



WORLD SPORT SHITO RYU FEDERATION

KRATE & KOBUDO BO KATA, KUMITE COMPETITION RULES

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KARATE & KOBUDO BO KATA RULES

ARTICLE 1: OFFICIAL DRESS

1. Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules. In Kobudo competition Contestants must wear the official Karate gi, jacket can be in black colour.
2. Any person who does not comply with this regulation may be disbarred.

EXPLANATION:

The karate-gi jacket may not be removed during the performance of Kata. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.

ARTICLE 2: ORGANISATION OF KARATE KATA COMPETITION

1. Karate Kata competition takes the form of Individual and Team matches. The Individual Kata match consists of performance in separate male and female divisions. Team matches consist of competition between three person teams. Each Team is exclusively male, or exclusively female. The kata Team must be composed in such a composition that at least two contestants in the Team must be of the age of the given competition age category. The third contestant can be in age nearest higher or lower age category.
2. The elimination system with repechage will be applied.
3. The contestants in all advanced & ages categories will be expect to perform both compulsory Shitei Kata and free selection Tokui Kata. In rounds with 9-16, 17-32, 33-64, 65-128 contestants will be expected perform SHITEI KATA, in rounds with 5 - 8, 4 and 2 contestants will be allowed perform TOKUI KATA. In repasage, contestant will be expected perform Tokui kata in match before and in medal match, before this matches is expected perform Shitei kata.
4. The contestants in categories up to 6.kyu and limited kyu grade will be expected to perform only kata from compulsory list A & B. Contestants must perform at last two kata, performed kata cannot be perform immediately after the previous round. In rounds with 5–8, 9-16, 17-32, 33-64, 65-128 contestants will be expected perform kata from list (A) for elimination round. In semifinal round & medal bout contestant can choose kata from list (B) and list (A).
5. When performing SHITEI & TOKUI Kata variations as taught by the contestant's school are permitted.
6. The score table will be notified of the choice of Kata prior to each round.
7. Contestants in advanced category must perform a different Kata in each round. Once performed a Kata may not be repeated.
8. Contestant in all ages categories in the repechage may perform Kata subject to paragraph 3 above.

9. In the Finals of Team Kata Competition, the Teams fighting for medals will perform their chosen Kata from the Tokui list in Appendix 2 in the usual way. They will then perform a demonstration of the meaning of the Kata (BUNKAI). The time allowed for the KATA & BUNKAI demonstration is five minutes. The official timekeeper will start the countdown clock as the team members perform the bow at the beginning of the KATA performance and will stop the clock at the final bow after the BUNKAI performance. A team which exceeds the five minutes period allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed.

ARTICLE 3: ORGANISATION OF KOBUDO BO KATA COMPETITION

1. Kobudo Kata competition takes the form of Individual matches.
2. The elimination system with repechage will be applied.
3. In Kobudo competition the contestants in all ages categories will be expected to perform Kata from official list / Appendix A / free selection Tokui Kata.
4. When performing Kata variations as taught by the contestant's school are permitted.
5. The score table will be notified of the choice of Kata prior to each round.
6. Contestants must perform at last two different Kata, provided that the kata performed from the previous round cannot be repeated in the immediately following round.
7. Kobudo Bo weapons shall be made of hardwood, must be in round shape and without any tapes or stickers.
8. Kobudo weapons - senior male and female category Bo. The length is minimum 180 cm weight of Bo is minimum 800g, it must be at least 2.5 cm in diameter
9. Kobudo weapons - cadet male, female under 16 category Bo. The length of the stick Bo is given by the height of the competitor, it must be 10 cm longer than the height of the competitor. It must be at least 2.5 cm in diameter, the weight is not specified.
10. Before start the competition category, match are controller responsibility is check the length, weight and diameter of the Bo that will be used by each competitor.

EXPLANATION:

The number of Shitei and Tokui Kata required is dependant on the number of individual competitors or teams entered as shown in the following table. Byes are counted as competitors or teams.

Competitors or Teams in rounds	Kata Required	Shitei Kata advanced	Shitei Kata List A up 6.kyu	Tokui Kata advanced	Tokui Kata List /A/ &/ B/ up to 6.kyu	Tokui Kobudo Kata Required
65-128	7	4	5	0	0	2
33-64	6	3	4	0	0	2
17-32	5	2	3	0	0	2
9-16	4	1	2	0	0	2
5-8	3	0	1	3	0	2
4	2	0	0	2	2	2
2	1	0	0	1	1	1

ARTICLE 4: THE JUDGING PANEL

1. The panel of three or five Judges for each match will be designated by the Referee Commission or Match Area Controller.
2. The Judges of a Kata match must not be from Federation (Country) of either of the participants.
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.

EXPLANATION:

In case the panel of Judges consists of three Judges the Chief Judge will sit at the perimeter of the competition area facing the contestant(s). In eliminations and repassage matches will Judges 2 & 3 sit in the corners of the competition area. In medal matches will Judges 2 & 3 sit on the left and right sides, two metres from the centerline of the area, and towards the contestant's entry point.

Five Judges may be used when sufficient personnel are available. If five Judges are being used the Chief Judge will sit in the centre position facing the contestant(s) and the other four will be seated at the corners of the competition area. Each Judge will be equipped with red and a blue flag.

ARTICLE 5: CRITERIA FOR DECISION KARATE & KOBUDO

1. The Kata must be performed with competence, and must demonstrate good knowledge of the basing traditional principles . In assessing the performance of a contestant or team the Judges will look for:
 - a. Realistic demonstration of the Kata meaning.
 - b. Good timing, rhythm, speed, balance, and focusing of power (KIME).
 - c. Correct and proper use of breathing.
 - d. Correct focus of attention (CHAKUGAN) and concentration.
 - e. Correct stances (DACHI) with proper tension in the legs, feet flat on the floor, direction of displacement of stances and techniques with compliance of the

- (EMBUSEN).
- f. Proper tension in the abdomen (HARA).
 - g. Correct form (KIHON).
 - h. In Team Kata synchronization without external cues is an added factor.

The contestant will be disqualified:

- a. When breaks the performance.
- b. When falls or seriously lose balance.
- c. When performs different Kata then be announced.
- d. A distinct pause in the performance for several seconds.
- e. When forgets a technique or performs an additional movement.
- f. When exceeding the time limits of 5 minutes for durations of Kata + Bunkai performance.
- g. When commits a grave mistakes.
- h. **Kobudo** - When weapon fall to floor.

EXPLANATION:

Kata must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed, timing, rhythm and balance.

Time wasting, excessive bowing or prolonged pause before starting the performance individual or teams, should be taken into account by the Judges when arriving at a decision.

In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge. The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronization. Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-gi, and inappropriate exhalation, are all examples of external cues and should be taken into account by the Judges when arriving at a decision.

In all ages categories is the sole responsibility of the coach or the competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.

ARTICLE 6: OPERATION OF MATCHES KARATE & KOBUDO

- a) A/ In all age categories in elimination match after salutation to the referee panel and between competitors, the two contestants one wearing a red belt (AKA) and the other wearing a blue belt (AO) both will move to prescribed starting position in competition area and bow to the Referee panel announce the Kata name. Judge 1 will blow his whistle to start competitors performance. After completion of performance, both competitors bow to the panel and will leave the area, outside will await the decision from the Panel. In the individual medal matches, the competitors will each perform kata separately.
- b) In the case of unsuitable conditions in a sports hall where there is not enough space to create sufficiently large competition area, the competition in the individual categories over 14 years of age will compete in the system of medal matches.
- c) At the start of medal match and in answer to their names, the two competitors, one wearing a red belt (AKA), and the other wearing a blue belt (AO), will line up at the match area perimeter facing the Chief Kata Judge and bow to the panel. Following a bow between competitors, AO will then step back out of the Match Area. AKA moving

to the starting position bow to the Referee panel and announce of the name of the Kata that is to be performed, AKA will begin. On completion of the Kata, AKA will bow to the Referee panel and leave the area to await the performance of AO. After AO's Kata has been completed both will return to the match area perimeter and await the decision from the Panel.

- d) **Kobudo Bo** At the start of match and in answer to their names, the two competitors, one wearing a red belt (AKA), and the other wearing a blue belt (AO), will line up at the match area perimeter facing the Chief Kata Judge and bow to the panel. Following a bow between competitors, AO will then step back out of the Match Area. AKA moving to the starting position bow to the Referee panel and announce of the name of the Kata that is to be performed, AKA will begin. On completion of the Kata, AKA will bow to the Referee panel and leave the area to await the performance of AO. After AO's Kata has been completed both will return to the match area perimeter and await the decision from the Panel.
- e) If the Kata does not conform to the Rules, or there is some other irregularity, the Chief Judge may call the other Judges in order to reach a verdict.
- f) If a contestant is disqualified the Chief Judge will cross and uncross the flags (as in the Kumite TORIMASEN signal).
- g) The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes.
- h) The decision will be for AKA or AO. No ties are permitted. The competitor, who receives the majority of votes will be declared the winner by the caller/announcer.
- i) The competitors will bow to each other and leave the area.

EXPLANATION:

The starting point for Individuals Kata performance in elimination & repassage rounds is marked for Aka & Ao in perimeter of the competition area. Competitor in medal bout may choose his starting point in perimeter of competition area facing to Chief Judge. After end of performance the Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The Judges will raise the flags simultaneously. After giving sufficient time for the votes (three to five second) to be counted the flags will be lowered after a further short blast on the whistle.

Should a competitor fail to turn up when called or withdraws (Kiken) the decision will be awarded automatically to the opponent without the need to perform the previously notified Kata. In this case competitor who not perform notified Kata, he/she can perform this Kata in next round of competition.

APPENDIX 1/1: THE SHITEI KARATE KATA LIST FOR ALL ADVANCED AGE CATEGORIES

SCHEDULE OF WSSHCF COMPULSORY (SHITEI) KATA FOR ADVANCED CATEGORY

Age Category : 8 – 9 year

Identification number of Kata Name of Kata

22/ A	Juni no Ichi – Kihon Kata Ichi – Dosa Dai Ichi
22/B	Juni no Ni – Kihon Kata Ni – Dosa Dai Ni
11/A	Hean/ Pinan Nidan
14	Chi No Kata
47/A	Shinsei Ichi
11/B	Hean/Pinan Shodan

Age Category: 10 - 11 year

Identification number of Kata Name of Kata

22/ A	Juni no Ichi – Kihon Kata Ichi – Dosa Dai Ichi
11/B	Hean/Pinan Shodan
11/C	Hean/ Pinan Sandan
51	Ten No Kata
47/B	Shinsei Ni
14	Chi No Kata
47/A	Shinsei Ichi

Age Category: 12 – 13 year

Identification number of Kata Name of Kata

11/B	Hean/Pinan Shodan
11/D	Hean/Pinan Yondan
14	Chi No Kata
47/A	Shinsei Ichi
6	Bassai Dai
30	Matsumura Rohai

Age Category: 14 year and over

Identification number of Kata Name of Kata

21	Jion
30	Matsumura Rohai
6	Bassai Dai
42	Seienchin
33	Nipaipo

APPENDIX 1/2: THE KARATE KATA COMPULSORY LIST FOR CATEGORIES UP TO 6.KYU

&

LIMITED KYU GRADE

A) KATA FOR ELIMINATION ROUNDS:

Identification number of Kata

Name of Kata

22/ A	Juni no Ichi – Kihon Kata Ichi – Dosa Dai Ichi
22/B	Juni no Ni – Kihon Kata Ni – Dosa Dai Ni
22/C	Juni no San – Kihon Kata San – Dosa Dai San
11/A	Hean/ Pinan Nidan
11/B	Hean/ Pinan Shodan
11/C	Hean/ Pinan Sandan
11/D	Hean/ Pinan Yondan
11/D	Hean/ Pinan Godan
14	Chi No Kata
47/A	Shinsei Ichi
51	Ten No Kata
47/B	Shinsei Ni

B) KATA FOR SEMIFINAL ROUND & MEDAL BOUTS

Identification number of Kata

Name of Kata

21	Jion
30	Matsumura Rohai
6	Bassai Dai
42	Seienchin
39	Saifa
48	Sochin
29	Matsukase

APPENDIX 2: WSSHRF TOKUI KARATE KATA LIST FOR ALL AGE CATEGORIES

SCHEDULE OF WSSHRF FREE SELECTION (TOKUI KATA) LIST :

Identification number of Kata

Name of Kata

1	Ananko
2.	Annan
3.	Annan Dai
4.	Aoyagi
5.	Bassai Sho
6	Bassai Dai
7	Gojushiho
8.	Haufa
9.	Hakucho
10.	Heiku
11.	Hean/ Pinan Shodan – 11/A, Nidan – 11/B, Sandan - 11/C , Yondan – 11/D, Godan - 11/E
12.	Chatan Yara No Kushanku
13.	Chibana No Kushanku
14.	Chi No Kata
15.	Chintei
16.	Chinto
17.	Ishimine Bassai
18.	Itosu Rohai - Shodan 18/A, Nidan – 18/B, Sandan - 18/C
19.	Jiin
20.	Jitte
21.	Jion
22.	Juni no Kata / Kihon Kata / Dosa Kata – Ichi – 22/A, Ni – 22/B, San - 22/C
23.	Juroku
24.	Kishimoto No Kushanku
25.	Kosokun Sho
26.	Kosokun Dai
27.	Kururunfa
28.	Matsukase
29.	Matsura Bassai
30	Matsura Rohai
31.	Myojo
32.	Naifanchin – Shodan 32/A, Nidan 32/B, Sandan 32/C
33.	Nipaipo

34.	Niseishi
35.	Oyadomori Bassai
36.	Pachu
37.	Paiku
38.	Papuren
39.	Rohai
40.	Saifa
41.	Sanchin
42.	Sanseru
43.	Seienchin
44.	Seisan
45.	Shiho Kosokun
46.	Shimpa
47.	Shinsei – Ichi 47/A, Ni - 47/B
48.	Shisochin
49.	Sochin
50.	Suparinpei
51.	Tensho
52.	Ten No Kata
53.	Tomari Bassai
54.	Unshu
55.	Wanshu

NOTES:

in the case of performing kata that are not on the official list of Shito ryu karate kata, but are practiced in the schools of our affiliated federations from other styles of karate, as an example of kata - Annan, Anan Dai, Pachu, Paiku, Heiku, Chibana No Kushanku, Kishimoto No Kushanku etc. these must be performed in the traditional sense of kihon Shito ryu. It is not allowed to change techniques, embusen, stances as an example: to exchange shiko dachi stances for kiba dachi, kokucu dachi stances for kokucu dachi stances used in Shotokan ryu, Gensei ryu styles. They must be performed in the classical hands techniques (punches, blocks) & legs techniques (kicks, transitional movements) of Shito ryu. The principle is maintain positions of shiko dachi, zenkutsu dachi, moto dachi, han zenuku dachi, neko ashi dachi, sanchin dachi, kosa dachi, etc.

APPENDIX A: WSSHRF KOBUDO BO TOKUI KATA LIST

SCHEDULE OF WSSHRF FREE SELECTION (TOKUI KOBUDO BO KATA) LIST :

Identification number of Kata

Name of Kata

1.	Abushi No Kon
2.	Chikin No Kon
3.	Chinen Shikyanaku No Kon
4.	Choun No Kon
5..	Katin No Kon
6.	Kasshin Bo
7.	Kubo No Kon
8.	Nidan No Kon
9.	Sandan No Kon
10.	Sesoko No Kon
11.	Shiishi No Kon
12.	Shiho Uchi No Kon
13.	Sihrotaru No Kon
14.	Shodan No Kon
15.	Sushi No Kon
16.	Sushi No Kon Sho
17.	Sushi No Kon Dai
18.	Sakugawa No Kon
19.	Sakugawa No Kon Sho
20.	Sakugawa No Kon Dai
21.	Ufugushiku No Kon
22.	Ufutun Bo
23.	Uehara No Kon
24.	Tokumine No Kon

KUMITE RULES

ARTICLE 1: ORGANISATION OF KUMITE COMPETITIONS

1. WSSHRRF Kumite competition are divided into the individual and the team matches. The individual match may be further divided into weight divisions. Weight divisions are divided ultimately into bouts. The term "bout" also describes the individual Kumite competitions between opposing pairs of team members.
2. No contestant may be replaced by another in an individual title match.
3. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category.
4. Male and Female teams comprise five members with three competing in a round.
5. The contestants are all members of the team. There are no fixed reserves.
6. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team members, and their fighting order, can be changed for each round provided the new fighting order is notified first, but once notified, it cannot then be changed until that round is completed.
7. A team will be disqualified if any of its members or its coach changes the team's composition or fighting order without written notification prior to the round.

XPLANATION:

A "round" is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty percent of contestants within it, counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix, or "round robin" competition, a round allows all contestants in a pool to fight once. When lining up before a match, a team will present the actual fighters. The unused fighter(s) will not be included and shall sit in an area set aside for them. In order to compete male and female teams must present at least present at least two competitors. A team with less than the required number of competitors will forfeit the match (Kiken). The fighting order form can be presented by the Coach or a nominated contestant from the team. If the Coach hands in the form, he must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the Federation colour allotted to the team for that match and the fighting order of the team members. Both the competitor's names and their tournament numbers must be included and the form signed by the coach, or a nominated person. If, through an error in charting, the wrong contestants compete, then regardless of the outcome, that bout/match is declared null and void. To reduce such errors the winner of each bout/match must confirm victory with the control table before leaving the area.

ARTICLE 2: OFFICIAL DRESS

1. Contestants and their coaches must wear the official uniform as herein defined.

2. The Referee Commission may disbar any official or competitor who does not comply with this regulation.

REFEREES

1. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
 - A single breasted navy blue blazer bearing two silver buttons.
 - A white shirt with short sleeves.
 - An official tie worn without tiepin.
 - Plain light-grey trousers.
 - A black whistle on a discreet white cord.
 - Plain dark blue or black socks and black slip-on shoes for use on the match area.
 - Female referees and judges may wear a hairclip.

CONTESTANTS

1. Contestants must wear a white karate gi without stripes or piping. The Federation or Group emblem will be worn on the left breast of the jacket and may not exceed an overall size of 10cm by 10cm . In addition, identification issued by the Organising Committee will be worn on the back.
2. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three quarter high length. Female competitors may wear a plain white T-shirt beneath the Karate jacket.
3. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trousers legs may not be rolled up.
4. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, he may disbar the contestant from the bout. In Kumite matches hair slides are prohibited, as are metal hairgrips. Ribbons and other decorations are prohibited. A discreet rubber band or pony tail retainer is permitted.
5. Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor. The contestant accepts full responsibility for any injury.
6. The following protective equipment is compulsory:
 - 6.1 Approved mitts, one contestant wearing red and the other wearing blue.
 - 6.2. Gum shield
 - 6.3. The female chest protector.
 - 6.4. Approved shin pads.
 - 6.5. Approved foot protection, one contestant wearing red and the other wearing blue
 - 6.6 Groin Guards are not mandatory. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk. The wearing of unauthorized clothing or equipment is forbidden.
 - 6.7. Wearing of approved body protector are optional for category +14 year. For Competitors - 14 years of age the wearing of protective helmet are optional, body protector are compulsory.

7. It is the duty of the Arbitrator (Kansa) to ensure before start of competition category that the competitors are wearing the approved sport karate equipment – Arawaza, Adidas, Hayashi, Tokaido, Shureido, etc.
8. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Official Doctor.
9. Advertising may be used at the Karate Gi jacket:
 - Back of the jacket – space for member Federations or Groups, size of 30 x 20 cm
 - Left sleeve of jacket – space for WSSHRF or organizer of Championships, size 20 x 10 cm
 - Right sleeve of jacket – space for personal sponsor of competitor, size of 15 x 10 cm

COACHES

1. Coaches shall at all times during the tournament, wear the official tracksuit of their Members Federation and display their official identification. The Match controller can allow Coaches to instead of the track suit top to use the federations official team t-shirt or a plain coloured t-shirt without writing or logos

EXPLANATION:

The contestant must wear: Aka wear red mitts, red foot protectors and single red belt, Ao wear blue mitts, blue foot protectors and single blue belt, Shin pads should be red or blue depending which color of belt he/she wear. In addition Shin pads shall be white. Gum shields must fit properly. Groin protectors using a removable plastic cup slipped into a jockstrap are not permitted and persons wearing them will be held at fault. If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead the fighter will be given two minutes to remedy matters. If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.

ARTICLE 3: THE REFEREE PANEL

1. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), two Judges (FUKUSHIN), and one arbitrator (KANSA).
2. The Referee and Judges of a kumite bout must not be from Federation, Group or have the nationality of either of the participants.
3. In addition, for facilitating the operation of matches, timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.

EXPLANATION:

At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and on the right stands Judge 2. After the formal exchange of bows by contestants and Referee Panel, the Referee takes a step back, the Judges turn inwards, and all bow together. All then take up their positions. When changing the entire Referee Panel, the departing Officials take up position as at the start of the bout or match, bow to each other, then leave the area together. When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.

ARTICLE 4: DURATION OF BOUT

1. Duration of the Kumite bout is defined as two minutes for Senior , U21 Junior, and Cadet bouts. Duration of bout for Children Categories 1 is 1 minute and for Children Categories 2 & 3 is 1 minute 30 second.
2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "YAME".
3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "15 seconds to go" or "time up". The "time up" signal marks the end of the bout.

ARTICLE 5: SCORING

1. Scores are as follows:
 - a) IPPON One points
 - b) NIHON Two points
 - c) SANBON Three points
2. A score is awarded when a technique is performed according to the following criteria to a scoring area:
 - a) Good form (Properly executed technique).
 - b) Sporting attitude (Delivery of the techniques without intend to cause of injury).
 - c) Vigorous application (Delivery with speed and power)
 - d) Maintaining awareness of the opponent both during and after delivering of the techniques (Not turning away or falling down after completing a techniques – unless the fall is caused by the opponent).
 - e) Good timing (Delivery of the techniques at the correct moment).
 - f) Correct distance (Delivery of the techniques a distance where would be effective).
3. **IPPON** is awarded for:
 - a) Chudan or Jodan Tsuki, Uchi.
4. **NIHON** is awarded for:
 - a) Chudan kicks.
 - b) Unbalancing and delivering a scoring technique.
5. **SANBON** is awarded for:
 - a) Jodan kicks. Throwing, sweeping technique and scoring on opponent whose any part of the body other than the feet is in contact with the mat.
6. Contestant who score first will obtaine 'first unopposed score advantage' (SENSHU).
7. Attacks are limited to the following areas: Head, Face, Neck, Abdomen, Chest, Back, Side
8. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.
9. No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.

EXPLANATION:

In order to score, a technique must be applied to a scoring area as defined in paragraph 6 above. The technique must be appropriately controlled with regard to the area being attacked and must satisfy all six scoring criteria in paragraph 2 above.

Vocabulary	Technical Criteria
Ippon (1 Point) is awarded for:	Any punch (tsuki, uchi) delivered to Jodan or Chudan area.
Nihon (2 Points) is awarded for:	Chudan kicks. Chudan being defined as the abdomen, chest, back and side. Any scoring technique which is delivered on the opponent who is unbalanced by leg sweeping technique.
Sanbon (3 Points) is awarded for:	Jodan kicks. Throwing, sweeping technique and scoring on opponent whose any part of the body other than the feet is in contact with the mat.

Distancing also relates to the point at which the completed technique comes to rest on or near the target.

Techniques to the JODAN can score when stopped within 5 cm of the target for kicks and 2 cm for hand techniques but may be delivered with light touch (skin touch), without causing impact-with exception to the throat area where no physical contact is allowed.

For Cadets under 14 years and children, techniques to the JODAN can score when stopped within 10 cm of the target for kicks and 5 cm for hand techniques.

“Skin touch” is allowed in categories for Competitors 16 years or older (Juniors). For categories 14 to 16 years of age skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body.

All technique delivered on opponent should be under control of attacker. A worthless technique is a worthless technique—regardless of where and how it is delivered. A technique, which is badly deficient in good form, or lacking power, will score nothing. Techniques, which land below the belt may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact to the throat is permitted, although a score may be awarded for a properly controlled technique, which does not touch. A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Commission.

ARTICLE 6: CRITERIA FOR DECISION

The result of a individual bout is determined: by a contestant obtaining a clear lead of eight points, or at time-up having the highest number of points, obtaining a decision (HANTEI), or by disqualification HANSOKU, SHIKKAKU, or forfeit KIKEN, imposed against a contestant. Contestant who score in actual match first will obtained 'first unopposed score advantage' (SENSHU), this advantage will be apply only as last criteria when after full time the score are equal in technical points & there is same amount of warnings.

1. When a bout in individual competition end without technical point, with equal number of warnings or without warning , the Referee will announce a tie (HIKIWAKE). In this cases the decision will be made by a final vote of the Referee and two Judges (HANTEI). A decision in favour of one or the other competitor is obligatory and is taken on the basis of the following:

- a. The attitude, fighting spirit, and strength demonstrated by the contestants.
 - b. The superiority of tactics and techniques displayed.
 - c. Which of the contestants has initiated the majority of the action.
2. In case of tie by points the winner will be declared by following consideration:
 - a. the highest value of technical points / 3 points, 2 points, 1 point/.
 - b. the least amount of warnings at the end of match when there are no score.
 - c. the least amount of warnings when value of competitors technical points are same.
 - d. if the technical points value & warning are same the winner will be declared contestant who has obtained 'first unopposed score advantage' (SENSHU)

Example

AKA points	AKA warning	OA points	AO warning	Comment	Result
3, 1, 1,	1C	2 ✓ 2, 1,	1C	Aka scored technical point with value 3 points. This is the highest value of technical points. Senshu are not applied	Aka winner
2 ✓, 3	1C, 2C, 3C	3, 2,	1C, 2C	Point and technical point are equal , Aka has three warning and Ao only two. Senshu are not applied	Ao winner
3, 3,	1C, 2C 3C	3 ✓, 2, 1,	1C, 2C	Point score are equal, Ao has first score Senshu Aka has three warning and Ao two. Aka has two highets technical points. Warning and Senshu are not applied.	Aka winner
3 ✓, 2, 1,	1C, 2C	1, 3, 2,	1C, 2C	Point and Technical score points are equal, Aka and Ao has two warning, Aka has 'first unopposed score' advantage' Senshu	Aka winner by Senshu

3. In instances where both AKA and OA are disqualified in the same match by Hansoku, the oponents scheduled for the next round will win bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case will be declared by Hantei.

The result of a team matches is determined by:

1. The winning team is the one with the most bout victories. Should the two teams have the same number of bout victories then the winning team will be the one with the most points, taking both winning and losing bouts into account. The all points are recorded., match can finish by score 10 : 1, and this score are recorded.
2. If the two teams have the same number of bout victories and points, then a deciding bout will be held. In the event that there is no score the decision will be made with same procedure as in individual match.
3. In team matches when a team has won sufficient bout victories or scored sufficient points as to be the established winner then the match is declared over and no further bouts will take place.

EXPLANATION:

When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive match, Referee will move to the match area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time indicate his own vote by raising his arm on the side of the preferred contestant. The Referee will give a short blast on his whistle, return to his original position and announce the majority decision. When a

individual bout in team competition end without technical point, with equal number of warnings or without warning, the Referee will announce a tie (HIKIWAKE).

ARTICLE 7: PROHIBITED BEHAVIOUR

The following behaviours are prohibited:

- 1) Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
- 2) Attacks to the arms or legs, groin, joints, or instep.
- 3) Attacks to the face with open hand techniques.
- 4) Techniques executed after "WAKARETE" before "TSUZUKETE HAJIME" has been called.
- 5) Dangerous or forbidden throwing techniques.
- 6) Feigning, or exaggerating injury.
- 7) Exit from the competition area (JOGAI) not caused by the opponent or following a score.
- 8) Self-endangerment by indulging in behaviour, which exposes the Competitor to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
- 9) Avoiding combat as a means of preventing the opponent having the opportunity to score.
- 10) Passivity – not attempting to engage in combat (Cannot be given after there is less than 15 seconds left of the bout or to someone having a lead by point or SENSHU).
- 11) Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
- 12) Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
- 13) Grabbing the opponent's arm or Karategi with one hand without immediately attempting a scoring technique or takedown.
- 14) Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
- 15) Simulated or actual attacks with the head, knees, or elbows.
- 16) Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other violations of etiquette.
- 17) When WAKARETE is called when a competitor is cornered, the Referee must ensure that the other Competitor withdraws sufficiently to disengage before TSUZUKETE is called.

18) An otherwise correctly executed technique will not be given a score if executed at the same time as WAKARETE has been called – but will not be penalized. An uncontrolled technique will be subject to warning or penalty in the normal manner.

19) When a situation appears to possibly warrant a disqualification the Referee can call one or more of judges for a brief consultation (SHUGO) before announcing any decision.

20) Should a Competitor that has been awarded SENSU receive a warning for avoiding combat for the following incidents: JOGAI, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds to end of the bout – the Competitor will automatically forfeit this advantage. The Referee will then first show the type of infraction and type of warning or penalty the Competitor did, then show the sign for SENSU followed by the sign for annulment (TORIMASEN) and at the same time announcing “AKA/AO SENSU TORIMASEN”.

21) Instructions and comments from the Coach must not interfere with the proceedings. The Coach may freely speak to the Competitor when the match is halted but must at all times refrain from commenting on judgements.

EXPLANATION:

At the competition for reason of safety all techniques must be controlled. Trained competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin and joints are particularly susceptible to injury. Therefore any technique, which results in injury, may be penalized unless caused by the recipient. The contestants must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.

CONTACT

*Techniques on **JODAN** can score when kicks are stopped within 5 cm of the target and 2 cm of the technique with the hands, but those with a light touch (skin contact), without causing impact - except in the throat area, where no physical contact is allowed contact.*

*In the **cadet and children under-14 categories, JODAN** technicians can score when they stop within 10cm of the target for kicks and 5cm for hand techniques.*

*“Skin touch” is allowed in categories for Competitors **16 years or older (Juniors)**.*

*For categories **14 to 16 years** of age skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body*

*In that categories, non-injurious, light, controlled “touch” contact to the face, head, and neck is allowed (but not to the throat). Where contact is deemed by the referee to be too strong, but does not diminish the competitor’s chances of winning, a warning (**FIRST CHUI**) may be given. A second contact under the same circumstances will be given (**SECOND CHUI**) A third offence will be given (**THIRD CHUI**) and fourth offence will result in warning of disqualification by **HANSOKU CHUI**. Fifth offence will result disqualification by **HANSOKU**.*

*In case of first instance of too strong contact or repeated too strong contact which case injury and diminish the competitors chance to win **will be given HANSOKU CHUI and NIHON (Two points) for recipient**. The warning or penalty should be apply depending an severity of attack or injury.*

Pre-existing injury can produce symptoms out of all proportion to the degree of contact used and referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact could result in a competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout. Referee must be informed if a contestant has been treated for injury.

Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.

The competitor may seize the opponents arm or karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques. Holding on with one hand when immediately executing a scoring technique or takedown or to break a fall. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for purpose of executing a takedown.

Open hand techniques to the face are forbidden due to the danger to the contestant's sight. JOGAI relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent. A contestant who delivers a scoring technique then exits the area before the Referee calls "Yamae" will be given the value of the score and Jogai will not be imposed. If the contestant's attempt to score is unsuccessful the exit will be recorded as a Jogai. If AO exits just after Aka scores with a successful attack, then "Yame" will occur immediately on the score and AO's exit will not be recorded. If AO exits, or has exited as Aka's score is made (with Aka remaining within the area), then both Aka's score will be awarded and AO's Jogai penalty will be imposed.

An example of MUBOBI is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch, and are unable to block a counter. Such open attacks constitute an act of Mubobi and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the Referee's attention to their technique. This is also a clear act of Mubobi. Should the offender receive an excessive contact and/or sustain an injury and the fault is considered to be the recipient's, the referee will issue a warning or penalty and may decline to give a penalty to the opponent.

Any discourteous behaviour from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament.

ARTICLE 8: WARNINGS & PENALTIES

Informal warnings:

TSUZUKETE: for encouraging activity To urge the Competitors to commence activity by gesturing in the same way as is customary for making the Competitors stepping on to the TATAMI, combined with the instruction "TSUZUKETE".

WAKARETE: for breaking up a clinch To break-up a clinch, using the same gesture as is customary for making the Competitors step back on the TATAMI combined with giving the order "WAKARETE" to temporarily stop the action without stopping the clock. The Competitors must separate – after which the order "TSUZUKETE" is given for resuming action.

Official warnings:

CHUI: Is given, up to three times, for smaller infractions that do not diminish the other Competitor's chances of winning.

HANSOKU-CHUI HANSOKU-CHUI is usually imposed for infractions for which THREE CHUI has previously been given. In case when HANSOKU-CHUI is impose for serious rules infraction mentioned in Article 7 point 1 then

offender will be penalized and two point NIHON will be given to opponent.

Penalties:

HANSOKU: This is disqualification imposed following a very serious infraction or when a HANSOKU CHUI has already been given a contestant. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.

SHIKKAKU: This is a disqualification from the actual tournament, competition, or match. In order to define the limit of SHIKKAKU, the Referee Commission, must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the referee, acts maliciously, or commits an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.

Warning & Penalty Application

Excessive contact: Where contact is considered by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUI) may be given.

Contact causing injury: Any technique, which results in injury, can unless caused by the recipient cause a warning or penalty. The Competitors must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.

Observation after contact: The Referee must continue to observe the injured Competitor until the bout is resumed and allow adequate time for observation. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop or reveal any efforts by the Competitor to aggravate slight injury for tactical advantage.

Overreaction to contact: A slight overreaction will receive a CHUI. An obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, may receive HANSOKU directly.

Feigning an injury: Any instance of feigning an injury, whoever slight, will receive a minimum warning of CHUI while an obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, will receive SHIKKAKU directly. Any feigning of an injury from a technique that in fact has been determined by the judges as a point will, as a minimum, result in HANSOKU CHUI.

Throwing techniques are divided into two types: The established "conventional" karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off-balance or thrown without being grabbed first.

- and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. Both are allowed

Contact to the throat: Any contact to the throat, unless received by the recipient's own fault, must result in a warning or penalty

The pivotal point of the throw must not be above the thrower's hip level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws are expressly forbidden, as are so-called "sacrifice" throws.

Catching a kick: The only instance where a throw may be performed while holding onto the opponent with both hands is when trapping the opponent's kicking leg. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for the purpose of executing a takedown, and then holding on to the opponent's leg while the other grasping the opponents Karategi or body to break the fall.

Grabbing the legs: It is forbidden to grab the opponent below the waist and lift and throw him/her or to reach down to pull the legs from under him/her. If a Competitor is injured as a result of a throwing technique, the Referee will decide whether a warning or penalty is called for.

One hand grabbing: The Competitor may seize the opponent's arm or Karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques.

Holding on to break a fall: Holding on to the opponent's Karategi with one hand is permitted to break a fall

Exiting the competition area: JOGAI relates to a situation where a Competitor's foot, or any other part of the body, touches the floor outside of the competition area. An exception is when the Competitor is physically pushed or thrown from the area by the opponent or is exiting after having scored.

Self endangerment: A warning or penalty for MUBOBI is given when a Competitor is hurt or injured through his or her own fault or negligence. This may be caused by turning their back on the opponent, attacking without regard for the opponent's counterattack, stopping fighting before the Referee calls "YAME", dropping the guard or repeated failure or refusal to block the opponent's attacks

Passivity refers to situations where neither Competitor makes attempts to score, or a single Competitor does not attempt to score despite being behind on points or the opponent has a lead because of SENSHU.

- Passivity cannot be given to a Competitor that has a lead on points or SENSHU.
- Passivity cannot be given during the first 15 seconds of a bout.

Avoiding Combat refers to a situation where a Competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behaviour such as constantly retreating without effective counter, holding, clinching, or exiting the competition area rather than allowing the opponent an

opportunity to score. Avoiding combat during the last 15 seconds of the bout (ATO SHIBARAKU) will, as a minimum, result in HANSOKU CHUI and loss of SENSHU

Not following instructions: A Competitor that refuses following the instructions of the Referee or display a loss of temper will automatically receive SHIKKAKU. This penalty may be imposed before, during or after the bout.

Excessive celebration, political or religious demonstration: competitors are expected to respect the ceremony of salutations before and after the bout or match. Any excessive celebration, such as falling on one's knees etc., political or religious expressions, during or immediately after the bout or match, are prohibited and may be subject to a fine equal to the amount determined by the Executive Committee for the protest fee.

EXPLANATION:

A warning (CHUI) is given, up to three times, for smaller infractions that do not diminish the other Competitor's chances of winning.

A HANSOKU CHUI is imposed for following previous THREE CHUI. For first contact or repeated contact which cause injury and seriously diminish contestant's (in the opinion of the Referee panel) potential to win by the opponent's foul NIHON is given to injured contestant.

A HANSOKU is imposed for cumulative warnings but can also be imposed directly for serious rules infractions. It is used when the contestant's potential for winning has been reduced virtually to zero (in the opinion of the Referee Panel) by the opponent's foul.

A SHIKKAKU can be directly imposed, without warnings of any kind. This is a disqualification from the entire tournament including any subsequent category the offender may have been registered for. SHIKKAKU may be invoked when a Competitor fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honour of Karate. The contestant need have done nothing to merit it — it is sufficient if the Coach or non-combatant members of the contestants' delegation behave in such a way as to harm the prestige and honour of Karate-Do. If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused, Shikkaku and not Hansoku, is the correct penalty.

ARTICLE 9: INJURIES AND ACCIDENTS IN COMPETITION

1. KIKEN or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions. Forfeiture by KIKEN means that the Competitors are disqualified from that category, although it does not affect participation in another category.
2. If two contestants injure each other, or are suffering from the effects of previously incurred injury, and are declared by the tournament doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points, less warnings . In Individual Matches if the points score is equal, then a vote (HANTEI) will decide the outcome of the bout. In Team Matches the Referee will announce a tie (HIKIWAKE). Should the situation occur in a deciding Team Match hen a vote (HANTEI) will determine the outcome.
3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.

4. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from further Kumite competition in that tournament.
5. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorized to diagnose and treat injury only.
6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight (Article 13, Paragraph 9d), or whether an extension of treatment time shall be given. Contestant who need treatment will be taken by doctor from competition area.
7. Any competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the referee will stop the match, call the doctor, and at the same time started verbal count to ten in the English language indicating his count showing one finger for each second. In all cases when 10 second rules has been started the doctor will be asked to examine the contestant before the bout can resume. For incidents falling under 10 second rule, the contestant can be examine on the mat. The Match area controler must notify the central table when a contestant has been stopped from futher competition based on 10 second rule.

EXPLANATION:

When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels.

The referee should only call the doctor when a contestant is injured and needs medical treatment. The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.

The Referee Panel will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.

In team matches, should a team member receive KIKEN, their score, if any, will be zeroed and the opponent's score will be set at eight points.

ARTICLE 10: OFFICIAL PROTEST

1. No one may protest about a judgement to the members of the Refereeing Panel.
2. If a refereeing procedure appears to contravene the rules, the President of the Federation, or the official representative is the only one allowed to make a protest.
3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction. The Match Area Controller should be notified immediately the administrative malfunction is detected).
4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for.

5. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the WSSHRF COUNCIL. It must be submitted in writing and signed by the official representative of the team or contestant(s).
6. The complainant must deposit a Protest Fee as agreed by the WSSHRF COUNCIL, and this, together with the protest must be lodged with a representative of the Appeals Jury.
7. The Appeals Jury is comprised of three senior referee representatives appointed by the Referee Commission (RC). No two members may be appointed from the same Members Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict of interest situation where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the refereeing panel involved in the protested incident.
8. It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer. Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest. Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.
9. If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word "DECLINED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General.
10. If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:
 - * Reversing previous judgments that contravene the rules
 - * Voiding results of the affected matches in the pool from the point previous to the incident
 - * Redoing such matches that have been affected by the incident
 - * Issuing a recommendation to the RC that involved referees are evaluated for correction or sanction

The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome. The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word "ACCEPTED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return the deposited amount to the protestor, and in turn forward the protest document to the Secretary General. Subsequent to handling the incident in the above prescribed manner, the Jury Panel will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Secretary General.

11. The decision of the Appeals Jury is final, and can only be overruled by a decision of the Executive Committee. The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any refereeing procedure found to contravene the rules.

EXPLANATION:

*The protest must give the names of the contestants, the Referee Panel officiating, and the **precise details of what is being protested**. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*

The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.

If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasury.

If the protest is held by the Appeals Jury to be invalid, it will be rejected and the deposit forfeited to WSSHRF.

Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Arbitrator, to ensure that the match has been conducted in accordance with the Rules of Competition.

In case of an administrative malfunction during a match in progress, the Coach can notify the Match Area Controller directly. In turn, the Match Area Controller will notify the Referee.

ARTICLE 11: POWERS AND DUTIES

REFEREE COMMISSION

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

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To appoint and deploy the Match Area Controllers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.
3. To supervise and co-ordinate the overall performance of the refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final judgement on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

MATCH AREA CONTROLLERS

The Match Area Controllers powers and duties shall be as follows:

1. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Arbitrator signals a contravention of the Rules of Competition.
4. To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.

REFEREES

The Referee's powers shall be as follows:

1. The Referee ("SHUSHIN") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
2. To award points.
3. The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the Competitors to take up their original positions: "MOTO NO ICHI" and return to his/her position.

4. To explain to the Match Area Controller, Referee Commission, or Appeals Jury, if necessary, the basis for giving a judgement.
5. To impose penalties and to issue warnings, before, during, or after a bout.
6. To obtain and act upon the opinion(s) of the Judges.
7. To announce extensions.
8. To conduct voting of the Referee Panel (HANTEI) and announce the result.
9. To announce the winner.
10. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter. Only the Coach designated for that specific bout is allowed to coach and guide the competitor from the place allocated to the coach close to the competition area. All other registered and accredited Coaches, or other registered member of the delegation, attending the Championships are not allowed to interfere, coach and/or guide the competitor during the same bout at the risk of having their accreditation withdrawn.
11. The Referee shall give all commands and make all announcements.
12. To call FUKUSHIN SHUGO (summoning the judges) when, in the opinion of the Referee is deemed necessary, for giving SHIKKAKU, applying the 10 seconds rule, when the doctor wants to stop the bout, or when directly giving HANSOKU.
13. In addition, a Referee may, based solely on his/her own Judgement, ban from the competition floor any Coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the bout, and postpone the continuation of a bout until the Coach complies. The same authority of the Referee extends to the compliance of other members of the Competitor's entourage present on the competition floor

JUDGES

The Judges (FUKUSHIN) powers shall be as follows:

1. To assist the Referee by flag signals.
2. To exercise a right to vote on a decision to be taken.

The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:

- j) When a score is observed.
- k) When a contestant has committed a prohibited act and/or techniques.
- l) When an injury or illness of a contestant is noticed.
- m) When both or either of the contestants have moved out of the competition area (JOGAI).
- n) In other cases when it is deemed necessary to call the attention of the Referee.

ARBITRATORS

The Arbitrator (KANSA) will assist the Match Area Controller by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Arbitrator will immediately raise the red flag or sign and sound the buzzer. The Match Area Controller will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Arbitrator. Before the start of each match or bout the Arbitrator will ensure that the contestants' are wearing approved equipment.

In the following situations the Arbitrator will signal by blowing his/her whistle:

- 1) The Referee forgets to indicate SENSU.
- 2) The Referee forgets to remove the SENSU.
- 3) The Referee gives a score to the wrong Competitor.
- 4) The Referee gives warning/penalty to the wrong Competitor. 5) The Referee gives a score to a Competitor and warning for exaggeration to the other.
- 6) The Referee gives a score to a Competitor and MUBOBI to the other.
- 7) The Referee gives a score for a technique done after YAME or after the time is up.
- 8) The Referee gives a score made by a Competitor when the Competitor is outside the TATAMI.

- 9) The Referee gives a warning or penalty for passivity during Ato Shibaraku.
- 10) The Referee gives the wrong warning or penalty during Ato Shibaraku.
- 11) The Referee doesn't stop the bout and there are two judges signalling point scored.
- 12) The Referee doesn't follow the majority of scores signalled by the judges.
- 13) The Referee doesn't call the doctor in a 10 second rule situation.
- 14) The Referee does HANTEI/HIKIWAKE, but SENSU has been obtained.
- 15) A Judge(s) is holding the flags in the wrong hand.
- 16) The score board is not showing the right information.
- 17) For any other unforeseen situation that reasonably requires the bout to be stopped.

SCORE SUPERVISORS

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

EXPLANATION:

1. *The Referee can show and ask support for points that are made in his/her field of play. In this case the Referee's signals for Ippon, Nihon and Sanbon are the same as in the regular kumite rules, with the exception that the Referee's elbow is touching his/her torso while indicating the respective signal. After the Referee has received support, the signals when giving points are the same as for bouts under regular rules.*
2. *When two Judges give the same signal, or indicate a score for the same competitor, the Referee should stop the bout and render the majority decision. Should the Referee fail to stop the bout the arbitrator will raise the red flag sign and sound by whistle .*
3. *If one Judge signals for point and the other for a warning or penalty, the Referee will take the final decision by supporting one of the Judges.*
4. *If the two Judges, or one Judge and the Referee, show different points for the same competitors, the higher will be given.*
5. *In case there is only one Judge showing his/her opinion and the Referee asks for a different opinion, but the Judge doesn't change his/her opinion, the Referee will restart the match without giving any points, warnings or penalties*
6. *The Referee can't go against the opinion of both Judges showing points for the same Competitor. It's only in case of skin touch or any other warning or penalty that the Referee can ask the Judges to reconsider and change their opinion.*
7. *If both Judges signal point, but for different Competitor, the Referee will take the final decision by supporting one of the Judges.*
8. *In order to be able to cover all three angles of view, the referee should never position him/herself in the same side as the two Judges.*
9. *When the bout is stopped, the majority decision will prevail.*
10. *At HANTEI the Referee and two Judges each have one vote.*
11. *The Judge shall indicate as score only technique which meet all criteria, if not clearly see that technique land on a target but referee or second judge indicate score he/she can support the decision*
12. *The role of the Arbitrator is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He is not there as an additional Judge. His sole responsibility is in matters of procedure.*
13. *In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle.*
14. *When explaining the basis for a judgement after the match, the Referee Panel may speak to the Match Area Controller, the Referee Commission, or the Appeals Jury. They will explain to no one else.*

ARTICLE 12: STARTING, SUSPENDING AND ENDING OF MATCHES

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices 1 and 2.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce "SHOBU HAJIME!" and the bout will commence.
3. The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the contestants to take up their original positions (MOTO NO ICHI).
4. The Referee returns to his position and the Judges indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (Aka or AO), the area attacked (Chudan or Jodan), the scoring technique (Tsuki, Uchi, or Keri), and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "TSUZUKETE HAJIME".
5. When a contestant has established a clear lead of twelve points during a bout, the Referee shall call "YAME" and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "AO (AKA) NO KACHI". The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring "AO (AKA) NO KACHI". The bout is ended at this point.
7. When time is up and scores are equal, or no scores have been awarded, the Referee shall call "YAME" and return to his position. He will announce a tie (HIKIWAKE) and start voting (HANTEI) and announce the winner.
8. At HANTEI the Referee and Judges each have one vote.
9. When faced with the following situations, the Referee will call "YAME!" and halt the bout temporarily:
 - a. When either or both contestants are out of the match area.
 - b. When the Referee orders the contestant to adjust the karate- gi or protective equipment.
 - c. When a contestant has contravened the rules.
 - d. When both Competitors seize or clinch, stand chest to chest without immediately attempting a throw or other technique and do not respond to WAKARETE.
 - e. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.

EXPLANATION:

When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient. The Referee can call for a bow where none is volunteered.

When restarting the bout, the Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.

ARTICLE 13: MODIFICATIONS

Only the WSSHRF Sports Commission with the approval of the WSSHRF Council can alter or modify these rules.

APPENDIX 1: THE TERMINOLOGY

SHOBU HAJIME	Start the Match or Bout	After the announcement, the Referee takes a step back.
ATOSHI BARAKU	A little more time left	An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce "Atoshi Baraku".
YAME	Stop	Interruption, or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.
MOTO NO ICHI	Original position	Contestants and Referee return to their starting positions.
TSUZUKETE HAJIME	Resume fighting - Begin	The Referee stands in a forward stance. As he says "Tszukete" he extends his arms, palms outwards towards the contestants. As he says "Hajime" he turns the palms and brings them rapidly towards one another, at the same time stepping back.
SHUGO	Judges called	The Referee calls the Judges at the end of the match or bout, or to recommend Shikkaku.
HANTEI	Decision	Referee calls for a decision at the end of an inconclusive match. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote at the same time by raising his arm.
HIKIWAKE	Draw	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.
TORIMASEN	Unacceptable as a scoring technique	The Referee crosses his arms then makes a cutting motion, palms downward.
WAKARETE	"Separate"	The Referee motions for the Competitors to separate from a clinch, or standing chest to chest, by separating his hands with a motion with the palms outward while giving the verbal order. The Competitors halts action and separate until receiving the order "Tszukete"
TSUZUKETE	Fight on	Resumption of fighting ordered after WAKARETE, when an unauthorised interruption occurs – or when the Referee gives an informal order to commence fighting due to lack of activity
AKA (AO) NO KACHI	Red (Blue) wins	The Referee obliquely raises his arm on the side of the winner.
AKA (AO) SANBON	Red (Blue) scores three points	The Referee raises his bend arm up at 45 degrees on the side of the scorer.

AKA (AO) NIHON	Red (Blue) scores two points	The Referee extends his arm at shoulder level on the side of the scorer.
AKA (AO) IPPON	Red (Blue) scores one point	The Referee extends his arm downward at 45 degrees on the side of the scorer.
CHUI 1.,2,,3	Warning 1, 2, 3	The Referee indicates a offence then points with his bent arm an index finger at n the direction of the offender. Second offence two fingers and third three fingers.
HANSOKU-CHUI	Warning of Disqualification	The Referee indicates a offence then points with his index finger horizontally in the direction of the offender.
HANSOKU	Disqualification	The Referee indicates a offence then points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent.
JOGAI	Exit from the match area	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
SHIKKAKU	Disqualification "Leave the Area"	The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "Aka (AO) Shikkaku!" He then announces a win for the opponent.
KIKEN	Renunciation	The Referee points downwards at 45 degrees in the direction of the contestant's starting line.
MUBOBI	Self Endangerment	The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself.
SENSHU	First unopposed score	After awarding the point in the regular fashion, the Referee calls "Aka (Ao) Senshu" while holding lifting his/her bent arm with the palm facing the Referee' s own face

ANNOUNCEMENTS AND GESTURES OF THE REFEREE

SHOMEN-NI-REI

The Referee extends his arms palms to the front.



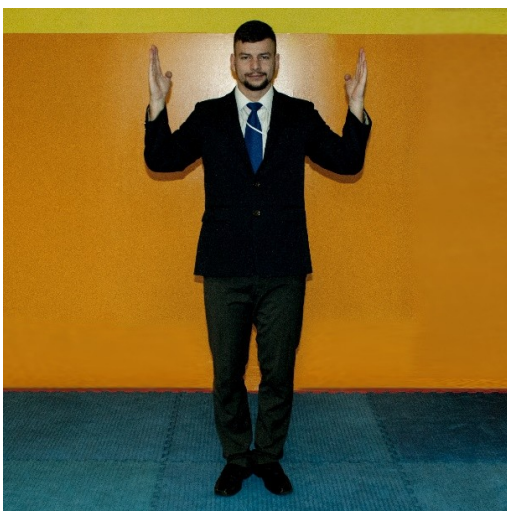
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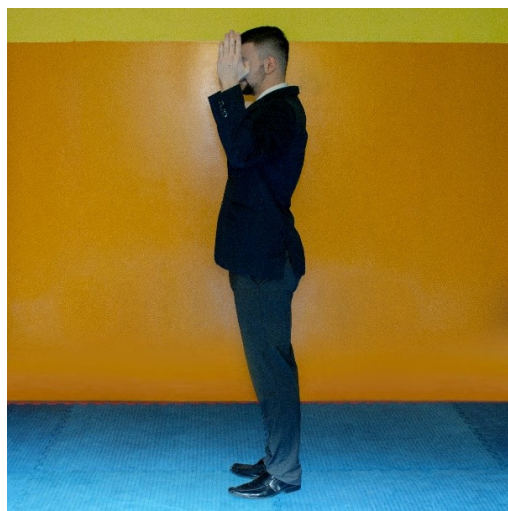
2.

OTAGAI-NI-REI

The Referee motions to the contestants to bow to each other.



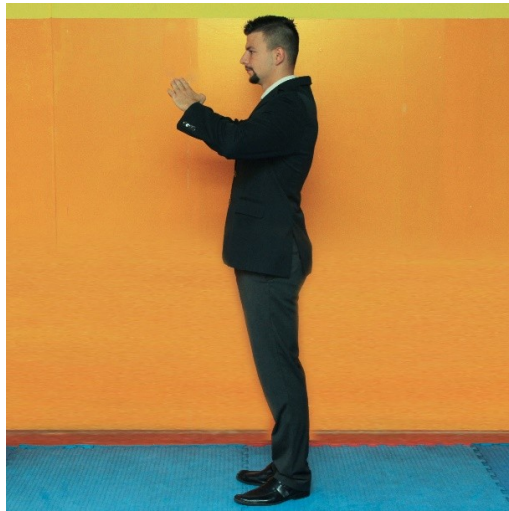
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2.

SHOBU HAJIME

“Start the Match”

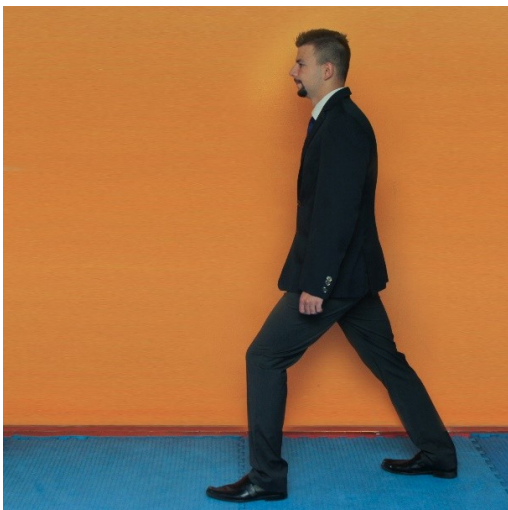
After the announcement, the Referee takes a step back



1.



2.



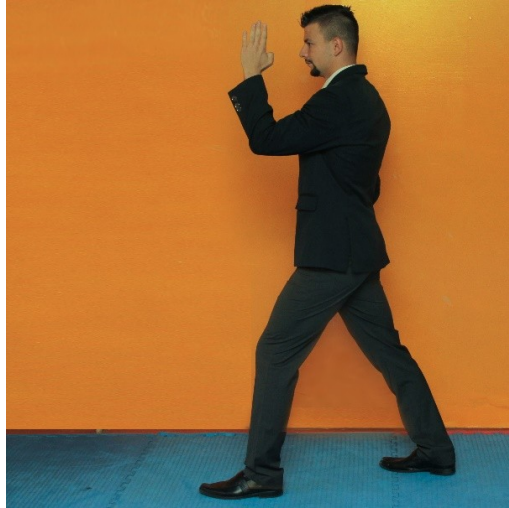
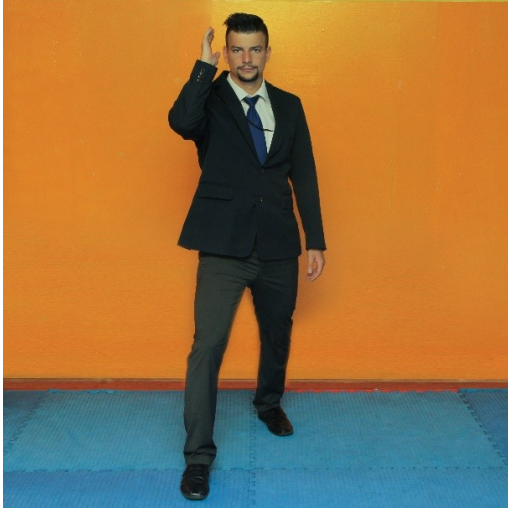
2.

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YAME

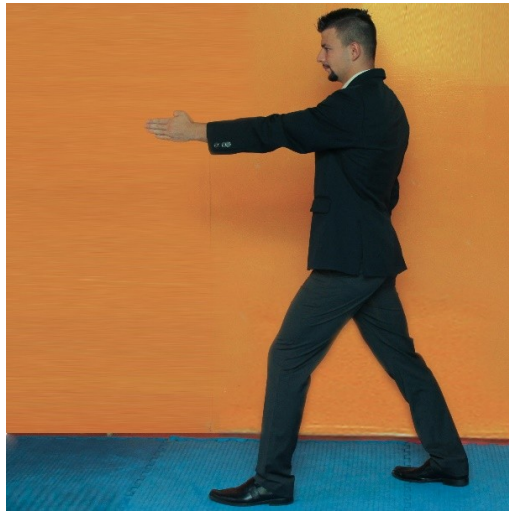
“Stop”

Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.



1.

1.



2.

2.

TSUZUKETE HAJIME

“Resume fighting—Begin”

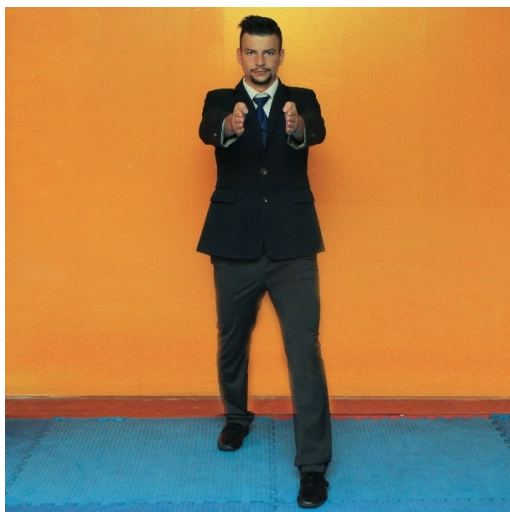
As he says “Tsuzukete”, and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says “Hajime” he turns the palms and brings them rapidly towards one another at the same time stepping back.



1



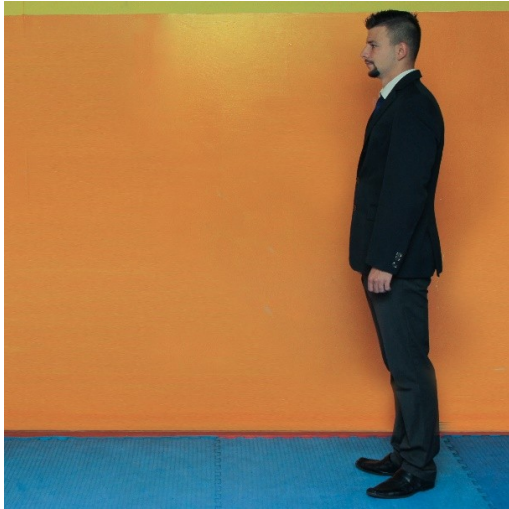
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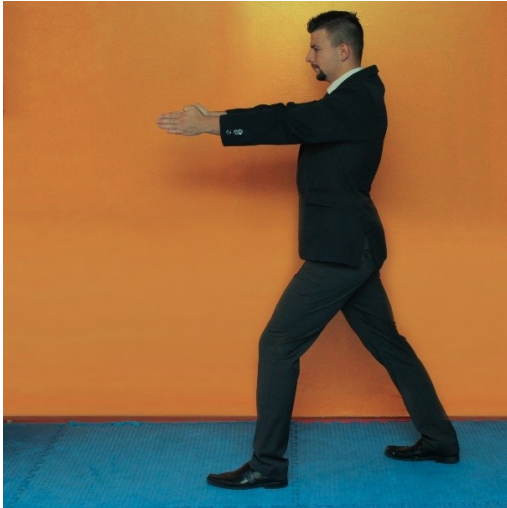
4.



1.



2.



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4.

IPPON (One point)

The Referee extends his arm downward at 45 degrees on the side of the scorer.



1.



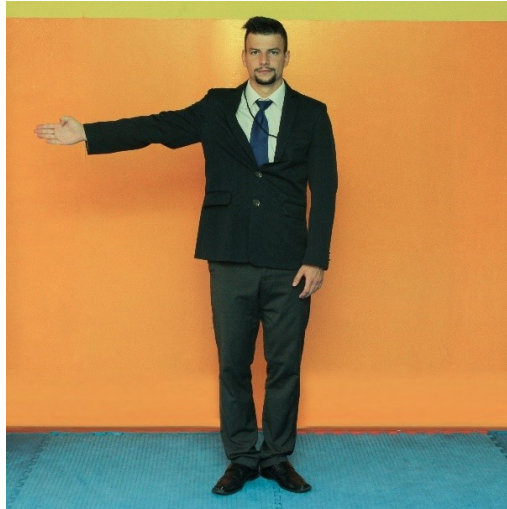
2.

NIHON (Two Points)

The Referee extends his arm at shoulder level on the side of the scorer.



1.



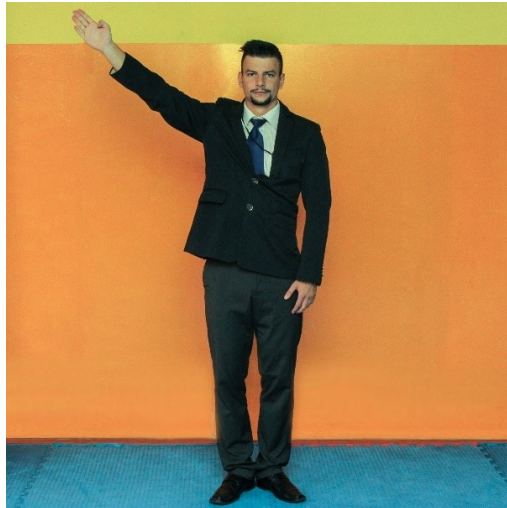
2.

SANBON (Three Points)

The Referee extend his arm at 45 degrees above shoulder high at the side of scorer.



1.



2.

CANCEL LAST DECISION

When an award or penalty has been given in error the Referee turns towards the contestant, announces "Aka" or "AO", crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.



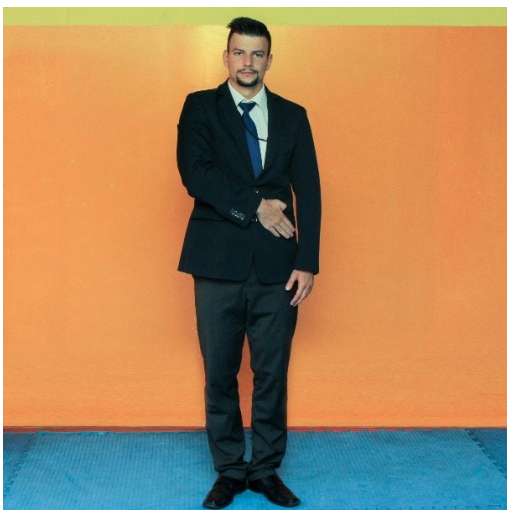
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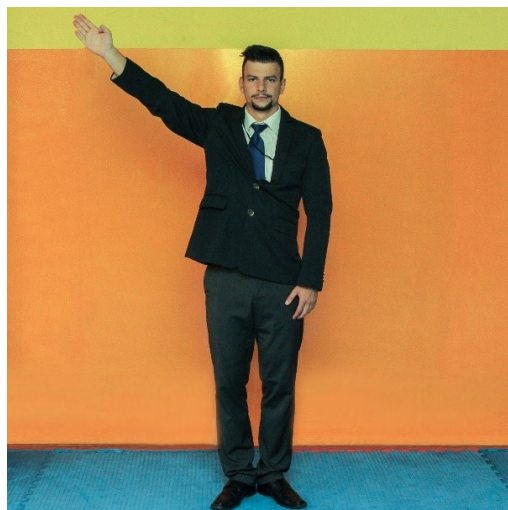
2.

NO KACHI (Win)

At the end of the match or bout, announcing "Aka (or AO) No Kachi" the Referee extends his arm upward at 45 degrees on the side of the winner.



1.



2.

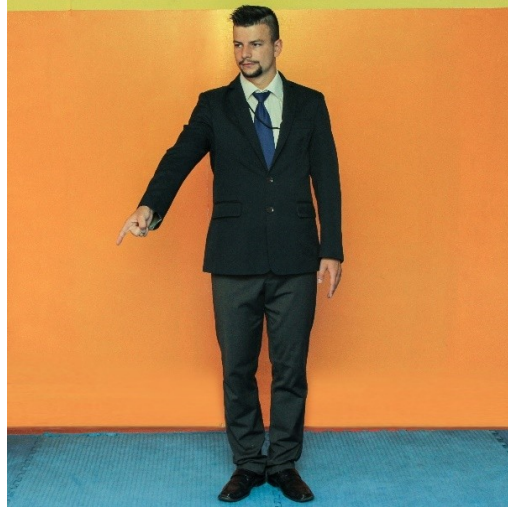
KIKEN

“Renunciation”

The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.



1.



2.

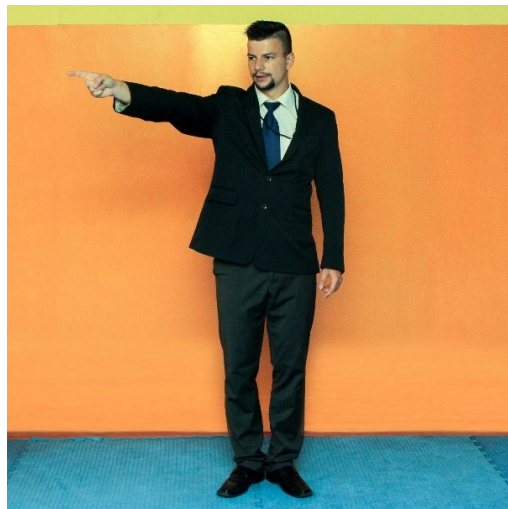
SHIKKAKU

“Disqualification, Leave the Area”.

The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “Aka (AO) Shikkaku!” He then announces a win for the opponent



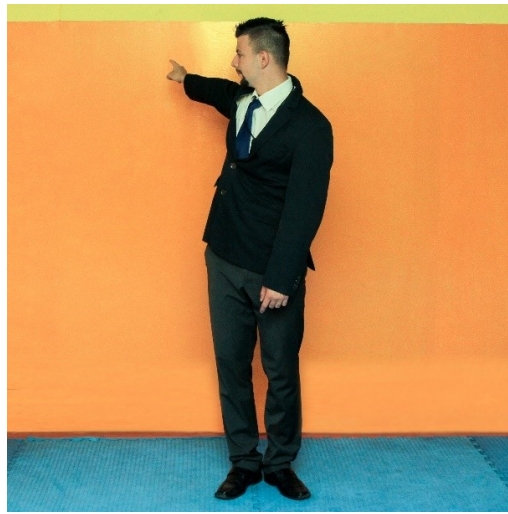
1.



2.



3.



4.

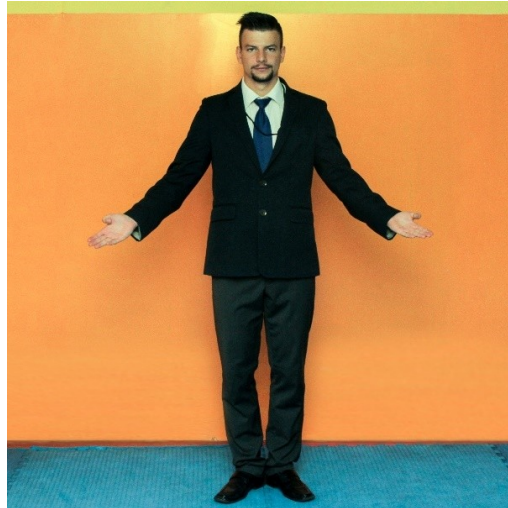
HIKIWAKE

“Draw”

When time is up in Team match and scores are equal, no scores or warning have not been imposed the Referee crosses his arms then extends them with the palms showing to the front and announce Hikiwake



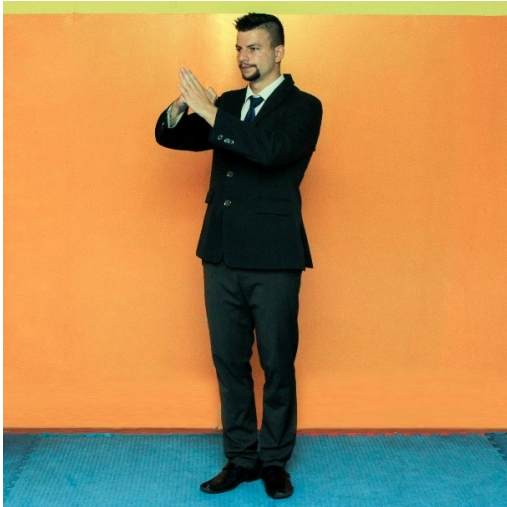
1.



2.

HARD CONTACT

The Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level.

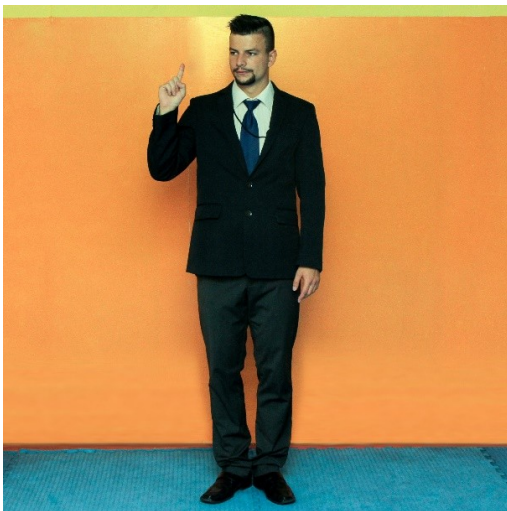


1.

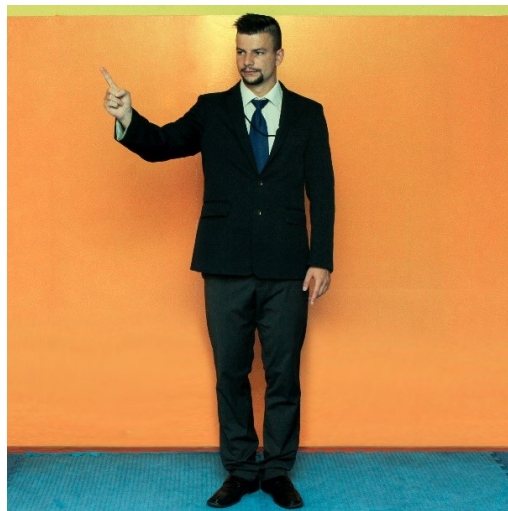
1st CHUKOKU The Referee points with a bent arm at the face of the offender with one finger.

2nd CHUKOKU The Referee points with a bent arm at the face of the offender with two finger.

3rd CHUKOKU The Referee points with a bent arm at the face of the offender with three finger.



1.



2.

HANSOKU CHUI “Warning of disqualification”

The Referee shows the signal for the type of offense towards the offender followed by pointing with one finger towards the offender’s belt.



1.

HANSOKU

Disqualification”

The Referee indicates offence then points with his index finger upwards at 45 degrees in the direction of the offender, and awards a win to the opponent.

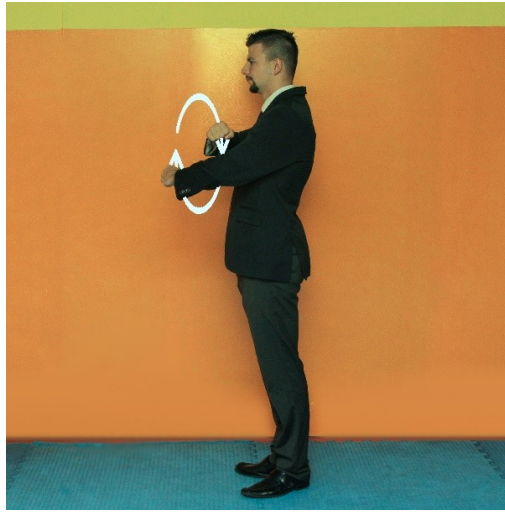


PASSIVITY

The bend arms are rotated around each other, in front of the chest.



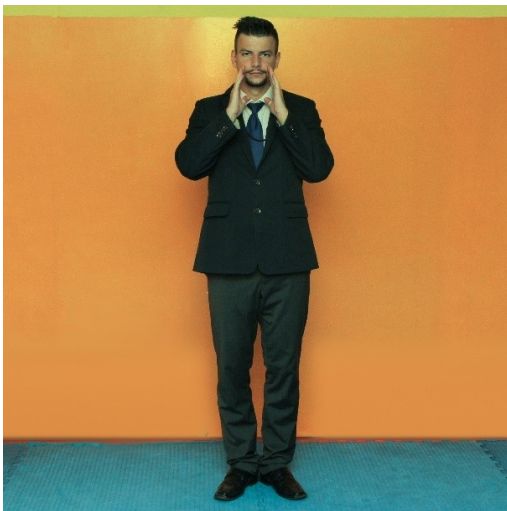
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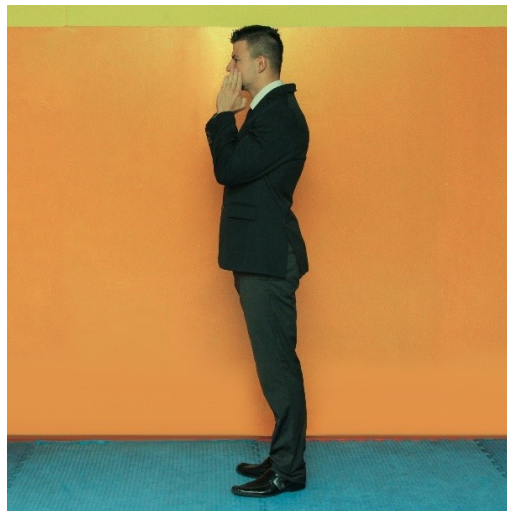
1.

EXAGGERATING OR FEIGNING INJURY

The referee puts both hands to his face indicate that competitors exaggerating the injury. The same gesture but without putting the hands to the face approx. 20 cm in front of the face in order to alert the judges to the offence feigning of injury that does not exist..



1.



1.

JOGAI

“Exit from the Match Area”

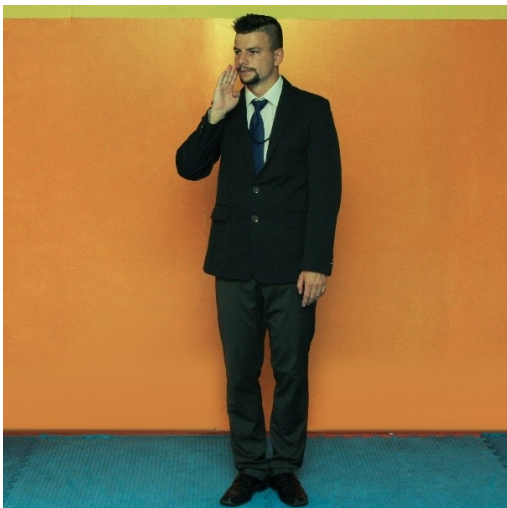
The Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender



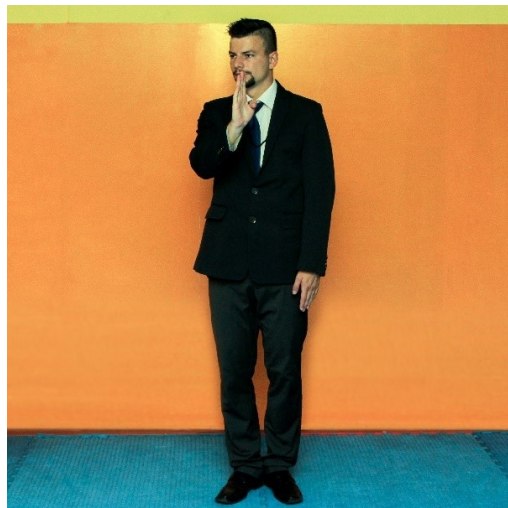
1.

MUBOBI (Self Endangerment)

The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate to the Judges that the contestant has endangered himself.



1.



2.



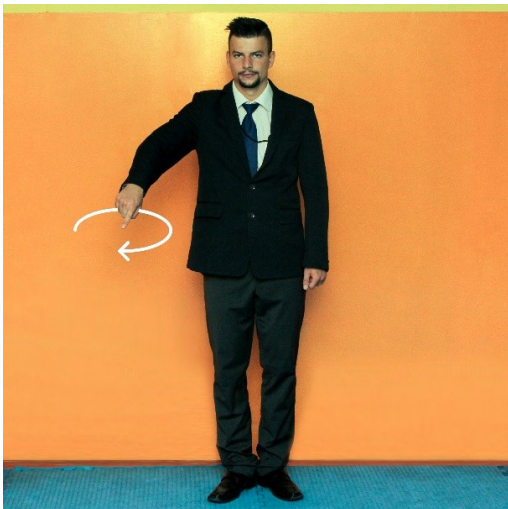
3.



4.

AVOIDING COMBAT

The Referee makes a circling motion with the down turned index finger to indicate to the Judges a offence.



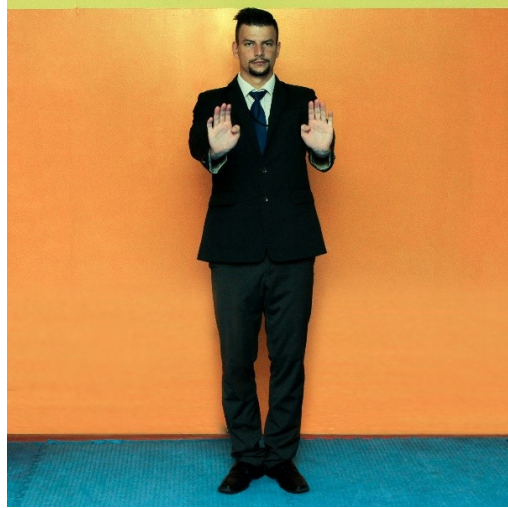
1.

UNNECESSARY CLINCHING, WRESTLING, PUSHING OR SEIZING WITHOUT A TECHNIQUE

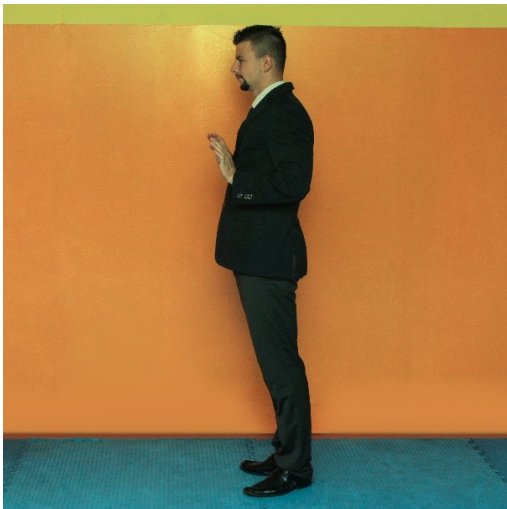
The Referee holds both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate to the Judges a offence.



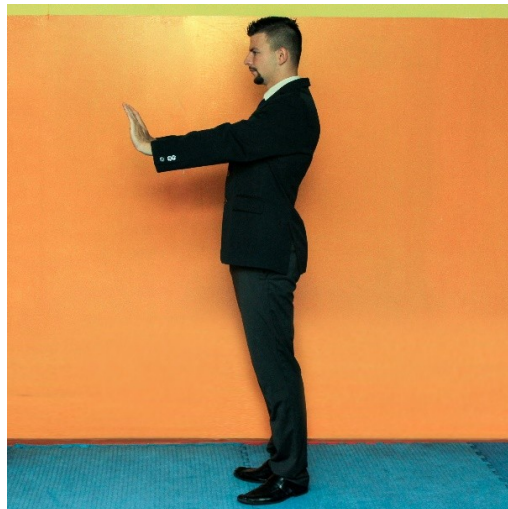
1. (pushing)



2. (pushing)



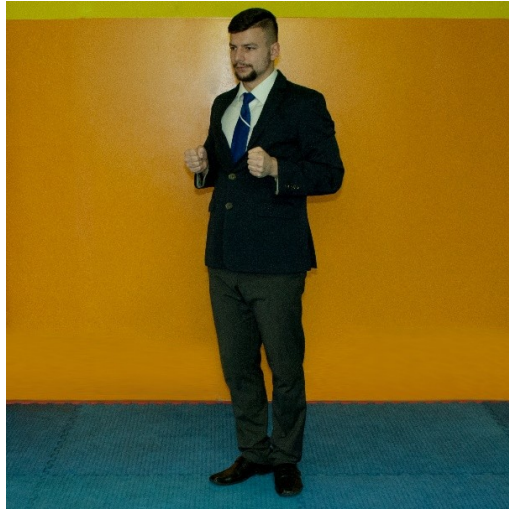
1. (pushing)



2. (pushing)



1. (saizing)



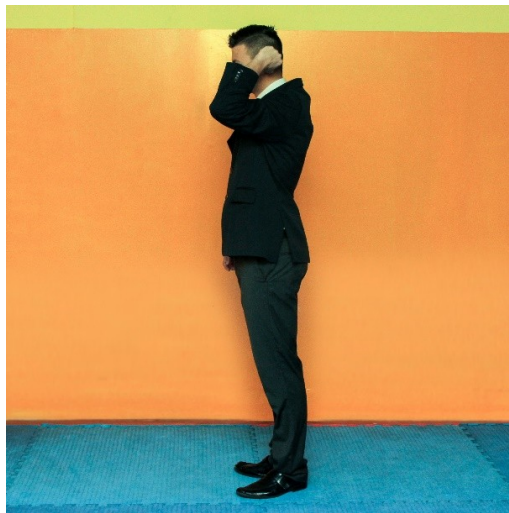
2. (saizing)

DANGEROUS ATTACKS

The Referee brings his clenched fist past the side of his head to indicate to the Judges a offence.



1.



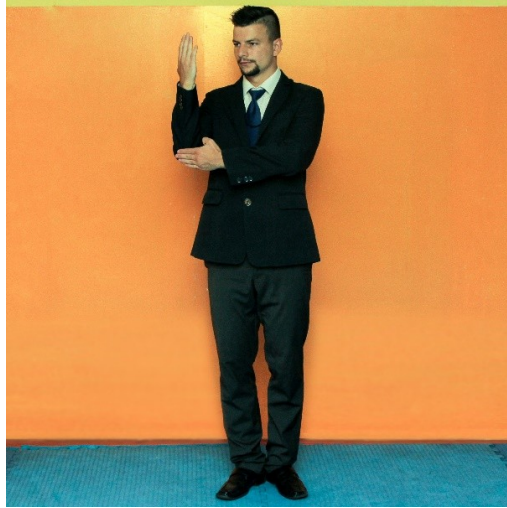
1.

ATTACKS WITH THE HEAD KNEES OR ELBOWS

The Referee touches his forehead, knee, or elbow with the open hand to indicate to the Judges a offence.



1. (attacks with head)



2. (attacks with elbow)



3. (attacks with knee)

TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR

The Referee places his index finger to his lips to indicate to the Judges a offence.

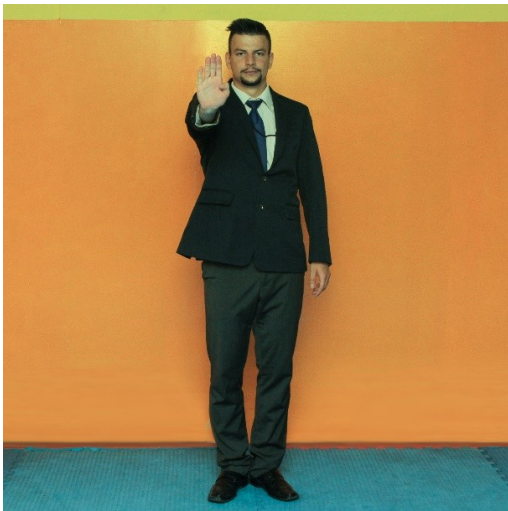


1.

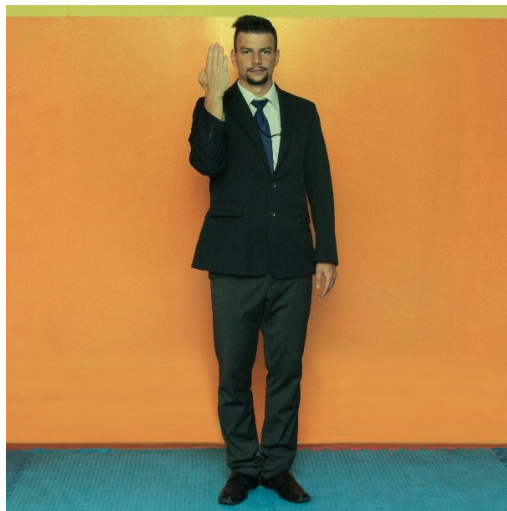
FUKUSHIN SHUGO

“Judges Called”

The Referee calls the Judges at the end of the match or bout: or to recommend Shikkaku or after the 10 second rule has been completed to resolve the situation and make a final decision.



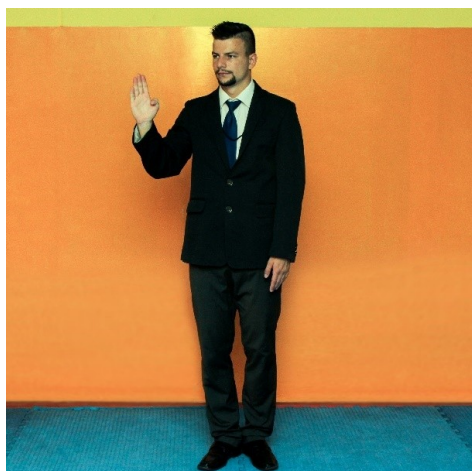
1.



2.

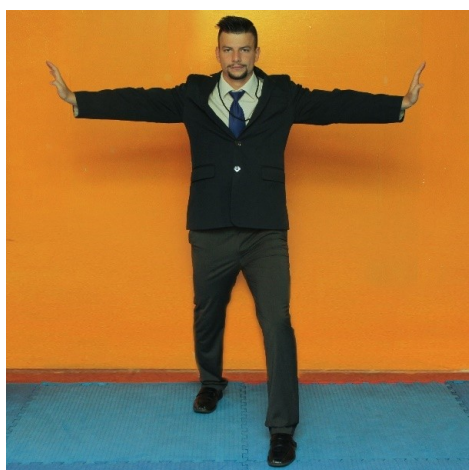
SENSHU (First unopposed scorer)

The Referee holds the hand facing inward, with the bent towards to Contestant indicate the first unopposed point scored.



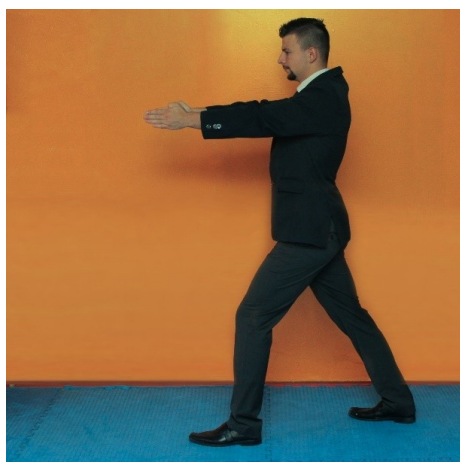
1.

WAKARETE



1.

TSUZUKETE



THE JUDGE'S FLAG SIGNALS

IPPON (1 point)



NIHON (2 point)



SANBON (3 points)



HARD CONTACT - CONTACT

The flags are crossed and extended with the arms straight to the offender.



JOGAI

The Judge taps the floor with the appropriate flag



1.

CHUI



2.

HANSOKU CHUI



HANSOKU



SCOREKEEPER MARKS

3	SANBON	three points
2	NIHON	two points
1	IPPON	one point
✓	SENSHU	First onopposed score
□	KACHI	Winner
x	MAKE	Losser
▲	HIKIWAKE	Draw
1C	CHUI - first instance	1st Warning
2C	CHUI - second instance	2nd Warning
3C	CHUI – third instance	3rd Warning
HC	HANSOKU CHUI	Warning of disqualification
H	HANSOKU	Disqualification
KK	KIKEN	Forfeiture
S	SHIKAKU	Serious disqualification

APPENDIX 3: LAYOUT OF THE KUMITE AND KATA COMPETITION AREA

1. The competition area for Kumite and Kata will be a matted square, with sides of eight meters (measured from the outside) with an additional one meter on all sides as a safety area. There will be a clear safety area of one meter on each side.
2. For Kata competition the mats are to be of uniform colour with the exception that outer meter of the 8 x 8 metres mats that must be of a different colour.
3. For Kumite competition two mats are inverted with the red side turned up in one metre distance from the mat centre to form a boundary between the Competitors. When starting or resuming combat the Competitors will be standing front and centre on the mat facing each other.
4. The Referee will be standing centred between the two mats facing the Competitors at a distance of two metres from the safety area.
5. In Kumite competition the Judges will seat in corners the safety area. Each will be equipped with a red and a blue flag. The Arbitrator will seat just outside the safety area, behind, and to the left of the Referee. He will be equipped with a red flag and whistle. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
6. Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table.
7. The one meter border should be in a different color from the rest of the matted area.

EXPLANATION:

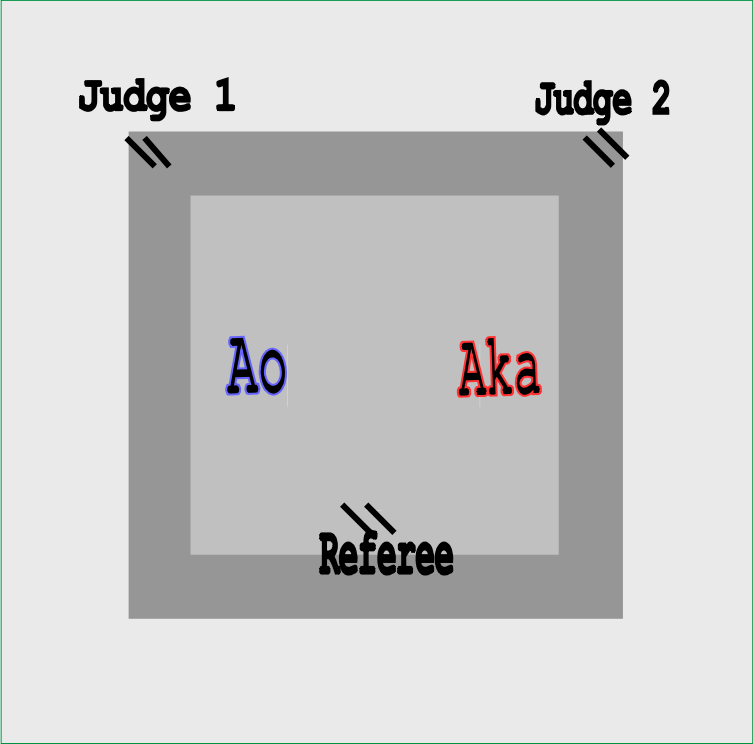
!. There must be no advertisement hoardings, walls, pillars etc. within one meter of the safety area's outer perimeter.

II. For the proper performance of Kata a stable smooth surface is required. Usually the matted Kumite areas will be suitable.

Kumite competition layout

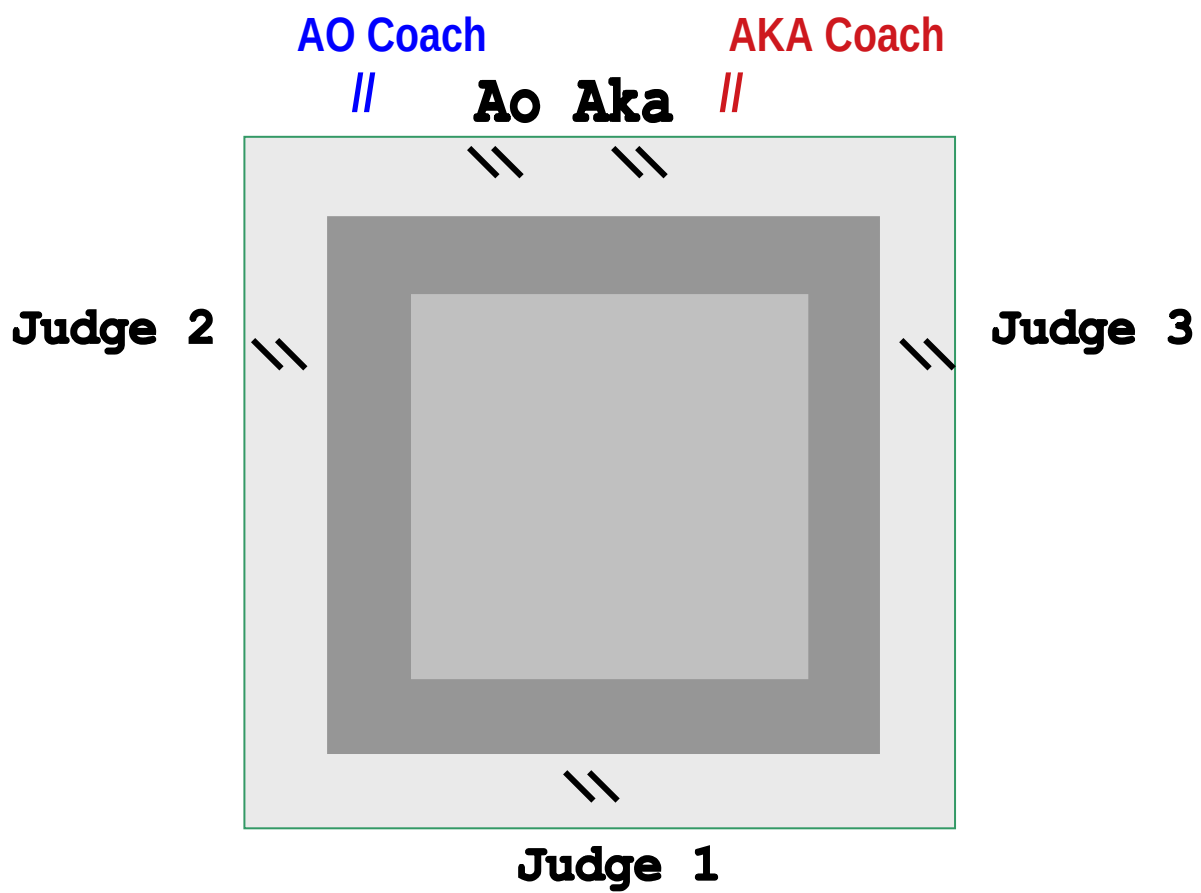
AO Coach
//

AKA Coach
//



Arbitrator

Kata - Three Judge layout for medal matches



Kata - Three Judge layout elimination and repassage matches

