 1: a scheduled Shitei, Sentei kata;
- Round 2: a scheduled Shitei, Sentei, Tokui kata.
- Round 3: a scheduled Shitei, Sentei Tokui kata.



72.1.4 In 6th Kyu and over Kata categories, Mini-Cadets Individual Kata, competitors cannot repeat a kata, even in a tie situation.

72.2 Cadet and Junior Kata Individual Kata Categories

72.2.1 Cadet and Junior Individual Kata categories will be sub-divided by Karate Style as specified in Table 13.

Table 13

Cadets & Juniors KATA – <i>Individual</i>								
MALE					FEMALE			
Nr.	Style	Age	Belt		Nr.	Style	Age	Belt
	SHOTOKAN	15 – 17 years 18 - 20 years	All belts			SHOTOKAN	15 – 17 years 18 - 20 years	All belts
	GOJU RYU	15 – 17 years 18 - 20 years	All belts			GOJU RYU	15 – 17 years 18 - 20 years	All belts
	SHITO RYU	15 – 17 years 18 - 20 years	All belts			SHITO RYU	15 – 17 years 18 - 20 years	All belts
	WADO RYU	15 – 17 18 - 20 years	All belts			WADO RYU	15 – 17 years 18 - 20 years	All belts
	SHORIN RYU	15 – 17 years 18 - 20 years	All belts			SHORIN RYU	15 – 17 years 18 - 20 years	All belts
	OTHERS	15 – 17 years 18 - 20 years	All belts			OTHERS	15 – 17 years 18 - 20 years	All belts
	RENGOKAI	15 – 17 years 18 - 20 years	All belts			RENGOKAI	15 – 17 years 18 - 20 years	All belts
	OPEN	15 – 17 years 18 - 20 years	All belts			OPEN	15 – 17 years 18 - 20 years	All belts

72.2.2 Kata allowed in Cadet and Junior Individual Kata competition

Round 1: a scheduled Shitei or Sentei Kata;

Round 2: a scheduled Shitei, Sentei or Tokui Kata.

Round 3: a scheduled Shitei, Sentei or Tokui Kata.

72.2.3 In Cadet and Junior Individual Kata competition, it's forbidden to repeat a kata once performed, even in a Tie situation



CHAPTER 17: SENIORS AND VETERANS KATA COMPETITION

ART.73: CATEGORIES ALLOWED

73.1 Competitors in SENIOR Kata categories will be aged between 21 to 35 years old.

73.1.1 Senior Individual Kata categories will be sub-divided by Karate Styles (See Table 14).

Table 14

KATA – <i>Individual</i>							
MALE				FEMALE			
SENIORS - all belts				SENIORS - all belts			
Nr.	Category	Age	Belts	Nr.	Category	Age	Belts
	SHOTOKAN	21 to 35 years	All belts		SHOTOKAN	21 to 35 years	All belts
	GOJU RYU	21 to 35 years	All belts		GOJU RYU	21 to 35 years	All belts
	SHITO RYU	21 to 35 years	All belts		SHITO RYU	21 to 35 years	All belts
	WADO RYU	21 to 35 years	All belts		WADO RYU	21 to 35 years	All belts
	SHORIN RYU	21 to 35 years	All belts		SHORIN RYU	21 to 35 years	All belts
	OTHERS	21 to 35 years	All belts		OTHERS	21 to 35 years	All belts
	RENGOKAI	21 to 35 years	All belts		RENGOKAI	21 to 35 years	All belts

73.2 Competitors in VETERANS Kata categories will be aged 36 years or over.

73.2.1 Veteran Individual Kata categories will be open Styles and all belts (See Table 15).

Table 15

MALE				FEMALE			
VETERANS - all belts				VETERANS - all belts			
Nr.	Category	Age	Style	Nr.	Category	Age	Style
	Veterans A	36 to 40 years	OPEN		Veterans A	36 to 40 years	OPEN
	Veterans B	41 to 45 years	OPEN		Veterans B	41 to 45 years	OPEN
	Veterans C	46 to 50 years	OPEN		Veterans C	46 to 50 years	OPEN
	Veterans D	51 to 60 years	OPEN		Veterans D	51 to 60 years	OPEN
	Veterans E	61 years up	OPEN		Veterans E	61 years up	OPEN

73.3 Kata allowed in Senior and Veteran Individual Kata competition

- Round 1: a scheduled Shitei, Sentei Kata;
- Round 2: a scheduled Shitei, Sentei or Tokui Kata.
- Round 3: a scheduled Shitei, Sentei or Tokui Kata.

73.4 In Senior and veteran Individual Kata it is forbidden to repeat a kata once performed, even in a Tie situation;



ART. 74: KATA TEAMS

74.1 Kata Team Categories are specified in Table 16

Table 16

KATA – TEAMS							
(All Belts)							
MALE				FEMALE			
Nr.	Category	Age	Style	Nr.	Category	Age	Style
63	Mini-Cadets	13 – 14 years	All styles	185	Mini-Cadets	13 – 14 years	All styles
64	Cadets	15 to 17 years	All styles	186	Cadets	15 to 17 years	All styles
65	Juniors	18 to 20 years	All styles	187	Juniors	18 to 20 years	All styles
66	Seniors	21 to 35 years	All styles	188	Seniors	21 to 35 years	All styles
67	Veterans	36 years and over	All styles	189	Veterans	36 years and over	All styles

74.2 Kata allowed in Team Kata competition for Mini-Cadets, Cadets, Juniors, Seniors and Veterans are:

- Round 1: a scheduled Shitei, Sentei Kata;
- Round 2: a scheduled Shitei, Sentei or Tokui Kata.
- Round 3: a scheduled Shitei, Sentei or Tokui Kata.

74.3 It's forbidden for any Kata team to repeat a kata once it has already been performed, even in a Tie situation.



CHAPTER 18: CRITERIA FOR DECISION

In a Kata Match, each performance will not be deemed simply good or bad, but will be judged according to the essential elements specified in **Basic performance** and in **Advanced performance**:

ART. 75: BASIC PERFORMANCE

<back to top>

75.1 The following basic points must appear in each performance of a Kata:

- a) Kata sequence.
- b) Control of power.
- c) Control of tension and contraction.
- d) Control of speed and rhythm.
- e) Direction of movements.
- f) Understanding Kata technique
- g) Show proper understanding of the Kata Bunkai.
- h) Coordination.
- i) Stability and balance.
- j) Pauses.
- k) Kiai.
- l) Breathing.
- m) Concentration.
- n) Spirit.

ART. 76: ADVANCED PERFORMANCE

<back to top>

76.1 Judges will note the specific important points and the degree of difficulty of the performed Kata. Judgment will be based on:

- a) The mastery of techniques by the competitor.
- b) The degree of difficulty and risk in the performance of the Kata.
- c) The Budo attitude of the competitor.

ART. 77: MINUS POINTS

<back to top>

77.1 Points will be deducted in these cases:

- a) For a momentary hesitation in the smooth performance of the Kata quickly remedied, 0.1 should be deducted from the final score.
- b) For a momentary but a discernible pause, 0.2 points should be deducted.
- c) For a momentary slight imbalance, and quickly remedied, 0.1 - 0.2 points should be deducted.
- d) For a lack of kiai, 0.1 point should be deducted.



ART. 78: DISQUALIFICATION

<back to top>

- a) If the competitor announces one kata and he performs another kata.
 - b) If the Kata is varied (plus or minus a technique/movement, changing techniques/stances, etc.)
 - c) If the competitor stops the Kata for more than 5 sec.
 - d) If the competitor loses balance completely and/or falls.
 - e) If the competitor doesn't perform a Kata of its style.
 - f) If belt, trouser, a device, etc. falls down during the kata performance.
 - g) If during or at the end of the kata performance the Panel observes some forbidden accessories.
 - h) For disqualification, the score will be 5.0/6.0/7.0 for children (according the round) and 0.0 for all other age categories.
-

APPENDICES

ART.79: Procedure in the case of a very serious injury

- a) When a competitor causes an excessive injury to another competitor, the WUKF-Referee Commission may impose additional penalties.
- b) The WUKF Competition Doctor will forward a report regarding this situation to the WUKF-Referee Commission. If the injured competitor has to attend the hospital, the WUKF Medical Commission will follow the medical progress of the injured competitor after the event and inform the WUKF-Referee Commission.
- c) The Panel of referees which arbitrated the match with the excessive injury must forward a report also to the WUKF-Referee Commission.
- d) The WUKF Competition doctor will collect all the medical documents from the hospital or other medical institutions and will send to the WUKF-Referee Commission.
- e) Based on the doctor and referees report and the medical documents, the WUKF-Referee Commission will adopt a decision to impose additional penalty from the following list:
 - 1. A written warning.
 - 2. A suspension of between 1 – 2 Years from all WUKF international competition events.
 - 3. The offending competitor will be banned from all Kumite Competitions in WUKF events.
- f) This decision will be submitted to the WUKF-ExCom for approval.
- g) After that the decision will be communicated to the competitor who caused the injury.

ART. 80: WUKF official kata list

(Table 17) – see the WUKF webpage at: <http://www.wukf-karate.org/rules>