

KSI COMPETITION RULES

&

REFEREE TERMINOLOGY

2012 World Tournament – Rules Updates

Age of Team Members:

There are some queries made regarding the age of competitors on team kumite and team kata. It is my understanding that in our past meetings and agreements and actual application and permitted use that we had decided an adult kumite team member has to be at least 18 years old at the time of the competition and that at least one member of the kata team has to be of the proper age and two can be slightly younger. The kata team must compete in the division of the oldest member.

Concussion/Head Injury:

I have been discussing some safety items with our head doctor and medical staff. In regard to a concussion: It is the opinion of many studies in sports science and medical sports doctors that should someone incur a concussion, dizziness or other symptoms of a head injury that competitor must not be allowed to compete for the balance of the tournament. Not only should be concerned for the safety of the competitor there are significant legal ramifications. It is the second injury syndrome that is most devastating. Many public schools in the USA won't allow a competitor in their respective sports resume competition for several months and with a Doctors approval and authorization.

It is not a frequent injury in our tournaments but there is always that risk. Sometimes they retain after effects for months after the injury. So for this WT if our doctor concludes that there is a head injury severe enough with indications of a concussion then the doctor should have the last word.

Other injuries can be waived at the time if over 18 or by the parent of a competitor or someone with the parents power of attorney or authority in writing by signing a specific disclaimer that he/she has been advised not to continue with the competition but nonetheless waives his rights against the entire organization staff and specifically the medical advisor.

Protective equipment:

There has been much discussion regarding protective equipment. Contrary to the posted 2008 Rules, for this 2012 World Tournament we will continue to allow the protective equipment used in prior World Tournaments. However, there are some general rules that must be followed: all contestants must have their own chest gear either white, white with red/blue dots, solid red/blue, black; white shin/instep, red/blue; red/blue gloves only. If a contestant is wearing Blue then they can either be wearing white shin/instep or a matching color (blue gloves blue shin/instep etc.) **Safety glasses—not regular glasses—will be allowed. We are also recommending white head gear to be used for contestants under age 18 as a safety feature. We will supply them as previously mentioned. Will have at Gasshuku for trying on.**

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KUMITE RULES

ARTICLE 1: KUMITE COMPETITION AREA

- 1.1 The competition area must be flat and devoid of all hazards.
- 1.2 The competition area must be a matted area.
- 1.3 The competition area will be a matted square, with sides of eight metres (measured from the outside) with an additional two metres on all sides as a safety area.
The area may not be elevated.
- 1.4 Two parallel lines, each 1 metre long and at right angles to the referee's line, must be drawn at a distance of 1.5metres from the centre of the competitions area for positioning for the competitors.
- 1.5 A line of 0.5 metres long must be drawn 2 metres either side from the centre of the competition area for positioning of the Referee and Judge.
- 1.6 The arbitrator shall be seated to the right of the scorers and timekeepers table.
- 1.7 A 1-metre border should be identifiable within the competition area by means of a different colour from the rest of the matted area, or by a broken white line.

EXPLANATION

- *There must be no advertisement hoardings, walls, pillars etc. within 1 metre of the safety area's outer perimeter.*
- *The mats used should be non-slip where they contact the floor proper but have a low coefficient of friction on the upper surface. They should not be as thick as Judo mats, since these impede Karate movement. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard*

ARTICLE 2: OFFICIAL DRESS

- 2.1 Contestants and their coaches must wear the official uniform as herein defined.
- 2.2 The Referee Council may disbar any official or competitor who does not comply with this regulation.

REFEREES

- 2.3 Referees and Judges must wear the official uniform designated by the Referee Council. This uniform must be worn at all tournaments and courses.
- 2.4 The official uniform will be decided by the Referee Council and will be as follows:-

A single breasted navy blue blazer bearing two buttons
 A white shirt with short sleeves
 An official tie, worn without tiepin
 Plain dark-grey trousers
 Plain dark blue or black socks and black slip-on shoes for use on the match area
 A whistle on a lanyard for wearing around the neck
 Black shoes for use off the area
 Female Referees and Judges may wear a hairclip

CONTESTANTS

- 2.5 Contestants must wear a white Karate Gi without stripes. The countries badge may be worn on the left breast and the countries national flag on the left shoulder. In addition, an identifying number issued by the Organising Committee may be worn on the back of the jacket. One contestant must wear a red belt and the other a blue belt. The red and blue belts must be around 5cm wide and of a length sufficient to allow 15cm free on each side of the knot.
- 2.6 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-quarters thigh length. Female competitors may wear a plain white t-shirt beneath the Karate jacket.
- 2.7 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.
- 2.8 The trousers must be long enough to cover at least two thirds of the shin and may not be rolled up.
- 2.9 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 contestants' 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. In Kata, a discreet hair clip is permitted.
- 2.10 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 contestants accept full responsibility for any injury.
- 2.11 KSI approved mitts, one contestant wearing red, and the other wearing blue are compulsory
- 2.12 Gum shields are strongly recommended and chest protectors are compulsory preferably white.
- 2.13 Boxes and shin/instep protectors of the soft thin kind (addidas) are compulsory.
- 2.14 Glasses are forbidden in Karate competitions. Soft contact lenses can be worn at the contestants' own risk.
- 2.15 Women may wear equipment such as chest protectors.
- 2.16 The use of bandages, padding or supports because of injury must be approved by the Referee on the advice of the Official Doctor.
- The leg and feet protection must be white and approved by KSI (approximately 1 cm. thick).

COACHES

- 2.17 The coach shall at all times during the tournament, wear a KSI sash. It will be yellow with black print and read COACH.
- 2.19 The Chief Referee may disbar any official or competitor who does not comply with this rule.

EXPLANATION

- *The contestant must wear a single belt. This will be red for AKA and blue for AO. Belts of grade should not be worn during the bout.*
- *Gum shields must fit properly.*
- *There may well be a religious basis for the wearing of certain items such as turbans or amulets. Persons wishing, by virtue of their religion, to wear what would otherwise be construed as unauthorised clothing must notify the Referee Council in advance of a tournament. The Referee Council will examine each application on its merit. No accommodation will be made for people who just turn up on the day and expect to participate.*
- *If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead the fighter will be given 1 minute to remedy matters.*
- *If the Referee Council agrees, Refereeing Officials may be allowed to remove their blazers.*

ARTICLE 3: ORGANISATION OF KUMITE COMPETITION

- 3.1 A Karate tournament may comprise Kumite competition and/or Kata competition. The Kumite competition may be further divided into the team match and the individual match. The individual match may be further divided into weight divisions and open category. Weight divisions are divided ultimately into bouts. The team “bout” also describes the individual Kumite competitions between opposing pairs of team members.
- 3.2 No contestant may be replaced by another in an individual title match.
- 3.3 Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from the category.
- 3.4 In team matches, each team must have an odd number of contestants. This is usually, 5 fighters in a male team and 3 fighters in a female team.
- 3.5 The contestants are all members of the team. There are no fixed reserves.
- 3.6 Before each match a team representative must hand into the official table, an official form defining the names and fighting order of the team members. The participants, drawn from the full team of 5 or 3 members, and their fighting order can be changed for each round provided the new fighting order is notified first, but once notified, it cannot be changed until that round is completed.
- 3.7 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.

EXPLANATION

- *A “round” is a discreet stage in a competition leading to the eventual identification of finalists. Elimination rounds eliminate 50% 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.*
- *The use of contestants’ names causes problems of pronunciation and identification. Tournament numbers should be allotted and used.*

- *When lining up before a match, a team will present the actual fighters. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.*
- *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/she must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the country or club, the belt 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 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 4: THE REFEREE PANEL

- 4.1 The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), one Judge (FUKUSHIN) and one Arbitrator (KANSA).
- 4.2 In addition, for facilitating the operation of matches, several 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 stands the Judge and on the right stands the Arbitrator.*
- *After the formal exchange of bows by contestants and Referee Panel, the Referee takes a step back, the Judge and Arbitrator turn inwards, and all bow together. All then take up their positions.*
- *When an individual Judge, Referee or Arbitrator change, the incoming replacement goes to the outgoing Official, they bow together and change positions.*

ARTICLE 5: DURATION OF BOUT

- 5.1 Duration of the Kumite bout is defined as two minutes for all Kumite bouts. Finals for seniors will be three minutes.
- 5.2 The timing of the bout starts when the Referee gives the signal to start and stops each time he/she calls "YAME".
- 5.3 The Timekeeper shall give signals by a clearly audible gong, or buzzer indicating "30 seconds to go" or "time-up". The "time-up" signal marks the end of the bout.

ARTICLE 6: SCORING

- 6.1 The result of the bout is determined by either contestant scoring 3 IPPONS, 6 WAZA-ARI, or a combination of the two totalling SANBON, or obtaining a decision, or by a HANSOKU, SHIKKAKU or KIKEN imposed against a contestant.
- 6.2 It must be noted that an IPPON is worth two WAZA-ARI.
- 6.3 An IPPON is awarded on the basis of the following:-
 - i) Good form
 - ii) Correct attitude
 - iii) Vigorous application
 - iv) Zanshin (perfect finish i.e. constant awareness)

- v) Proper timing
vi) Correct distance
- 6.4 An IPPON may also be awarded for techniques deficient in one of the above criteria but which conform to the following schedule:-
- i) Jodan kicks or other technically difficult techniques
ii) Deflecting an attack and scoring to the unguarded back of the opponent
iii) Sweeping or throwing followed by a scoring technique
iv) Delivering a combination technique, the individual components of which each score in their own right
v) Successfully scoring at the precise moment the opponent attacks
- 6.5 A WAZA-ARI is awarded for a technique almost comparable to that needed to score IPPON. The Refereeing Panel must look for IPPONS in the first instance and only award WAZA-ARI in the second instance.
- 6.6 A victory over an opponent who has been given a HANSOKU or SHIKKAKU will be a win by SANBON or 3 IPPONS as follows :
Hansoku: for Mubobi: the disqualified competitor shall keep his or her points.
Hansoku for jogai: the contestant will keep his or her points.
Hansoku for contact or forbidden techniques: the contestant will lose his or her points.
Shikkaku: the disqualified competitor shall lose his or her points.
If a contestant is absent, withdraws or is withdrawn, the opponent will be credited with a win by KIKEN (SANBON or 3 IPPONS). The contestant will keep his or her points.
- 6.7 Attacks are limited to the following areas:-
- i) Head - only when you sweep or throw
ii) Face - only when you sweep or throw
iii) Abdomen
iv) Chest
v) Back including shoulder blades (but excluding shoulders)
vi) Side
- 6.8 An effective technique delivered at the same time that the end of a bout is signalled, is considered valid. An attack, 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.
- 6.9 No technique, even if technically correct, will be scored if it is delivered when two contestants are outside the competition area. However, if one of the opponents delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.

EXPLANATION

- *A score of three Ippons achieved either directly or cumulatively determines the bout. Therefore if Aka has already scored five Waza-Aris and goes on to score a further Ippon, his maximum score will not exceed the three Ippon ceiling. This very basic rule is sometimes overlooked when scoring a team event that has relied on bout victories.*
- *Two Waza-Aris equal one Ippon in scoring value.*
- *A technique with "good form" is said to have characteristics conferring probable effectiveness within the framework of traditional KSI concepts. "Correct attitude" is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique. "Vigorous application" defines the power and speed of the technique and the palpable will for it to succeed; nothing held back. "Zanshin" is that criteria most often missed*

when a score is assessed. It is the state of continued commitment that endures after the technique has landed and the ability to continue with proper form, other continuing techniques. The contestant with “Zanshin” maintains total concentration and awareness of the opponent’s potentiality to counter-attack.

- “Proper timing” means delivering a technique when it will have the greatest potential effect. Proper distancing similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.
- If a contestant “covers up” so there is no possible area on which to score and after being clearly warned of this, will be seen to have violated the ‘mubobi 2 rule and will receive the appropriate penalty points
- Deflecting an attack and delivering a good technique to any unguarded target area of the opponent’s body can be scored as Ippon – not just attacks to his/her unguarded back.
- A sweeping technique need not require the contestant to fall to the floor; to merit Ippon, it is sufficient if he/she is merely unbalanced as a scoring technique is delivered. The Referee must not be too quick in halting a bout. Many potential successful sweep and strikes have been defeated by the Referee calling “Yame” too early. Two seconds should elapse after a sweep or throw, for it is during this time that the committed and co-ordinated attacker will have demonstrated his/her follow through.
- Combination attacks are those sequences of techniques that each individually merit at least Waza-Ari occurring in rapid succession. Techniques, which land below the belt, may score, as long as they are above the pubic bone.
- A technique delivered with good form and which lands upon the shoulder blades may score. The non-scoring part of the shoulders 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 contestants leave the area after the bout’s conclusion. Penalties can be imposed after that, but then only by the Referee Council.
- True Aiuchis are rare. Not only must two techniques land simultaneously but both must be valid scoring techniques – each with good form etc. Two techniques may well land simultaneously; but seldom are both – if indeed either – effective scores. The Referee must not dismiss as Aiuchi, a situation where only one of the simultaneous pair is actually a score. This is not Aiuchi. In addition the referee must be confident and vigilant in judging which effective technique does in fact land first.

ARTICLE 7: CRITERIA FOR DECISION

- 7.1 In the absence of a SANBON score, or a defeat caused by KIKEN, HANSOKU or a SHIKKAKU, during the bout a decision is taken on the basis of the following considerations:-
- i) Whether there have been any IPPONS or WAZI-ARI awarded.
 - ii) The attitude, fighting spirit and strength demonstrated by the contestants.
 - iii) The superiority of tactics and techniques.
- 7.2 In individual category where there is no score superiority, then the following procedure will be followed:-

- i) At the end of a bout where the scores are equal the result shall be a draw (“HIKIWAKE”) and ENCHO-SEN should be announced. ENCHO-SEN shall be fought till a point is made or a penalty is given which results in a point being awarded to the other contestant.
- ii) A penalty or warning incurred in the bout will be carried forward to the ENCHO-SEN.

- 7.3 In team competition, the winning team is the one with the most bout victories.
- 7.4 If two teams have the same number of victories, the winner is the one whose contestants have scored the most points, taking both winning and losing fights into account.
- 7.5 If two teams have the same number of victories and scores, a deciding bout must be held between representatives of the two teams. In the event of a continuing tie, there is an extension (“ENCHO-SEN”). The first contestant to score IPPON or WAZA-ARI is declared the winner.
- 7.6 In male team matches, a team, which obtains a lead of three bout victories, will be declared the winner at that point, or in the case of female teams, a lead of two bout victories at KSI discretion.
- 7.7 If there is no decision after a bout of an individual match, an extension (“ENCHO-SEN”) will be fought until a score is obtained.

EXPLANATION

- *When scores are unequal, the contestant who completes the bout satisfactorily a Waza-Ari or an Ippon ahead of the opponent shall be given the victory.*
- *The Encho-Sen is an extension of a bout; it is not a separate bout. Penalties awarded in the bout proper will therefore carry over into the Encho-Sen.*
- *Where a team match has tied in both victories and points, an additional bout is then fought between selectees. The selectees must be nominated within one minute of the announcement of this bout and the persons making the nominations will be those who signed the original fighting order form for the match. If the extra bout ties, an Encho-Sen will be fought and as in common with all Encho-Sens, a decision must be reached at its conclusion.*

ARTICLE 8: PROHIBITED BEHAVIOUR

- 8.1 The following are forbidden:-
- i) Hand techniques to head, face and neck unless delivered after a sweep or throw.
 - ii) Techniques which make contact with the throat
 - iii) Techniques which make excessive contact, having regard to the scoring area attacked. All techniques, which impact the head, face or neck and results in visible injury must be penalised, unless caused by the recipient.
 - iv) Attacks to the groin, joints or instep.
 - v) Attacks to the face with open hand techniques (“TEISHO or NUKITE”).
 - vi) Dangerous throws which by their nature preclude or prejudice the opponent’s ability to land with safety.
 - vii) *Techniques, which by their nature cannot be controlled for the safety of the opponent. such as Kakato-geri or direct face or throat area kicks with Mae-geri or Yoko –geri.*
 - viii) Direct attacks to arms or legs. *Sweeps that connect too high on the leg are also considered as direct attacks.*
 - ix) Repeated exits from the competition area (JOGAI), or movements that waste too much time, JOGAI relates to a situation where a contestant’s body, or part thereof,

touches the floor outside of the area. An exception is when the contestant is actually pushed or thrown from the area by his/her opponent.

- x) MUBOBI relates to a situation where one or both contestants display a lack of regard for his or their own safety.
- xi) Feigning of injury in order to gain advantage.
- xii) Any discourteous behaviour from a member of an official delegation can earn the disqualification of the offender, or the entire team delegation from the tournament. Clinching, wrestling, pushing, or seizing, without attempting a throw or other technique.

EXPLANATION

- *Any contact to the throat must be penalised, unless it is the recipients' own fault (Mubobi etc).*
- *The Referee must consider the effects of a marked disparity in size between contestants – as can occur in a team match, or in an open weight bout.*
- *The Referee must constantly observe the injured contestant. The latter's behaviour may help the Referee in his/her assessment. A short delay in giving a judgement allows injury symptoms such as nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate any slight injury for tactical advantage. Examples of this are blowing violently through an injured nose or rubbing the face roughly with the back of a mitt. Pre-existing injury can produce symptoms out of all proportions to the degree of contact used.*
- *The trained Karate-ka can absorb strong impact over muscled areas, such as the abdomen, but the breastbone and ribs are vulnerable to injury. For this reason, reasonable control over body contact must be exercised. The accidental kick in the groin can reduce the opponent's potential for winning as surely as a deliberate one. Therefore the Referee should award a penalty in either case. Foot sweeps that land high on the leg can cause injury. The Referee must assess the validity of any sweep-attack to the leg; ineffectual but painful attacks of this sort should be immediately penalised.*
- *Different Karate-ka have different abilities at controlling techniques and for this reason, there is no actual classification of "dangerous techniques". The contestant must perform all techniques with control and good form. If he/she cannot, then regardless of the technique misused, a warning or penalty must be imposed.*
- *The point at which "Yame" is called is helpful in determining if Jogai has occurred. If the point occurs first the jogai will not be awarded. If Aka's attempt to score is unsuccessful, "Yame" will not be called and the exit will be recorded. If Ao exits just after Aka scores with a successful attack, then "Yame" will occur immediately after the score and Ao's exit will not be recorded.*
- *Movements, which waste time, include pointless circling, where one or both contestants do not engage in combat. It is expected that they will initially test each other but within a short time, deliberate and effective attacks and counters should occur. If for any reason this does not happen after a reasonable interval, the Referee must stop the bout and caution the offender/s. The contestant who constantly retreats without effective courses, rather than allow the opponent an opportunity to score, must be penalised. This often occurs during the closing seconds of a bout.*
- *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. For the contestant's own safety, he/she must be warned at an early stage.*
- *A warning or penalty can be imposed for exaggerating injury.*
- *The Coach will be assigned a specific place by the Referee Council in conjunction with the tournament organisation officials. This area will be close to the competition area and the Coach*

allowed a free and uninterrupted access to contestants between bouts. To assist the contestants, a visible scoreboard must be employed, which can be clearly viewed by Coaches and contestants. Coaches are only allowed to give tips after yame and before hajime in a bout.

ARTICLE 9: PENALTIES

The following scale of penalties shall operate: -

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|-----|--------------|--|
| 9.1 | ATENAI YONI: | May be imposed for intended minor infractions or for the first (Warning) instance of a minor infraction. |
| 9.2 | KEIKOKU | This is a penalty in which WAZA-ARI is added to the opponent's score. KEIKOKU is imposed for minor infractions, for which a warning has previously been given in that bout, or for infractions not sufficiently serious to merit HANSOKU-CHUI. |
| 9.3 | HANSOKU-CHUI | This is a penalty in which IPPON is added to the opponent's score. HANSOKU-CHUI is usually for infractions for which a KEIKOKU has previously been given in that bout. |
| 9.4 | HANSOKU | This is imposed following a very serious infraction. It results in the opponent's score being raised to SANBON. HANSOKU is also invoked when the number of HANSOKU-CHUIS and KEIKOKUS imposed raise the opponent's score to SANBON. |
| 9.5 | SHIKKAKU | This is a disqualification from the actual tournament, competition or match. |

EXPLANATION

- *A penalty can be directly imposed for a rules infraction, but once given, repeats of that particular infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a Keikoku for excessive contact, and then give a warning for a second instance of excessive contact.*
- *Penalties do not cross-accumulate. This is to say that a warning for the first instance of Mubobi will not be followed by an automatic Keikoku for the first instance of Jogai. The general penalties imposed are those of Keikoku, Hansoku-Chui, Hansoku and Shikkaku. The infraction should be indicated by prefacing the Hansoku-Chui or Keikoku, with an explanation such as "Jogai (or "Mubobi") Hansoku-Chui/Keikoku".*
- *When the penalties incurred in any one bout, through various infractions, total Sanbon, then the offender will be declared the loser and the winner announced as "Aka/Ao no Kachi".*
- *Warnings are given where there has clearly been a minor infraction of the rules, but the contestant's potential for winning is not diminished (in the opinion of the Referee Panel) by the opponent's foul.*
- *A Keikoku may be imposed directly, without first giving a warning. Keikoku is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Referee Panel) by the opponent's foul.*
- *A Hansoku-Chui may be imposed directly, or following a warning or Keikoku and is used where the contestant's potential for winning has been seriously reduced by the opponent's foul.*

- *A Hansoku is imposed for cumulative penalties but can also be imposed directly for serious rule infractions. It is used when, in the opinion of the Referee Panel for the bout, the contestant's potential to win has been reduced virtually to zero by the opponent's foul.*
- *A Shikkaku can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it – it is sufficient if the Coach or non-combatant of the contestant's 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.*
- *A public announcement of Shikkaku must be made.*

ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION

- 10.1 KIKEN or forfeiture is the decision given when a contestant or contestants 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.
- 10.2 If two contestants injure each other at the same time 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 at that time. If the points score is equal, then a decision (HANTEI) will decide the outcome of the bout.
- 10.3 An injured contestant, who has been declared unfit to fight by the tournament Doctor, cannot fight again in that competition.
- 10.4 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.
- 10.5 When a contestant is injured, the Referee shall at once halt the bout and call the Doctor. The Doctor is authorised to diagnose and treat injury only.

EXPLANATION

- *Self-inflicted injury and those injuries, caused by the athlete, are easy to deal with but when assessing an injury caused by the opponent's technique, the Panel must consider whether the technique was valid. Was it properly applied to the proper area at the correct time and with the correct degree of control? Considerations of this will assist the Referee Panel in deciding whether the injured contestant should be declared the loser by Kiken, or whether the opponent should be penalised for a foul.*
- *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 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 on KIKEN, HANSOKU or SHIKKAKU, as the case may be.*
- *In order that the credibility of the sport is maintained, competitors who feign injury will be subject to the strongest penalties, up to and including, suspension for life for repeated offences.*
- *Competitors, who receive SHIKKAKU for feigning injury, will be taken from the competition area and put directly into the hands of the K.S.I. Medical Commission, who will carry out an immediate examination of the competitor. The Medical Commission will submit its' report before the end of the Championship, for the consideration of the Referee Council.*

ARTICLE 11: PROTEST

- 11.1 No one may protest about a judgement to the members of the Refereeing Panel.
- 11.2 If a refereeing procedure appears to contravene these rules, the official representative is the only one allowed to make a protest.
- 11.3 A coach can protest to an area controller for, breach of rules, who can stop the fight immediately. Or to an arbitrator who may stop the fight after yame. If however the coach is found to be wrong about his protest, he can be penalized as well as the fighter he is coaching. (With a minimum of wasa-ari) and even as severe as shikkaku.
- 11.4 The protest must be submitted to a representative of the Referee Council. In due course, the Council will review the circumstances leading to the protested decision. Having considered all the facts available, it will produce a report, and shall be empowered to take such action as may be called for.
- 11.5 Any protests concerning application of the rules, must be made in accordance with the complaints procedure, defined by the K.S.I.-D.C., and submitted in writing on an approved form and signed by the official representative of the team contestant/s.

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 excepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*
- *In case of an administrative malfunction during a match in progress, the Coach can notify the Match Area Controller directly. In turn, the Area Controller will notify the Referee.*
- *The Referee Council will review the protest, and as part of this review, the Council will study the evidence submitted in support of the protest. The Council will also study official videos and question Match Area Controllers, in an effort to objectively examine the protest's validity.*
- *If the protest is held by the Referee Council 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 Treasury will refund the deposit paid.*
- *If the protest is held by the Referee Council to be invalid, it will be rejected and the deposit forfeited to K.S.I.*

ARTICLE 12: POWERS AND DUTIES OF THE REFEREE COUNCIL, MATCH AREA, CONTROLLERS, REFEREES, JUDGES AND ARBITRATORS

- 12.1 The Chief Referee's power and duties shall be as follows:-
- i) To ensure the correct preparation for each given tournament in consultation with the tournament organiser/organising committee, with regard to competition area arrangements, the provision and deployment of all equipment and necessary facilities, match operation and supervision and safety precautions etc.
 - ii) To decide, in advance the allocation and appointments of Arbitrators, Referees and Judges, and to oversee the performance of the officials.
 - iii) To nominate substitute officials where such are required (the composition of a panel of officials may not be changed at the sole discretion of the Arbitrator, Referee or Judge).

- iv) 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.

12.2 The Arbitrator's powers and duties shall be as follows:-

- i) To monitor the performance of the competitors.
- ii) To express an opinion when invited to be involved in a discussion with the Referee and the Judge, or just the Referee, by the Referee.
- iii) Only when taking part in consultation with the Referee and Judge, or when referred to for an opinion, shall the Arbitrator be entitled to a vote.
- iv) When the Referee and the Judge consult, the Arbitrator, if requested, shall take part. When the Arbitrator has an opinion to express, it must be done through the intermediary of the Referee, who will consequently summon the Judge. This full procedure may, however be omitted when the Referee simply refers to the Arbitrator for an opinion.
- v) The Arbitrator must NOT signal or indicate his opinion, unless requested to do so by the Referee.
- vi) The Arbitrator has the power to signal to the Referee by the use of whistle or another agreed method should the Arbitrator consider that there has been an administrative error.
- vii) The powers of the Arbitrator will include the supervision of the Timekeeper and of the Scorekeeper.

In this connection, the scores recorded by the Arbitrator, shall be the official scores if they differ to those recorded by the Scorekeeper.

- ix) Records of the match shall become official records, subject to the approval of the Arbitrator with his signature.

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

- i) The Referee shall have the power to conduct matches (including announcing the start, the suspension and the end of the match).

The Referee has the power to:-

- a) To award an IPPON or WAZA-ARI
 - b) To explain, if necessary, the basis for giving a judgement.
 - c) To impose penalties and to issue warnings (before, during or after a bout).
 - d) To obtain the opinion of the Judge and/or Arbitrator (when required).
 - e) To announce an extension to a bout or match.
- ii) The authority of the Referee is not confined solely to the competition area; it shall include it's immediate perimeter.
 - iii) The Referee shall give all commands and make all announcements.
 - iv) When the Judge signals (by a gesture), an effective technique, a foul or other occurrence, the Referee must consider the Judge's signal and give a judgement.

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

- i) The Judge shall:-
 - a) Assist the Referee.
 - b) Take part in consultation with the Referee and the Arbitrator when invited to do so by the Referee.
 - c) Signal an opinion by the use of discreet gestures.
 - d) To exercise a right to vote on a decision to be taken.

- ii) The Judge shall only speak if summoned by the Referee.
- iii) The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the event of the following:-
 - a) When an IPPON or WAZA-ARI is observed.
 - b) When a contestant appears about to commit, or has committed, a prohibited act and/or technique.
 - c) When an injury to or illness of a contestant is noticed.
 - d) When one or both of the contestants have moved out of the competition area.
 - e) In other cases, where it is considered necessary, to bring a matter to the attention of the Referee.

12.5 All consultations between the officials must be kept as brief as possible. Wherever possible, discussions should be avoided and prescribed gestures relied upon.

12.6 All officials must carry out their duties in a dignified, professional and unbiased manner.

EXPLANATION

- *When explaining the basis for a judgement after the match, the Referee may speak to the Match Area Controller or the Referee Council. The Referee will explain to no one else. The Good Referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts, with no outcome, such as "Yame-Torimasen" must be avoided.*
- *The Referee need not halt a bout when the Judge signals, if convinced the signal is incorrect. The Referee's judgement in this instance is made "on the move". Before over-ruling the Judge's signal, the Referee must consider whether the Judge was better sighted.*
- *When, however, the match has been halted and the Judge has a different opinion to that of the Referee, then the majority decision will prevail.*
- *The Judge must only score what he/she actually sees. If they are not sure that a technique actually reached a scoring area, he/she should signal "Mienai"*

ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES

- 13.1 The terms and gestures to be used by the Referee and Judge, in the operation of a match, shall be as specified in Appendix's 1 and 2.
- 13.2 The Referee and Judge shall take up their prescribed positions, and following an exchange of bows between the contestants, the Referee will announce "SHOBU SANBON HAJIME" and the bout will commence.
- 13.3 The Referee will stop the bout by announcing "YAME", when a scoring technique is seen.
- 13.4 The Referee will order the contestants to take up their original positions.
 - i) The Referee returns to his/her position and the Judge indicates his/her opinion by means of a signal.
 - ii) The Referee indicates the relevant score, awards WAZA-ARI or IPPON and supplements the announcement with the prescribed gesture.
 - iii) The Referee then restarts the bout by calling "TSUZUKETE HAJIME".
- 13.5 When a contestant has scored SANBON during a bout, the Referee shall call "YAME" and order the contestants' back to their standing lines as he/she returns to his/hers. 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.

- 13.6 The Referee will award the decision and announce the winner, or give a draw (“HIKIWAKE”).
- 13.7 In the event of a tied individual bout, the Referee will announce “ENCHO-SEN” and start the extension with the command “SHOBU HAJIME”.
- 13.8 When faced with the following situations, the Referee shall announce “YAME” and halt the bout temporarily. The bout will subsequently be restarted.
- i) When both or either of the contestants are out of the area (or when a Judge signals a JOGAI), the Referee will order the two contestants to their initial positions.
 - ii) When the Referee orders the contestant to adjust his/her Gi.
 - iii) When the Referee notices that a contestant appears about to contravene the rules, or when a signal concerning the same from a Judge is perceived.
 - iv) When the Referee notices that a contestant has contravened the rules, or when the Referee perceives a signal from the Judge regarding the same.
 - v) 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.
 - vi) When a contestant seizes his/her opponent and does not perform an immediate effective technique, the Referee will separate them.
 - vii) When one or both contestants fall or are thrown and no effective techniques are immediately forthcoming.

EXPLANATION

- *When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, he/she 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 by motioning with his forearms as shown in Appendix 2 of the rules.*
- *When halting a bout, the Referee does not merely call “Yame”. He/she also makes the appropriate signal. The Referee must first identify the scoring opponent (“Aka or Ao”), then the scoring area attacked (Chudan, Jodan). This is followed by the general classification of scoring techniques used (“Tsuki, Uchi or Keri”), and finally the score awarded (“Waza-Ari or Ippon”).*
- *When re-starting a 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 re-commence. The Referee must re-start the bout with the minimum of delay.*

ARTICLE 14: MODIFICATIONS

- 14.1 Only the K.S.I. Referee Council with the approval of the Directing Committee can alter or modify these rules.

KATA RULES

ARTICLE 1: KATA COMPETITION AREA

- 1.1 The competition area must be flat and devoid of hazard.
- 1.2 The competition area must be of sufficient size to permit the uninterrupted performance of Kata.

EXPLANATION

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

ARTICLE 2: OFFICIAL DRESS

- 2.1 Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.
- 2.2 Any person, who does not comply with this regulation, will 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 3: ORGANISATION OF KATA COMPETITION

- 3.1 Kata competition takes the form of Team and Individual matches. Team matches consist of competition between three person teams. Each Team is exclusively male or female. The Individual Kata match consists of individual performance in separate male and female divisions.
- 3.2 The elimination system with flags and repechage will be applied.
- 3.3 The contestants will be expected to perform a different Kata in the first two rounds.
- 3.4 The score table will be notified of the choice of Kata, prior to the round.
- 3.5 In the finals of Team Kata Competition, the two finalist Teams will perform their chosen Kata in the normal way.

ARTICLE 4: THE JUDGING PANEL

- 4.1 The panel of three or five Judges for each match will be designated by the Match Area Controller.
- 4.2 In addition, scorekeepers and caller/announcers will be appointed. The Judges of a kata match must not represent the same country as either of the two competitors.

EXPLANATION

- *The Chief Kata Judge will sit at the perimeter of the competition area facing the contestant/s. The other two Judges will sit on the left and right sides, two metres from the centreline of the area, and towards the contestants' entry point. All the judges will have a red and a blue flag.*

ARTICLE 5: CRITERIA FOR DECISION

- 5.1 The Kata must be performed with competence, and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant or Team, the Judges will look for:-
- i) A realistic demonstration of the Kata meaning.
 - ii) Understanding of the techniques being used (BUNKAI).
 - iii) Good timing, rhythm, speed, balance and focus of power (KIME).
 - iv) Correct and proper use of breathing as an aid to 'KIME'.
 - v) Correct focus of attention (CHAKUGAN) and concentration.
 - vi) Correct stances (DACHI) with proper tension in the legs.
 - vii) Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
 - viii) Correct form (KIHON).
 - ix) The performance should also be evaluated with a view to discerning other points.
 - x) In Team Kata, synchronisation without external cues is an added factor.
- 5.2 A contestant who comes to a halt during the performance of the Kata, or who performs a Kata different from that announced will be disqualified.

EXPLANATION

- *Kata is not a dance or theatrical performance. It 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 also demonstrate strength, power and speed as well as grace, rhythm and balance.*
- *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 synchronisation.*
- *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.*

ARTICLE 6: OPERATION OF MATCHES

- 6.1 At the start of each bout and in answer to their names, the two contestants, 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.
Following a bow to the Judging Panel, AO will then step back out of the Match Area. After moving to the starting position and after a clear announcement of the name of the Kata that is to be performed, AKA will begin. On completion of the Kata, AKA will 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.
- 6.2 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.
- 6.3 If a contestant is disqualified, the Chief Judge will cross and uncross the flags.
- 6.4 After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The three flags will be raised at the same time.
- 6.5 The Referee will blow a further short blast on the whistle, whereupon the flags will be lowered.
- 6.6 The decision will be for AKA or AO. No ties are permitted. The competitor, who receives two or three votes, is declared the winner by the caller/announcer.
- 6.7 The competitors will bow to each other, then to the Judging Panel, and leave the area.

EXPLANATION

- *The starting point for Kata performance is within the perimeter of the competition area.*

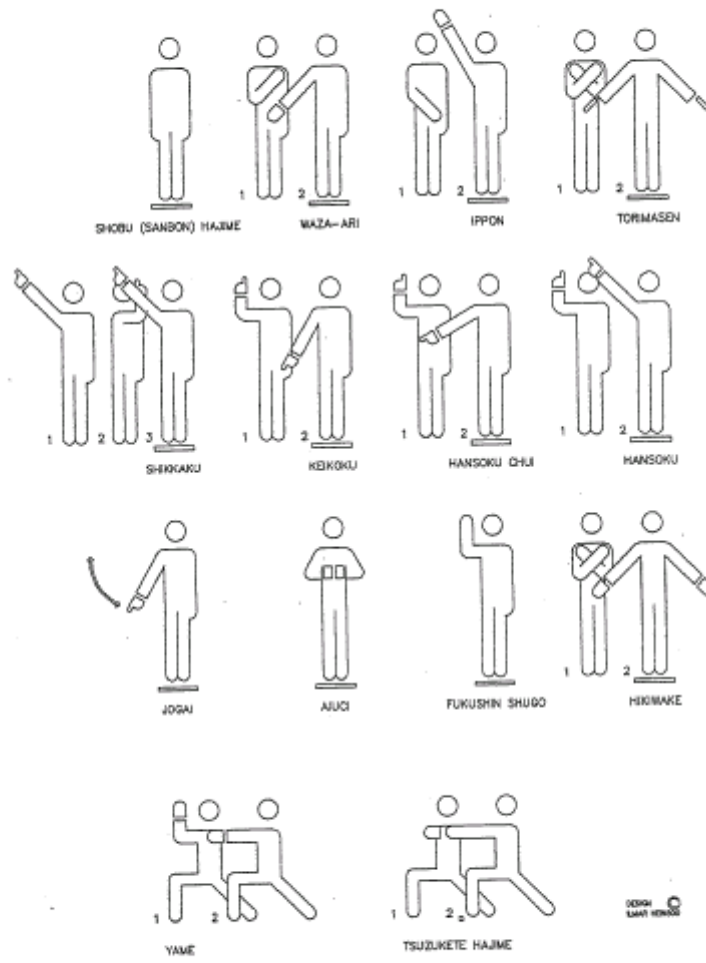
APPENDIX I: THE TERMINOLOGY

SHOBU SANBON HAJIME	Start the Bout	<i>Referee stands on his/her line</i>
SHOBU HAJIME	Start the extended bout	<i>Referee stands on his/her line</i>
ATOSHI BARAKU	A little more time left	<i>An audible signal will be given by the time-keeper 30 seconds before the actual end of the bout</i>
YAME	Stop	<i>Interruption, or end of the bout. The Referee chops downwards with his hand. The time-keeper stops the clock</i>
MOTO NO ICHI	Original position	<i>Contestants, Referee and Judge return to their respective standing lines</i>
TSUZUKETE	Fight On	<i>Resumption of fighting ordered when unauthorised interruption occurs</i>
TSUZKETE HAJIME	Resume Fighting – Begin	<i>Referee standing upon his line, steps back into Zenkutsu-Dachi and brings the palms of his hands towards each other</i>
SHUGO	Judge called	<i>The Referee beckons with his arms to the Judge</i>
HANTEI	Judgement	<i>Referee consults with the Judge and requests a view in order to arrive at a decision</i>
HIKIWAKE	Draw	<i>Referee crosses arms over chest, then uncrosses and holds arms out from the body with the palms showing upwards</i>
TORIMASEN	Unacceptable as scoring techniques	<i>As Hikiwake, but culminating with the palms facing downwards towards the body</i>
ENCHO-SEN	Extension	<i>Referee reopens match with command “Shobu Hajime”</i>
AIUCHI	Simultaneous Scoring Technique	<i>No point awarded to either contestant. Referee brings fist together in front of the chest</i>
AKA (AO) NO KACHI	Red (Blue) Wins	<i>The Referee obliquely raised his arm on the side of the winner</i>
AKA (AO) IPPON	Red (Blue) scores Ippon	<i>As above</i>
AKA (AO) WAZA-ARI	Red (Blue) scores Waza-Ari	<i>The Referee extends downwards 45° with his arm on the side of the scorer</i>
ATENAI YONI	Warning without penalty	<i>The Referee raises one hand in a fist with the other hand covering it at chest level and shows it to the offender</i>

KEIKOKU	Warning with Waza-ari penalty in Sanbon Shobu	<i>Referee points with his index finger to the feet of the offender at an angle of 45°</i>
HANSOKU-CHUI	Warning with an Ippon penalty	<i>The Referee points with his index finger to the abdomen of the offender parallel to the floor</i>
HANSOKU	Foul	<i>The Referee points with his index finger to the face of the offender at a 45° angle and announces a victory for the opponent</i>
JOGAI	Exit from the fighting area	<i>The Referee points with his index finger at a 45° angle to the area boundary on the side of the offender</i>
JOGAI-KEIKOKU	Second exit from fighting area	<i>Waza-ari penalty is given to the opponent</i>
JOGAI-HANSOKU CHUI	Third exit from fighting area	<i>Referee uses two hand signals with announcement “Aka (or AO) Jogai Hansoku Chui. He first points with his index finger to the match boundary on the side of the offender, then to the offender’s abdomen</i>
JOGAI-HANSOKU	Fourth and final exit from fighting area	<i>Fourth exit from the fighting, Referee announces victory to the opponent. Aka (AO) No Kachi</i>
SHIKKAKU	Disqualification	<i>Referee uses two hand signals with the announcement “Aka (AO)-Shikkaku”. He first points with his index finger to the offender’s face then obliquely above and behind him. The Referee will announce with the appropriate gesture as previously given “AO (Aka) No Kachi”</i>
KIKEN	Renunciation	<i>The Referee points with his index finger towards the contestant</i>
MUBOBI	Warning for lack of regard for ones own safety	<i>The Referee points one index finger in the air at a 60° angle on the side of the offender</i>
MUBOBI-KEIKOKU	Warning with Waza –Ari penalty	<i>Referee uses two hand signals with announcement Aka (or AO)-Mubobi-Keikoku He points with his index finger a 60° angle on the side of the offender, then to the offender’s feet</i>

APPENDIX 2: THE GESTURES OF REFEREE AND JUDGE

REFEREE'S GESTURES



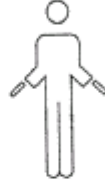
JUDGE'S GESTURES



WAZA-ARI



IPPON



TORMASEN



AIJUCI



JOGAI



MENAI



NUKEMAS



MAAI



ATENAI YONI



KEIKOKU



CHUI



HANSOKU



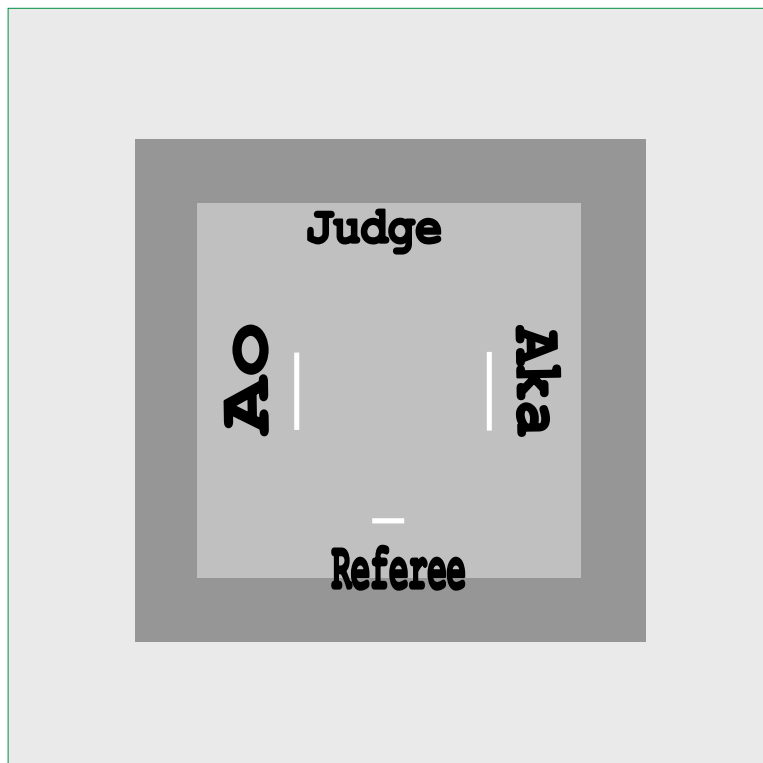
UKEMAS



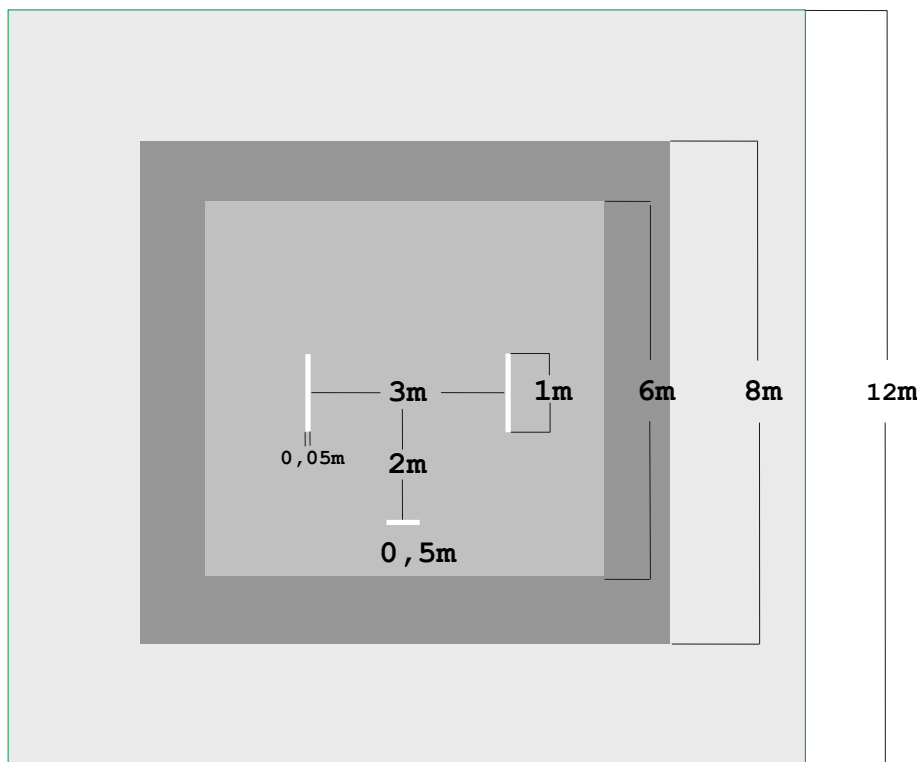
APPENDIX 3: SCOREKEEPERS MARKS

<u>SYMBOL</u>	<u>JAPANESE</u>	<u>MEANING</u>	<u>SYMBOL</u>	<u>JAPANESE</u>
□	Kachi	Winner	JK	Jogai Keikoku
●	Ippon	Full Point	K	Keikoku
○	Waza-Ari	Half Point	HC	Hansoku Chui
▲	Hikiwake	Draw		
X	Make	Defeat	M	Mubobi
J	Jogai	Exit	H	Hansoku
Kn	Kiken	Retirement	S	Shikkaku

These symbols are to be used by both the Scorekeeper and Arbitrator.

APPENDIX 4: LAYOUT OF THE KUMITE COMPETITION AREA

Arbitrator



APPENDIX 5: LAYOUT OF THE KATA COMPETITION AREA

