



World Karate Federation

世界空手道联盟

型（KATA）和组手（KUMITE）比赛规则

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It should be noted that the male gender used in this text also refers to the female

注: 文中“他”亦指女性

KUMITE RULES

组手规则

ARTICLE 1: KUMITE COMPETITION AREA

第一条：组手比赛场地

1. The competition area must be flat and devoid of hazard.
比赛场地必须平坦且无危险。
2. The competition area will be a matted square, of a WKF approved type, with sides of eight meters (measured from the outside) with an additional two meters on all sides as a safety area. There will be a clear safety area of two meters on each side.
比赛场地是边长为 8 米(由场地外缘量起)的正方形场地，上需铺有经 WKF 认可的垫子，场地四周应有两米净空的区域作为安全区。
3. Two mats are inverted with the red side turned up in a one meter distance from the mat centre to form a boundary between the contestants.
将距离比赛场地中心点 1 米处的两块垫子反转，以红色一面向上，作为两位选手位置的标识。
4. The Referee will be standing centered between the two mats facing the competitors at a distance of one meter from the safety area.
主裁应面向两位选手，站在距离安全区1米的两块垫子中间。
5. Each judge will be seated at the corners on the mat in the safety area. The referee may move around the entire tatami, including the safety area where the judges are seated. Each judge will be equipped with a red and a blue flag.
边裁应分坐在场地四个角落的安全区内。主裁可以在整个场地内移动，包括边裁所在的安全区部分。每位边裁都将手执红、蓝旗各一只。
6. The Match Supervisor will be seated just outside the safety area, behind, and to the left or right of the Referee. He will be equipped with a red flag or sign, and a whistle.
赛事监督应坐在安全区外、主裁的左后方或右后方，并配备有红色旗子或信号标志与哨子。
7. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
记分监察员应坐在官方记分台后，在计分员与计时员之间。
8. Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table. Where the tatami area is elevated, the coaches will be placed outside the elevated area.
教练员应坐在各自选手方面对官方计分台一边的安全区外。当比赛在台式场地上进行时，教练员应坐在台外（下）。
9. The one meter border should be in a different color from the rest of the matted area.
一米的边界区应与场地其它铺垫区颜色不同。

EXPLANATION:

附 注:

- I. *There must be no advertisement hoardings, walls, pillars etc. within one metre of the safety area's outer perimeter.*
比赛场地安全区外围1米内不得有广告招牌、广告墙及广告柱等。
- II. *The mats used should be non-slip where they contact the floor proper but have a low coefficient of friction on the upper surface. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard. They must be of approved WKF design.*
铺设场地所使用的垫子与地板接触面需是防滑的，同时垫子表面的摩擦系数要低。主裁要确认垫子在比赛进行时不会分散，倘若散开，其间隙可能会构成危险并造成伤害。铺设场地的垫子必须被 WKF 所认可。

ARTICLE 2: OFFICIAL DRESS

第二条：正式服装

1. Contestants and their coaches must wear the official uniform as herein defined.
选手及教练的服装穿着，必须依照以下的规定。
2. The Referee Commission may disbar any official or competitor who does not comply with this regulation.
任何裁判或选手若未按规定穿着，裁判委员会可取消其资格。

REFEREES

裁 判

1. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
主裁与边裁在参加比赛或讲习会期间，必须穿着由裁判委员会所指定的正式制服。
2. The official uniform will be as follows:
正式制服的要求如下：
 - A single breasted navy blue blazer.
深蓝色西装上衣。
 - A white shirt with short sleeves.
短袖白衬衫。
 - An official tie, worn without tiepin.
正式领带，不戴领带夹。
 - Plain light-grey trousers without turn-ups. (Appendix 9)
浅灰素色长裤且裤脚不翻边。（附录11）
 - Plain dark blue or black socks and black slip-on shoes for use on the match area.
素色的黑色或深蓝色袜子及在比赛场地使用的套入式黑色便鞋。
 - Female Referees and Judges may wear a hairclip and religiously mandated headwear of a type approved by the WKF.

女主裁或女边裁可以戴发夹和宗教规定所需佩戴的头饰（套），该头饰（套）必须是受WKF认证的款式。

CONTESTANTS

选 手

1. Contestants must wear a white karate gi without stripes, piping or personal embroidery. The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm (see Appendix 7). Only the original manufacturer's labels may be displayed on the gi. In addition, identification issued by the Organizing Committee will be worn on the back. One contestant must wear a red belt and the other a blue belt. The red and blue belts must be around five centimeters wide and of a length sufficient to allow fifteen centimeters free on each side of the knot but not longer than three-quarters thigh length. The belts are to be of plain red and blue color, without any personal embroideries or advertising or markings other than the customary label from the manufacturer.
选手须穿着纯白无条纹、无滚边、和个人刺绣（绣的名字）的空手道道服。国家标志或该国国旗标志应佩带在道服左胸，其大小不得超过 12×8 厘米(见附录 7)，只有道服制造厂商可以将其商标置于空手道道服上。此外，由赛事组委会所提供的身份识别标识应佩带于背部。选手必须一方系红色腰带，另一方系蓝色腰带。腰带宽度必须约在 5 厘米左右，且在打结后腰带两端应留有不少于 15 厘米的长度且不超过大腿长度的四分之三。腰带必须是素色的红色和蓝色，上面除制造厂商的商标外，不允许有任何个人刺绣（绣的名字和国家、团体名）、广告或记号。
2. Notwithstanding paragraph 1 above, the Executive Committee may authorize the display of special labels or trademarks of approved sponsors.
尽管有上述规定，但理事会有权指定经过批准的赞助单位展示其特定的标志或商标。
3. 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. Jacket ties must be tied. Jackets without ties may not be used.
道服在系紧腰带后，其下摆长度至少须遮盖臀部，但不得长过大腿的四分之三。女性选手可以在道服里穿纯白色的 T 恤。道服上的系带必须系紧，不允许穿着没有系带的道服。
4. 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.
道服的袖长不得长过手腕，且不可以短于小臂的一半。袖子不得卷起。
5. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.
道裤至少须覆盖小腿三分之二且长度不得超过踝骨关节，裤腿不得卷起。
6. 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. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet rubber bands on a single

pony tail is permitted.

选手头发须保持干净且其长度不至于妨碍比赛顺利进行。禁止系头带。假如主裁认为选手的头发太长或不干净，则可取消该选手出赛的资格。禁止使用压发，金属发夹。运动员头发上不允许扎彩色丝带、珠串或其它装饰物；允许在单条马尾辫上使用一个或两个简单的橡皮筋。

7. Female competitors may use religiously mandated head-wear of a type approved by the WKF: A black plain fabric head scarf covering the hair, but not the throat area.
女子选手可以佩戴宗教规定所需佩戴的头饰（套），但必须是受 WKF 认证的款式：一条纯黑色布制头巾来包住头发，但不允许遮挡住喉部。

8. 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.
选手的指甲必须修短而且不得佩带任何金属饰品或可能伤害对手的物品。只有在主裁及大会医生的允许之下，才可使用金属齿列矫正器，但选手必须自己承担因此而产生的任何伤害。

9. The following protective equipment is compulsory:
下列护具是必备的：

9.1 WKF approved mitts, one contestant wearing red and the other wearing blue
经 WKF 认可的拳套，一方戴红色，一方戴蓝色。

9.2 Gum shield
牙套（护齿）。

9.3 WKF approved body protection (for all athletes) plus chest protector for female athletes
WKF 认可的躯干护具（所有选手），女性还必需配戴护胸。

9.4 The shin pads approved by the WKF, one contestant wearing red and the other wearing blue
经 WKF 认可的护胫，一方戴红色，一方戴蓝色。

9.5 The foot protection approved by the WKF, one contestant wearing red and the other wearing blue
经 WKF 认可的护足，一方戴红色，一方戴蓝色。

Groin Guards are not mandatory but if worn must be of approved WKF type
不要求强制佩戴护裆，但如果佩戴必须是由 WKF 认证的款式。

10. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.
禁止戴眼镜，可戴软性隐形眼镜，但选手必须自行负责。

11. The wearing of unauthorized apparel, clothing or equipment is forbidden.
禁止穿戴未经认可的服装或护具。

12. All protective equipment must be WKF homologated.
所有的护具都必须经过 WKF 认证。

13. It is the duty of the Match Supervisor (Kansa) to ensure before each match or bout That the competitors are wearing the approved equipment. (In the case of Continental Union, International, or National Federation Championships it should be noted that

WKF approved equipment, must be accepted and cannot be refused).

赛事监督 (Kansa) 有责任在每一场比赛前检查选手是否穿戴着被 WKF 认定的服装和护具 (在洲际、国际、或国内的比赛中必须接受 WKF 认证的装备, 不可拒绝。)

14. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Tournament Doctor.

如因受伤而需要使用绷带、护垫或辅助性护具, 必须由大会医生建议, 并取得主裁的许可。

COACHES

教 练

1. Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification with the exception of the finals of official WKF events, where male coaches are required to wear a dark suit, shirt and tie - while female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours. Female coaches may wear religiously mandated headwear of a type approved by the WKF for referees and judges.

在比赛期间, 教练必须始终穿着他们本国联盟的官方运动服, 并展示他们的官方身份证明, 除了 WKF 正式赛事中的决赛。决赛中, 男性教练必须身着深色西服、衬衣、并系领带。女性教练可以选择穿着深色的礼服、西服西裤、或西服外套配短裙。女性教练可以佩戴宗教规定所需佩戴的头饰 (套), 与裁判一样的受 WKF 认证的款式。

EXPLANATION:

附 注:

- I. *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.*

选手仅系戴一条腰带。红方 (AKA) 系红带, 蓝方 (AO) 系蓝带。比赛时不系表示选手级位、段位的色带。

- II. *Gum shields must fit properly.*

必须使用大小合适的牙套。

- III. *If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead they will be given one minute to remedy matters.*

若选手出场比赛时穿着不当, 他不会被立即取消参赛资格, 而会被给予一分钟的时间进行补救。

- IV. *If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.*

如果裁判委员会同意, 裁判员可脱去西装外套。

ARTICLE 3: ORGANISATION OF KUMITE COMPETITIONS

第三条 组手比赛的组织

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 age and weight divisions. Weight divisions are divided ultimately into bouts. The term “bout” also describes the individual Kumite competitions between opposing pairs of team members.

空手道比赛包括组手比赛和型比赛。组手比赛又可分为团体赛和个人赛。个人赛可以根据年龄和体重来分组。按照体重级别划分后，选手们将两人一组以回合的方式进行比赛。回合也可以用来描述团体赛中每一对选手之间的个人比赛。

2. In individual competition no contestant may be replaced by another after the drawing has taken place.

在个人赛中，抽签结束后将不允许更换选手。

3. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category. In team matches the score for the bout not taking place will then be set to 8-0 in favor of the other team. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.

无论个人赛或团体赛，不按时进行检录者，将被判弃权(KIKEN)，失去该级别的比赛资格。在团体赛中，如果某回合比赛一方选手未出赛，那么另一方选手将会被判获胜，该回合比分应记录为8比0。因弃权(KIKEN)失去比赛资格，意味着该选手失去了参加这一级别的比赛的资格，但不影响该选手参加另一级别的比赛。

4. Male teams comprise seven members with five competing in a round. Female teams comprise four members with three competing in a round.

团体赛的每一支男子队伍由7名队员组成，每一轮比赛允许其中五位选手出场比赛；每一支女子队伍由4名队员组成，每一轮比赛允许其中三位选手出场比赛。

5. The contestants are all members of the team. There are no fixed reserves.

团体赛中，各队伍中的每位成员都可以上场比赛，不设固定候补。

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 of seven, or four 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.

在每回合比赛前，各队代表应从全队男性7名或女性4名队员中，选出参赛队员，并将参赛队员名字和上场次序填写在大会规定的表格上，交到官方记录台。每一轮比赛前，参赛队员的名单和次序都可以申报变更，但申报之后，到该回合比赛结束前，不得再做任何改变。

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.

任何队员或教练在该轮比赛前未提出书面申报即擅自更改出场选手名单或出场顺序时，该队伍将被取消参赛资格。

8. In team matches where an individual loses on account of receiving Hansoku or Shikkaku, any score for the disqualified contestant will be set to nil, and a score of 8-0 will be recorded for that bout in favor of the other team.

在团体赛中，当一方选手因犯规或失格而被判输掉某回合比赛时，这位选手在该回合所得的分数将会被清零，而对手会获得固定的8分，该回合比分将被记录为8比0。

EXPLANATION:

附 注:

- I. 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.
比赛通过轮次来决定最终参加决赛的选手资格。在组手淘汰赛中，每一轮都会淘汰百分之五十的参赛选手（在计算时，第一轮轮空的选手或队伍将会被虚拟一个对手，虚拟对手计入参加总 人/队 数）。从文字上来说，比赛轮次同样可以适用于初赛淘汰赛或败部复活赛。在小组循环赛中，当小组中的所有选手都完成一场比赛后为一轮。
- II. The use of contestants’ names causes problems of pronunciation and Identification. Tournament numbers should be allotted and used.
考虑到使用选手的名字会造成发音不准确和身份混淆的问题，赛会应当制定并使用选手编号标识。
- III. 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.
在赛前列队时，只有上场参加该回合比赛选手需要站在队伍中，其余不上场的选手和教练将坐在指定的区域中。
- IV. In order to compete male teams must present at least three competitors and female teams must present at least two competitors. A team with less than the required number of competitors will forfeit the match (Kiken).
在团体比赛中，每支男子队伍至少需要三名选手出场参赛，每支女子队伍至少两名选手出场参赛。如果团队出场的选手人数少于规定人数，将丧失比赛资格(弃权)。
- V. When announcing disqualification by KIKEN the Referee will signal by pointing his finger towards the side of the missing contest or team, announce Aka/Ao no Kiken”, and then signal Kachi (win) for the opponent.
当宣布因弃权（KIKEN）失去比赛资格时，主裁应以手指指向代表弃权选手或队伍的方向，宣告“红/蓝 方弃权（Aka/Ao no Kiken）”，然后以手势示意对手获胜（Kachi）。
- VI. 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 country or club the belt color 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.
出赛的顺序可由教练提交或由指定的选手代表提交。若由教练提交，则必须要清楚地展示其身份，否则不予受理。该名单必须包含国名或俱乐部名称、该场次所指定佩戴的带子颜色（红或蓝）、选手的出场顺序，和选手的名字及选手编号，并由教练或该队代表签名。
- VII. Coaches must present their accreditation together with that of their competitor or team to the official table. The coach must sit in the chair provided and must

not interfere with the smooth running of the match by word or deed.

教练员必须将自己和参赛选手或参赛队伍的证件上交到官方记录台。教练员必须坐在指定的教练椅上，并不得用言行或行为来干扰比赛的顺利进行。

VIII. 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.

如果因比赛制表的失误，导致错误的选手上场比赛，不管比赛结果，该回合或场次的比赛将被认为无效的。为避免此类错误发生，在每场比赛后，胜方必须向记录台核对信息无误后，再行离去。

ARTICLE 4: THE REFEREE PANEL

第四条 裁判小组

1. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), Four Judges (FUKUSHIN), and one Match Supervisor (KANSA).

每场比赛的裁判小组包括一名主裁 (SHUSHIN)，四名边裁 (FUKUSHIN) 和一名赛事监督 (KANSA)。

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

在组手比赛中，主裁和边裁不可有与双方选手相同国籍者。

3. In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.

为了便于比赛的运作，应指派几位计时员、宣告员、记录员、和记分监察员。

EXPLANATION:

附注:

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

组手比赛开始时，主裁站于比赛场地外缘，主裁左边站 1 号及 2 号边裁，主裁右边站 3 号及 4 号边裁。

II. After the formal exchange of bows by contestants and the referee panel, the Referee takes a step back, the Judges turn inwards, and all bow together. All then take up their positions.

选手和裁判小组站定并互相鞠躬后，主裁后退一步，边裁向内转身面对主裁，一起互相鞠躬后各自走到指定位置就位。

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

当裁判小组人员替换时，被替换的裁判小组（赛事监督除外）在比赛前的起始位置互相鞠躬，然后一起离开比赛场地。

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

当个别边裁进行替换时，新上场边裁走到被替换边裁面前，相互鞠躬后替换位置。

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

在团体赛中，如果整个裁判小组的成员都具备所需的裁判资历，主裁和边裁可以在每回合之间轮换位置。

ARTICLE 5: DURATION OF BOUT

第五条 比赛时间

1. Duration of the Kumite bout is defined as three minutes for Senior Male Kumite (both teams and individuals). Senior Female bouts will be two minutes. Under 21 years is 3 minutes for the Male category and 2 minutes for the Female category. Cadet and Junior bouts will be two minutes.

成年男子组手比赛每回合的时间为 3 分钟(团体赛和个人赛相同)；成年女子组手比赛每回合的时间为 2 分钟；21 岁以下级的男子比赛为每回合 3 分钟，女子比赛为每回合 2 分钟；青年和少年组手比赛每回合的时间为 2 分钟。

2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls “YAME”.

每回合比赛的计时从主裁给出“开始”的信号开始，每次主裁喊“停止”时，应停止计时。

3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating “15 seconds to go” and “time up”. The “time up” signal marks the end of the bout.

计时员应以清晰可辨的锣声或铃声为信号表示“还有 15 秒”和“时间到”。“时间到”的信号标志着该回合比赛结束。

4. Competitors are entitled to a period of time between matches, equal to the standard duration time of the match. The exception is in the case of change of equipment color, where this time is extended to five minutes.

选手在两场连续的比赛间，将被给予与常规比赛时间长短相同的一段休息时间。但如果选手需要更换不同颜色的护具，这段时间将会被延长至 5 分钟。

ARTICLE 6: SCORING

第六条 得分

1. Scores are as follows:

得分可分为三种：

- | | | | |
|-------------|--------------|----|-------|
| a) IPPON | Three points | 一本 | (3 分) |
| b) WAZA-ARI | Two points | 有技 | (2 分) |
| c) YUKO | One point | 有效 | (1 分) |

2. A score is awarded when a technique is performed according to the following criteria to a scoring area:

当一个技术动作作用于有效的得分部位且满足以下技术标准，就会被判定为得分：

- | | |
|-------------------------|-----------|
| a) Good form | 良好的姿势 |
| b) Sporting attitude | 竞技的态度 |
| c) Vigorous application | 刚劲有力的技术应用 |
| d) Awareness (ZANSHIN) | 警戒的状态（残心） |
| e) Good timing | 好的时机把握 |
| f) Correct distance | 正确的距离 |

3. **IPPON** is awarded for:

可以判定为**一本**（3分）的技术：

- a) Jodan kicks
上段踢技
- b) Any scoring technique delivered on a thrown or fallen opponent.
施展在被摔倒或已倒地的对手身上的任何有效的技术动作

4. **WAZA-ARI** is awarded for:

可以判定为**有技**（2分）的技术：

- a) Chudan kicks
中段踢技

5. **YUKO** is awarded for:

可以判定为**有效**（1分）得技术：

- a) Chudan or Jodan Tsuki
中段或上段的冲拳（Tsuki）
- b) Jodan or Chudan Uchi
上段或中段的击打技（Uchi）

6. Attacks are limited to the following areas:

攻击仅限于下列部位：

- | | |
|------------|------|
| a) Head | 头部 |
| b) Face | 面部 |
| c) Neck | 颈部 |
| d) Abdomen | 腹部 |
| e) Chest | 胸部 |
| f) Back | 背部 |
| g) Side | 胸腹侧面 |

7. 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.

在比赛结束的同时进行的有效攻击，可判定为得分。在主裁发出“暂停”或“比赛停止”的

指令之后，即使做出的技术动作是有效的也不能得分，违反者甚至会因此受到处罚。

8. 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.

如果双方选手皆在场外，任何技术动作，即使是有效的技术动作都不能判定为得分。但是，如果一方选手身处场内，在主裁喊停(YAME)之前做出了一记有效的技术动作，这个技术动作可以判定为得分。

EXPLANATION:

附 注:

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.

如果要得分，一个技术动作必须作用于上述第六条中所定义的有效部位。这个技术动作必须根据所击打的部位而控制得当，且必须符合前面第二条所叙述的六个得分标准。

Vocabulary 术 语	Technical Criteria 技术标准
IPPON (3 points) is awarded for: 一本 (3分) 的技术动作	<ol style="list-style-type: none"> 1. Jodan kicks. Jodan being defined as the face, head and neck. 上段踢。上段的定义是面部、头部和颈部。 2. Any scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet. 任何一个有效的得分技术施加于被摔倒，自己滑倒或处于任何不能以双脚支撑自己平衡状况下的对手上。
WAZA-ARI (2 points) is awarded for: 有技 (2分) 的技术动作	<ol style="list-style-type: none"> 1. Chudan kicks. Chudan being defined as the abdomen, chest, back and side. 中段踢，中段的定义是腹部、胸部、背部和胸腹侧面。
YUKO (1 points) is awarded for: 有效 (1分) 的技术动作	<ol style="list-style-type: none"> 1. Any punch (tsuki) delivered to any of the seven scoring areas. 任何冲拳的技术(tsuki)施加于7个有效得分部位中的任何一个部位。 2. Any strike (uchi) delivered to any of the seven scoring areas. 任何击打技术(Uchi)施加于7个有效得分部位中的任何一个部位。

- I. For reasons of safety, throws where the opponent is grabbed below the waist, thrown without being held onto, or thrown dangerously, or where the pivot point is above belt level, are prohibited and will incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as de ashi barai, ko uchi gari, kani waza etc. After a throw has been executed the Referee will allow the contestant two seconds in which to attempt a scoring technique.

出于安全因素考虑，以摔技摔倒对手时，抓抱腰以下的部分、使用摔技不抓住对手、使用危险的摔法、或者支点在腰带以上的摔法，都是禁止的，违者将被处以警告或处罚。这不包括传统空手道中那些在施展时不需要抓住对手的扫腿技术，例如：出足扫(de ashi barai)、小内刈(ko uchi gari)、蟹夹技/剪刀脚(kani waza) …等等。选手在完成摔技之后，主裁将给予攻击者2秒的时间来尝试施展得分的技术。

II. When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be IPPON.

当一名选手被对手以合乎规则的技术摔倒、自己滑倒、跌倒，或处于任何不能以双脚支撑自己平衡的状况下被对手得分，这时的得分将被计为了一本（IPPON）。

III. A technique with “Good Form” is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.

一个被认为是“良好的姿势”的技术是指在传统空手道理念的框架下，具有潜在攻击效果的技术动作。

IV. **Sporting Attitude** is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.

竞技的态度是“良好的姿势”的必要组成部分。它是指在施展一个具有潜在杀伤性的技术时所表现出的明显的全神贯注且不怀恶意的态度。

V. **Vigorous Application** defines the power and speed of the technique and the palpable will for it to succeed.

强劲有力的技术应运用是指：攻击技术的力量及速度，和其展现的必胜意念。

VI. **ZANSHIN** is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains awareness of the opponent's potentiality to counter-attack. I. e. : He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards.

残心 在评分时是最容易被忽略的得分要素。它是指选手所持续的一种能感知对手潜在反击意图的状态。例如：有残心的选手不会在攻击时把头转向别处，在完成技术动作后也能保持面对着他的对手。

VII. **Good Timing** means delivering a technique when it will have the greatest potential effect.

好的时机把握是指：在技术能达到最佳攻击效果的时候进攻。

VIII. **Correct Distance** 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.

正确的距离 与“好的时机把握”相似，它是指：当目标刚刚进入技术能达到最佳攻击效果的距离时进攻。所以如果一个进攻技术作用在一个迅速移开的手上时，这个技术的潜在攻击效果会降低。

IX. **Distancing** also relates to the point at which the completed technique comes to rest on or near the target. A punch or kick that comes somewhere between skin touch and 5 centimeters from the face, head, or neck may be said to have the correct distance. However, Jodan techniques, which come within 5 centimeters distance of the target and which the opponent makes no attempt to block or avoid will be scored, provided the technique meets the other criteria. In Cadet and Junior competition no contact to the head, face, or neck, is allowed other than a very light touch (previously known as a “skin touch”) for Jodan kicks and the scoring distance is increased up to 10 centimeters.

距离的掌控是指：把握一个完成技术的落点在目标上、或接近目标的距离。一次冲拳或腿法的攻击技术被控制在从皮肤接触到距面部、头部、或颈部 5 厘米的距离之间，这就是所谓的

正确的距离。但是，如果合乎得分标准的上段技术进入距目标 5 厘米左右的距离时，对手没有试图格挡或躲闪，这也可以判定为得分。在青少年比赛中，以手攻击对手面部、头部、或颈部的技术动作是完全不允许接触到的，上段的踢技也只允许有轻微的触碰（皮肤接触），同时得分的有效距离也放宽到 10 厘米。

- X. *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.*

无意义的技术就是无意义的技术，无论它是击打在什么位置，或是怎样施展出来的。如果一个技术动作姿势不良、力量不足，它就不能被判定为得分。

- XI. *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.*

击打在腰带以下的技术动作也可以得分，只要其落点在耻骨以上的位置。颈部和喉部也都属于可攻击的目标，但是喉部是禁止接触的，只有控制恰当且未触碰的技术攻击，才能得分。

- XII. *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.*

击打在肩胛骨部位的技术动作可以得分。肩部所谓的非得分部位是指：上臂骨与肩胛骨的关节区、和锁骨。

- XIII. *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 or the Disciplinary and Legal Commission.*

时间到的铃声代表着该回合不再有得分的可能性，即使因主裁的疏忽而未能立即停止比赛。但是，时间结束并不意味着选手不再会受到处罚。从比赛结束到选手离场之间，裁判小组仍有处罚权。但在这之后，只有裁判委员会或纪律法制委员会可执行罚则。

- XIV. *If two contestants hit each other at the exact same time, the scoring criterion of “good timing” has by definition not been met, and the correct judgement is to not award a point. Both contestants may however receive points for their respective scores if they each have two flags in their favor, and the scores both happen before “yame” - and the time signal.*

如果两方选手同时击中对方，那么评分标准中的“好的时机把握”顾名思义就没有满足，正确的判罚应该没有得分。但是如果双方的技术动作完成在主裁叫停之前或时间结束的铃声响起之前，且双方各得到了两位边裁的支持，那么他们将各自得到自己应得的分数。

- XV. *If a contestant scores with more than one consecutive technique before the bout has been stopped, the contestant will be awarded the successful scoring technique of the higher point value, regardless of in which sequence the techniques scored.*

Example: *If a kick followed a successful punch, the points for the kick would be awarded regardless if the punch scored first - as the kick has a higher point value.*
如果一方选手在裁判叫停前以连续技术进攻，且有多于一次的技术满足得分的要求，那么不

管这套得分技术施展的顺序，裁判都应为该选手分值较高的技术判分。例如：如果在一记有效的拳法技术后，紧接了一记有效的踢法。那么，尽管拳法技术先得分，裁判还是应为该踢法判分，因为踢法技术的分值要高于拳法技术。

ARTICLE 7: CRITERIA FOR DECISION

第七条 判定胜负的标准

The result of a 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 a HANSOKU, SHIKKAKU, or KIKEN, imposed against a contestant.

判定一方选手获胜可以根据他：率先取得 8 分的净胜分；在比赛时间结束时，取得的分数高于对手；也可因裁判的判定（HANTEI）的结果，或因对手犯规（HANSOKU）、失格（SHIKKAKU）、弃权（KIKEN）而获胜。

1. No individual bout can be declared a tie. Only in team competition, when a bout ends with equal scores, or no scores, and neither contestant has obtained SENSU, will the Referee announce a tie (HIKIWAKE).

个人赛中不允许出现平局。只有在团体赛中，当某一对选手在回合结束后，双方得分相同或都没有得分，和双方选手均没获得“先取（SENSU）”优势的情况下，主裁才会宣布平局（HIKIWAKE）。

2. In any bout, if after full time the scores are equal, but one contestant has obtained ‘first unopposed score advantage’ (SENSU), that contestant will be declared the winner. In any individual bout, where no score has been obtained by either competitor, or the score is equal without any competitor has obtained ‘first unopposed score’ advantage’, the decision will be made by a final vote of the four Judges and the Referee, each casting their vote. A decision in favour of one or the other competitor is obligatory and is taken on the basis of the following criteria.

在任一回合结束时，如果双方选手得分相同，但一方选手获得了“先得分优势（先取SENSU）”，那么该选手将会被判定为胜方。在个人赛中，当一回合结束，双方选手均未得分，或得分相同但又没有人获得了“先得分优势（先取SENSU）”，比赛的结果将会由四位边裁和主裁通过投票的方式来决定，一人一票。判定某位选手获胜与否应根据以下的标准决定：

- a) The attitude, fighting spirit, and strength demonstrated by the contestants.
选手表现出的态度、斗志、和力量。
- b) The superiority of tactics and techniques displayed.
所展示出的战术优势和技巧娴熟度。
- c) Which of the contestants has initiated the majority of the action.
哪一位选手占据了场上的主动。

3. The winning team is the one with the most bout victories **including those won by SENSU**. 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 maximum point's *difference* or lead recorded in any bout will be eight.
在团体赛中，以获胜回合数多的一队为胜（包括以“先取 SENSU”优势获胜的回合）。如果双方获胜回合数相同，则取决于各队队员各回合得分的总和（不论胜负），总分高的一方为胜方。计时时，双方每回合最大分数差为 8 分。

4. If the two teams have the same number of bout victories and points, then a deciding bout will be held. Each team may nominate any one contestant of their team for purpose of fighting the extra bout, regardless if that person already has fought in a previous bout between the two teams. If the extra bout does not produce a winner based on superiority on points, nor any of the competitors receive SENSU, the extra bout will be decided based on HANTEI according to the same procedure as for individual bouts. The result of the HANTEI for the extra bout will then also determine the result of the team match.

在团体赛中，如果双方获胜回合数及总分皆相同，就需要再进行一回合附加赛来决定胜负。各队伍可以选择该队伍中的任何一名队员作为代表参加该回合的比赛，无论他是否已在双方之前的回合赛中出赛。如果在附加赛时间结束时，双方还是不能以比分的优劣来产生胜方，同时也没有人获得先取（SENSU）的优势，则需通过判定（HANTEI）来决定胜方，判定的流程与标准应与个人赛相同。附加赛胜负的判定结果也将决定团体赛的最终胜负。

5. 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.

在团体赛中，当一方队伍率先取得了足够获得比赛胜利的回合数或分数时，即可宣布为胜方。不需要继续完成未进行的回合。

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

当出现红、蓝双方在一场比赛中同时因犯规（Hansoku）被判取消资格的情况时，下一轮比赛对手将会因为轮空而获胜（不需宣布比赛结果）。除非这种双方均被判取消资格的情况出现在奖牌赛中，这时候将以判定（Hantei）来决定获胜方。

EXPLANATION:

附注:

- I. *When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the 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 signal his vote by hand signal. The Referee will then give a short blast on his whistle, return to his original position and announce the decision and, will then indicate the winner in the normal way.*

当某回合比赛结束后，需要通过判定（HANTEI）来决定胜负时，主裁应后退至比赛区的外缘，宣布“判定（HANTEI）”，紧跟着吹两声哨音。四位边裁将以裁判旗来表示他们的决定，主裁也应同时以手势来表示他的选择。然后主裁再吹一声哨音（边裁放下旗子），然后进场至主裁线宣布判定结果，然后以通常的方式宣告比赛胜方。

- II. *By 'first unopposed score advantage' (SENSU) is understood that one contestant has achieved the first instance of scoring on the opponent without having the opponent also score before the signal. In instances where both contestants score before the signal, no 'first unopposed score advantage' is awarded and both contestants retain the possibility of SENSU later in the bout.*

“先得分优势（先取SENSU）”应理解为一方选手在主审叫停比赛前，在对手没有得分的前提下首先得分。如果在主审叫停比赛前，双方选手均取得得分，那么双方选手均不会获得“先

得分优势”，这个获得“先取（SENSHU）”的机会将会保留到之后的回合赛中。

ARTICLE 8: PROHIBITED BEHAVIOUR

第八条 禁止的行为

There are two categories of prohibited behavior, Category 1 and Category 2.
有两类禁止的行为，分别为第一类犯规和第二类犯规。

CATEGORY 1

第一类犯规：

1. *Techniques* which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
进攻技术 过度接触，即使是作用在有效的得分部位上，和接触到喉部的技术动作。
（注：喉部是连“碰触”都不允许的）
2. Attacks to the arms or legs, groin, joints, or instep.
攻击手臂、腿部、裆部、关节或脚背部位。
3. Attacks to the face with open hand techniques.
以开掌技术攻击面部。
4. Dangerous or forbidden throwing techniques.
危险的或被禁止的摔技。

CATEGORY 2

第二类犯规

1. Feigning, or exaggerating injury.
假装受伤或夸大伤情。
2. Exit from the competition area (JOGAI) not caused by the opponent.
非对手原因离开比赛场地/场外(JOGAI)。
3. Self-endangerment by indulging in behavior, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
不顾自己安危，作出可能让自己被对方击中而致伤的行为，或没有采取足够的自我保护措施/无防备/(MUBOBI)。
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
通过逃避比赛的方式让对手没有机会得分。
5. Passivity - not attempting to engage in combat. (Cannot be given after less than the last 15 seconds of the match.)
消极，没有与对手交手的意图（不能在比赛还剩不到10秒时判罚）。
6. Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring

technique or takedown.

搂抱、扭摔、推搡对手，或与对手贴胸站靠，但没有试图施展得分的技术或摔技。

7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
在截获对手施展踢技的腿后，不以施展摔技为目的的以双手抓住对手。
8. Grabbing the opponents arm or karate-gi with one hand without immediately attempting a scoring technique or takedown.
用一只手抓住对手的手臂或道服，不立即试图施展得分技术或摔技的。
9. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
施展无法控制的、有可能伤害到对手的，和危险的、毫无节制的攻击技术。
10. Simulated attacks with the head, knees, or elbows.
试图以头部、膝部或手肘攻击对手。
11. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behavior towards the Refereeing officials, or other breaches of etiquette.
与对手交谈，或挑逗对手，不服从主裁的命令，对裁判官员不礼貌，或其它有违礼节的行为。

EXPLANATION:

附注:

I. Karate competition is a sport, and for that reason some of the most dangerous techniques are banned and all techniques must be controlled. Trained adult 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. Particular care must be exercised in Cadet and Junior competition.

空手道比赛是一种“运动”，因此一些非常危险的技术动作是被禁止的，同时所有被允许的技术在施展时也要有节制性。受过训练的成年选手，在一些肌肉保护相对较强的部位，如：腹部，可以承受较强的打击。但其它部位如：头部、面部、颈部、裆部、及关节部位，却很容易受到伤害。因此，除是因对手自己的原因造成的以外，使用任何造成对手伤害的技术都会被处罚。选手在比赛过程所施展的所有技术动作必须具有良好的姿势，且是有节制的。若非如此，无论该选手施展的是什么技术动作，裁判都必须对其进行警告或处罚。在青、少年的比赛中，更必须要注意这点。

II. FACE CONTACT — SENIORS: For Senior competitors, 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 (CHUKOKU) may be given. A second contact under the same circumstances will result in KEIKOKU. A further offence will result in HANSOKU CHUI. Any further contact, although not significant enough to influence the opponent’s chances of winning, will still result in HANSOKU.

面部接触 — 成年组：在成年组的选手中，无伤害性、轻微的、有节制的轻微触碰 (Touch) 面部、头部及颈部是被允许的 (但是喉部不可以)。但如果主裁认为此类的触击太重，但不足以降低被攻击者获胜机会的原则下，会给予忠告 (CHUKOKU)。若同样的情况发生第二次，就可以判警告 (KEIKOU)。第三次违犯可以判犯规注意 (HANSOKU CHUI)。第四次再犯，即使还是不足以影响被攻击者获胜的机会，进攻方仍会被判犯规 (HANSOKU) 而被取消资格。

III. FACE CONTACT — CADETS AND JUNIORS: For Cadet and Junior competitors no contact to the head, face, or neck, is allowed with hand techniques. Any contact, no matter how light, will be penalized, as in paragraph II above, unless caused by the recipient (MUBOBI). Jodan kicks may make the lightest touch ("skin touch") and still score. Any more than a skin touch will require a warning or penalty unless caused by the recipient (MUBOBI).

面部接触 — 青、少年组：在青、少年组比赛中，任何手部的技术动作都不允许触及头部、面部、颈部。正如上述第II条中提到的，除非是由对手的无防备 (MUBOBI) 造成的，任何接触，不论它有多么轻微都将会受到处罚。上段的踢技可以允许有轻微的触碰 (Skin Touch)，并得分。但是如果该踢击超过了皮肤接触的范畴，就必须处以警告或处罚，除非是由对手的无防备 (MUBOBI) 造成的。

IV. The Referee must constantly observe the injured contestant. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate slight injury for tactical advantage. Examples of this are blowing violently through an injured nose, or rubbing the face roughly.

主裁必须经常观察受伤的选手。在作出判断前稍微等一会儿，让如：流鼻血一类因受伤而产生的症状有时间表现出来。仔细的观察还可发现某些选手是否为了战术上的利益，而想办法使伤势加重，例如：鼻部已受伤而用力擤鼻子，或使劲搓揉面部等动作。

V. 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. Before the start of a match or bout, the Tatami Manager must examine the medical cards and ensure that the contestants are fit to fight. The Referee must be informed if a contestant has been treated for injury.

如果选手在之前的比赛中已有受伤的经历，有可能会因轻度的触击而产生严重的症状，症状反应与接触程度不成正比。主裁在对这种看起来非常过激的接触进行判罚时，必须将这种情况考虑在内。例如：一个看起来很轻微的触击，很可能让一个在之前回合已经受伤的选手因伤上加伤，而无法继续比赛。因此，在比赛或回合开始前，场地经理 (Tatami Manager) 必须检查选手们的医疗纪录卡，以确定选手们能够出赛。如果某位选手有过因伤接受治疗的经历，必须将情况通知主裁。

VI. Contestants who over-react to light contact, in an effort to have the Referee penalize Their opponent, such as holding the face and staggering about, or falling unnecessarily, will be immediately penalized themselves.

如果有选手对轻微的触击反应过度，企图由此诱导主裁来处罚他们的对手，例如：捂住脸部，脚步踉跄，或不必要的倒地，主裁必须立刻对他们进行处罚。

VII. Feigning an injury, which does not exist, is a serious infraction of the rules.

SHIKKAKU will be imposed on the contestant feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor.

没有受伤而假装受伤，是一种非常严重的犯规行为。应判其失格(SHIKAKU)。如：倒在地上乱滚，而医生又找不到证据支持与其反应相符的伤害。

VIII. Exaggerating the effect of an actual injury is less serious but still regarded as unacceptable behavior and therefore the first instance of exaggeration will receive a minimum warning of HANSOKU CHUI. More serious exaggeration such as staggering around, falling on the floor, standing up and falling down again and so on may receive HANSOKU directly depending on the severity of the offence.

夸大真实存在的伤情虽然没有装伤恶劣，但这种行为仍然不可以被接受。因此一旦出现夸大伤情的情况，裁判员至少应判处该选手一次犯规注意(HANSOKU CHUI)。如果出现更严重的夸大伤情的情况，例如：选手跌跌撞撞地走来走去、跌倒在地板上、站起来又跌倒等等，根据其犯规的严重程度，裁判可以直接取消其比赛资格(HANSOKU)。

IX. Competitors, who receive SHIKKAKU for feigning injury will be taken from the Competition area and put directly into the hands of the WKF 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 Commission. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.
因假装受伤而被判失格(SHIKAKU)的选手，必须立刻被带出赛场并送往W.K.F.的医药委员会接受检查。医药委员会将会在大会结束前作出报告，以供裁判委员会参考。假装受伤的选手可能会受到最为严厉的处罚，屡犯者可能会被终生禁赛。

X. The throat is a particularly vulnerable area and even the slightest contact will be warned or penalized, unless it is the recipient's own fault.

喉部是人体中最脆弱的部位，除了是被伤害者本身的原因而造成的以外，即使是最轻微的触击也要被警告或处罚。

XI. 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 or held as the throw is executed. The pivotal point of the throw must not be above the thrower's belt level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as seoi nage, kata guruma etc., are expressly forbidden, as are so-called "sacrifice" throws such as tomoe nage, sumi gaeshi etc. It is also forbidden to grab the opponent below the waist and lift and throw them or to reach down to pull the legs from under them. If a contestant is injured as a result of a throwing technique, the Judges will decide whether a penalty is called for.

摔技分为两类：第一类是传统空手道中的扫腿技术，例如：出足扫(de ashi barai)，小内刈(ko uchi gari)等，这些技术施展时不需要先抓住对手就可以使其失去平衡或摔倒。(奖牌赛不需增加时间)第二类是在施展时需要抓住或握住对方的摔法。在比赛中施展第二类摔法时，摔技的轴点不得高于施展者的腰带位置，且必须始终抓住对手，以便对手安全着地。高度过肩摔技，例如：过肩摔(seoi nage)，肩车(kata guruma)等是被明文禁止的。被明文禁止还包括所谓的舍身技摔法，例如：巴投(tomoe nage)，角返(sumi gaeshi)等。同时，规则也不允许抓抱对手腰部以下并抬起的抱摔，或下探拉拽对手的腿部。如果有选手

被对手以摔技摔伤，边裁们将会决定是需要进行处罚。

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.

一方选手可以以施展摔技或直接得分的技术为目的的用一只手抓住对手的手臂或道服，但不可以长时间抓握住以施展多次技术。可以在立即施展得分技术、摔技、和被摔时为防止落地受伤时，以一只手抓住对手。只有在截获对手施展踢技的腿后进行摔技时，允许以双手抓握对手。

XII. Open hand techniques to the face are forbidden due to the danger to the contestant's sight.

禁止以开掌的技术攻击面部，因为这类技术会危及对手的视力。

XIII. 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. Note that a warning must be extended for the first instance of JOGAI. The definition for JOGAI is no longer "repeated exits", but merely "exit not caused by the opponent". If however, there is less than ten seconds to go, the Referee will, as a minimum, directly impose HANSOKU CHUI on the offender.

当某位选手的脚或身体的任何部位接触到了比赛场地外的地面上，即为场外（JOGAI）。唯一例外的是当该选手是被对手推出、或摔出比赛场地的，这种情况则不算场外。注意，一旦有场外的情况出现，就必须立刻进行警告。场外的定义不再是“反复出界”，而是“非对手原因造成的出界”。但如果是在比赛还剩 10 秒时出现此类犯规，那么裁判对犯规方至少应直接处以犯规注意（HANSOKU CHUI）的处罚。

XIV. A contestant who delivers a scoring technique and then exits the area before the Referee calls "YAME" 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.

如果一方选手在施展一记有效的得分技术后，在主裁喊停“YAME”之前出界，裁判应给其有效的进攻技术判分，同时该选手不会因场外（JOGAI）而受罚。但如果该选手的进攻技术没能成功，这次出界将会被判为场外（JOGAI）。

XV. If A0 exits just after AKA scores with a successful attack, then "YAME" will occur immediately on the score and A0's exit will not be recorded. If A0 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 A0's Jogai penalty will be imposed.

如果蓝方（A0）选手在红方（AKA）选手进攻得分之后出界，那么比赛在红方得分后就应当立刻被叫停，蓝方选手的出界也就不算犯规。如果蓝方（A0）选手在即将踏出场外的瞬间、或刚刚踏出场外后就被红方选手进攻得分，（此时红方选手仍在场内），那么在裁判为红方选手判分的同时，也应对蓝方选手的场外（JOGAI）进行处罚。

XVI. It is important to understand that "Avoiding Combat" refers to a situation where A competitor attempts to prevent the opponent having the opportunity to score by

using time wasting behavior. The contestant who constantly retreats without effective counter, who holds, clinches, or exits the area rather than allow the opponent an opportunity to score must be warned or penalized. This often occurs during the closing seconds of a bout. If the offence occurs with ten seconds or more of the bout time remaining, and the contestant has no previous C2 warning, the Referee will warn the offender by imposing CHUKOKU. If there has been a previous Category 2 offence or offences, this will result in KEIKOKU being imposed. If however, there is less than ten seconds to go, the Referee will directly impose HANSOKU CHUI on the offender (whether there has been a previous Category 2 KEIKOKU or not). If there has been a previous Category 2 HANSOKU CHUI the Referee will penalize the offender with HANSOKU and award the bout to the opponent. However, the Referee must ensure that the contestant's behavior is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalized.

逃避战斗是指：某一方选手试图以浪费时间的方式和行为防止对手有机会得分。理解这一点是非常重要的。如果一方选手持续地后退闪避而无有效的反击，做没有必要的抓、抱，或故意退出场外，不给对手攻击得分的机会，他就必须被警告或处罚。这种情况往往发生在回合快要结束时。如果发生在比赛结束前10秒以上，且该选手在该回合还没有第二类犯规的记录，则主裁应给予该选手忠告（CHUKOKU）；但如果该选手在该回合已有一次或多次第二类犯规的记录，那么主裁就应该给予他警告（KEIKOU）或更进一级地处罚。如果逃避的情况发生在比赛结束前10秒以内，无论该选手在该回合是否已有过第二类犯规的警告（KEIKOKU）处罚，主裁都应直接对它处以犯规注意（HANSOKU CHUI）的处罚；但如果该选手在该回合已经有过第二类犯规犯规注意（HANSOKU CHUI）的记录，那么主裁可以直接判该选手犯规（HANSOKU），并宣布对手获胜。但是，主裁必须确认该选手的行为不是一种由于对手的粗鲁或危险的动作而采取的防御措施。如果是这样，主裁则应警告或处罚进攻一方。

XVII. Passivity refers to situations where the one or both of the contestants do not attempt to exchange techniques over an extended period of time.

消极是指：出现一方、或双方选手在较长的一段时间内都没有试图进行交手的情况。

XVIII. 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 the Referee will issue a Category 2 warning or penalty and decline to give a penalty to the opponent.

一种无防备(MUBOBI)例子是：某一选手做出一个全力进攻的动作，但完全忽视自身的安全。有一些选手以扑出去的方式去打一记很长的逆冲拳，因此没有能力去格挡对手的反击。这类开放式的进攻应被视为无防备的行为，不能得分。作为一种战术表演的动作来说，有一些选手在完成得分动作后，立刻转身做出一些夸张的示威性动作来表现自己已得分。他们放松了对自己的保护和对对手的警戒。这种转身动作目的是想吸引主裁注意他们的得分技术，但明显的也是一种无防备的行为。如果一方选手因无防备（MUBOBI）而被对手过度接触、或因此受伤，主裁应给予该选手一次第二类犯规的警告或处罚，不必处罚他的对手。

XIX. Any discourteous behavior from a member of an official delegation can earn the

disqualification of a competitor, the entire team, or delegation from the tournament 一支代表队中某位成员的任何无礼行为，都可以导致某个选手、整个团队、或整个代表队失去大赛资格。

ARTICLE 9: WARNINGS & PENALTIES

第九条 警告和处罚

CHUKOKU: CHUKOKU is imposed for the first instance of a minor infraction for the applicable category.

忠 告: 忠告用于相应类别的初次犯规且程度轻微的情况。

KEIKOKU: KEIKOKU is imposed for the second instance of a minor infraction for that category, or for infractions not sufficiently serious to merit HANSOKU-CHUI.

警 告: 警告用于相同类别第二次程度较轻的犯规，或犯规程度还不到被判“犯规注意”(HANSOKU-CHUI)的情况。

HANSOKU-CHUI: This is a warning of disqualification usually imposed for infractions for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.

犯规注意: 这是取消比赛资格前的一次警告，通常情况下次施加于在该回合比赛中已被判过一次“警告”(KEIKOKU)的选手身上，但也可以直接对犯规程度严重，但还不到被判“犯规”(HANSOKU)程度者施加。

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

犯 规: 这是取消比赛资格的处罚，用于非常严重的犯规、或被施加者在该回合比赛中已被判处过一次“犯规注意”(HANSOKU-CHUI)的情况。在团体赛中，犯规者的得分将会被清零，而对手将会得到固定的8分。

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 honor 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.

失 格: 是指丧失整个锦标赛、单项赛事、或单场比赛的参赛资格。失格处罚的具体程度必须由裁判委员会决定。如果某位选手：a) 不服从主裁命令；b) 行为恶劣；c) 作出有损空手道声望和荣誉的行为；或 d) 作出其它被认为是有违大会规则和精神的行为，他将被处以失格（SHIKKAKU）的处罚。在团体赛中，犯规者的得分将会被清零，而对手将会得到固定的8分。

EXPLANATION:

附 注:

- I. *There are three degrees of warning; CHUKOKU, KEIKOKU and HANSOKU CHUI. A warning is a correction given to the contestant making it clear that the contestant is in violation of the competition rules, but without imposing an immediate penalty.*
口头警告按程度来分有三个级别: 忠告(CHUKOKU)、警告(KEIKOKU)、犯规注意(HANSOKU CHUI)。口头警告是对选手作出正式处罚前, 对其违反竞赛规则的行为进行提醒。
- II. *There are two degrees of penalties: HANSOKU and SHIKKAKU, both causing the contestant violating the rules to be disqualified from i) the bout (HANSOKU) - or ii) from the entire tournament (SHIKKAKU) with a possible suspension from competition for an additional time period.*
处罚按程度来分有两个级别: 犯规(HANSOKU)和失格(SHIKKAKU)。两种处罚都使被处罚者失去竞赛资格。其中 i) 犯规(HANSOKU), 违反者将失去该回合比赛资格; 而 ii) 失格(SHIKKAKU), 违反者将失去整个锦标赛的参赛资格, 甚至会遭到附加一段时间的禁赛。
- III. *Category 1 and Category 2 warnings do not cross-accumulate.*
第一类犯规与第二类犯规不可相互累积。
- IV. *A warning can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of warning and penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning of the same degree for a second instance of excessive contact.*
如果有犯规的情况出现, 可直接给予违反者口头警告。口头警告以后, 如果有继续违反该类别规则的情况出现, 必须加重警告或处罚程度。例如: 当对一方选手过度接触的犯规行为进行口头警告后, 如果该选手再次出现过度接触的情况, 则不可能只对其进行相同程度的口头警告。
- V. *CHOKOKU is normally imposed for the first instance of an offence that has not reduced a competitor's chances of winning by the opponent's foul.*
一般情况下, 当犯规方为初次犯规, 且其对手获胜的机会没有因该次犯规而降低的时候, 裁判应对犯规方处以忠告(CHUKOKU)的处罚。
- VI. *KEIKOKU is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Judges) by the opponent's foul.*
一般情况下, 当一方选手获胜的机会因对手的犯规而轻微降低的时候(根据裁判的判断), 裁判应对犯规方处以警告(KEIKOKU)的处罚。
- VII. *A HANSOKU CHUI may be imposed directly, or following a KEIKOKU and is used where the contestant's potential for winning has been seriously reduced (in the opinion of the Judges) by the opponent's foul.*
犯规注意(HANSOKU CHUI)可直接给予, 或是在犯规方已有过一次相同类别的警告(KEIKOKU)记录后再次犯规时给予。当一方选手获胜的机会因对手的犯规而严重降低的时候(根据裁判的判断), 裁判应对犯规方处以犯规注意(HANSOKU CHUI)的处罚。
- VIII. *A HANSOKU is imposed for cumulative penalties 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 Judges) by the opponent's foul.

犯规 (HANSOKU) 一般是对累积犯规行为的处罚, 但当某一选手犯规情节严重时, 也可直接判罚。当一方选手获胜的机会因对手的犯规几乎降低为零的时候 (根据裁判的判断), 裁判应对犯规方处以犯规 (HANSOKU) 的处罚。

- IX. Any competitor who receives HANSOKU for causing injury, and who has in the opinion of the Judges and Tatami Manager, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for WKF competition, will be reported to the Referee Commission. The Referee Commission will decide if that competitor shall be suspended from the rest of that competition and/or subsequent competitions.*

任何选手因造成对手受伤而被判犯规 (HANSOKU), 且裁判及场地经理均认定此选手的行为粗暴、且具有危险性, 或缺乏参加WKF比赛所必须的控制能力时, 应及时向裁判委员会报告, 裁判委员会将会决定是否禁止该选手完成余下的赛程 和/或 参加之后的其它比赛。

- X. 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 members of the contestants' delegation behave in such a way as to harm the prestige and honor 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.*

失格 (SHIKKAKU) 不需要任何口头警告就可直接判罚。这不一定是由于选手本人的行为, 如果其教练或该代表队的任何非参赛人员的行为有损空手道威望和荣誉, 或主裁认为该选手的行为恶劣, 不管是否对对手的身体造成了伤害, 对其正确的判决将是失格 (SHIKKAKU), 而非犯规 (HANSOKU)。

- XI. A public announcement of SHIKKAKU must be made.*

判定失格 (SHIKKAKU) 时需公开宣告。

ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION

第十条 比赛中受伤情况和意外事件

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 contestants are disqualified from that category, although it does not affect participation in another category.

当有选手在比赛检录时不到场、或某一选手没有能力继续参赛、放弃比赛、或因主裁的命令而退赛时, 裁判应判处该选手弃权 (KIKEN)。放弃比赛的原因可能包括非对手行为而产生的伤害。因弃权 (KIKEN) 而失去比赛资格, 意味着该选手失去了参加这一级别的比赛的资格, 但不影响该选手参加另一级别的比赛。

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. In Individual

Matches if the points score is equal, then a vote (HANTEI) will decide the outcome of the bout, unless one of the contestants has SENSU. In Team Matches the Referee will announce a tie (HIKIWAKE), unless one of the contestants has SENSU. Should the situation occur in an extra bout for deciding a Team Match, then a vote (HANTEI) will determine the outcome, unless one of the contestants has SENSU.

如果两名选手同时受伤或旧伤复发，且由大会医生宣布无法继续比赛时，则以当时累积分数较高方获胜。在个人赛中，如果双方比分相同，且没有任何一方选手获得“先取（SENSU）”优势，则由裁判以判定（HANTE）的方式决定胜负。在团体赛时，如果没有任何一方选手获得“先取（SENSU）”优势，主裁将宣布双方平手（HIKIWAKE）。如果这种情况发生在团体赛的附加赛时，且没有任何一方选手获得“先取（SENSU）”优势，则以判定（HANTE）来决定胜负。

3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.

经由大会医生确定为受伤且不适合继续参赛的选手，不得继续参加该次大会该项目的比赛。

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.

某位选手因对手犯规而受伤，且对手因此被取消资格而获胜，如无大会医生的许可，该选手不得继续参加该项目的比赛。如果该选手已受伤，且继续参赛。他可以再次因对手犯规被取消资格而获胜，但此选手必须立刻从该次锦标赛的组手比赛中退赛，不得继续参加。

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.

当有选手受伤时，主裁应立即叫停比赛召唤大会医生。医生只有权对伤情进行诊断和处理。

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 8d), or whether an extension of treatment time shall be given.

在比赛过程中受伤且需要治疗的选手只会被给予 3 分钟的时间接受治疗，如果治疗无法在给予的时间内完成，主裁则需要决定是否要宣布此选手不适合继续比赛（见第十三条，第 8 段 d）或再延长一点治疗时间。

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 call the doctor, and at the same time start a count to ten indicating his count showing a finger for each second. In all cases where the 10 second count has been started the doctor will be asked to examine the contestant before the bout can resume. For incidents falling under this 10 second rule, the contestant may be examined on the mat.

任何选手跌倒、被摔倒或被击倒，在 10 秒钟内无法自己以双脚站立时，就被定义为不适合继续参加比赛，他将自动丧失参加该次锦标赛所有组手项目的资格。当出现有选手跌倒、被摔倒或被击倒而不能立刻站起来的情况时，主裁应召唤大会医生，同时开始 10 秒读秒，并以每

秒举起一根手指的手势计数示意。一但出现有选手被 10 秒计时的情况，在比赛继续进行前，大会医生都应对该选手进行检查。在 10 秒规则所规定的情况下，大会医生可以在场地中对选手做检查。

EXPLANATION:

附 注:

I. 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.

当医生认定某选手不适合继续出赛时，相应的信息必须登记在该选手的纪录卡上。其不适合比赛的程度必须记录清楚，以便其它裁判小组成员了解。

II. A contestant may win through disqualification of the opponent for accumulated minor Category 1 infractions. Perhaps the winner has sustained no significant injury. A second win on the same grounds must lead to withdrawal, even though the contestant may be physically able to continue.

若某一选手因对手多次轻微的第一类犯规被取消资格而获胜，可能该选手伤势并不严重，但如果他再次以相同理由而获胜时，即使该选手的身体状况仍可以继续参赛，他也必须退出比赛。

III. The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his hand and verbally call out "doctor".

当某一位选手受伤且需要治疗时，主裁应举手并以语言呼叫大会医生。

IV. If physically able to do so, the injured contestant should be directed off the mat for examination and treatment by the doctor.

如果身体状况允许，受伤的选手应被引导到场地外接受大会医生的检查和治疗。

V. The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.

医生必须针对受伤选手的伤情提供适当的安全建议。

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

在不同情况下，裁判可以根据一方选手的犯规 (HANSOKU)、弃权 (KIKEN)、或失格 (SHIKKAKU) 来决定胜方。

VII. In team matches, should a team member receive KIKEN, or be disqualified (HANSOKU or SHIKKAKU), their score for that bout, if any, will be zeroed and the opponent's score will be set at eight points.

在团体赛中，如果某一队员被判弃权 (KIKEN)，或被取消资格“犯规 (HANSOKU) 或失格 (SHIKKAKU)”，不管该回合已得分数为多少，最后都将被清零，对手可获得固定的 8 分。

ARTICLE 11: OFFICIAL PROTEST

第十一条 正式申诉

1. No one may protest about a Judgement to the members of the Refereeing Panel.
任何人都不能向裁判小组成员对判决提出异议。
2. If a Refereeing procedure appears to contravene the rules, the President of the Federation or its official representative is the only one allowed to make a protest.
若裁判过程中有出现违反比赛规则的情况，只有该国协会的会长或正式的代表可提出申诉。
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 Tatami Manager should be notified immediately the administrative malfunction is detected).
申诉应以书面报告的形式，在产生争议的比赛结束后立即上交。(唯一例外的情况是，当异议的原因为行政运作上的失误时，则应立即通知场地经理处理)。
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.
申诉书必须上交给申诉评审委员会的代表。申诉评审委员会将根据申诉的理由，并结合相关事实，拟订报告，并酌情做出处理。
5. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the WKF EC. It must be submitted in writing and signed by the official representative of the team or contestant(s).
任何有关比赛规则应用的申诉，都必须按照 WKF 理事会所规定的程序进行。申诉必须是以书面形式提出，并由该参赛队伍或选手的官方代表签名后上交。
6. The complainant must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with a representative of the Appeals Jury.
申诉方在向申诉评审委员会的代表提交申诉时，还必须同时缴纳由 WKF 理事会所规定的申诉保证金。
7. **Composition of the Appeals Panel**
申诉评审委员会的组成：

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 National 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.

申诉评审委员会是由裁判委员会指派的三位资深裁判代表组成，三位委员必须来自不同的国

家协会。裁判委员会同时会另外指派三名候补委员并按 1-3 编号。当三位正式委员之中有人与申诉事件相关方，包括与之相关的裁判小组成员，具有相同国籍、血缘关系、或姻亲关系时，候补委员将自动取代需要避嫌的原有委员。

8. Appeals Evaluation Process

申诉评审委员会的审查程序：

It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.

收到申诉的申诉评审委员会有责任召集评审委员并上交申诉保证金给财务长。

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.

一旦评审委员召集完毕，委员会就应立刻开始必要的问询与调查，以对申诉内容进行求证。三名申诉评审委员中的每一个人都必须对该申诉的真实性作出自己的裁决，不允许有弃权的情况发生。

9. Declined Protests

申诉驳回：

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.

如果一个申诉经调查发现是不成立的，申诉评审委员会可指定一名委员口头告知申诉方，其申诉已被驳回。在上交申诉保证金和申诉文件给财务长前，应在申诉文件原件上标注“驳回”，并由三位委员在文件上签名。财务长会将该申诉文件转交给秘书长备案

10. Accepted Protests

接受申诉：

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:

如果申诉有效，申诉评审委员会将联系大会组委会和裁判委员会，讨论可采取的措施，对已发生的情况进行补救，措施包括：

- Reversing previous judgments that contravene the rules
撤销违反比赛规则的判决。
- Voiding results of the affected matches in the pool from the point previous to the incident
取消有问题的比赛和受其影响的场次的比赛结果。
- Redoing such matches that have been affected by the incident
受到影响的场次重新进行比赛。
- Issuing a recommendation to the RC that involved Referees are evaluated for sanction

向裁判委员提交建议函，对相关裁判员进行相应的处罚。

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.

申诉委员会有责任在尽量不影响大会进行的前提下，作出合理的裁决并采取相关措施。但为了保证结果公平，在万不得已的情况下，可以重新进行淘汰赛。

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. 申诉评审委员会可指定一名委员口头告知申诉方，其申诉已被接受。在上交申诉保证金和申诉文件给财务长前，应在申诉文件原件上标注“接受”，并由三位委员在文件上签名。财务长会将申诉保证金退还给申诉方，并转交申诉文件给秘书长备案。

11. Incident Report

事件报告：

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.

在依照上述方式处理申诉事件之后，申诉评审委员会需要拟写一份简单的申诉事件处理报告，描述他们的调查结果，和阐明他们接受、或驳回申诉的理由。委员会的三位委员均须在报告书上签名，之后将报告上交秘书长。

12. Power and Constraints

权力与限制：

The decision of the Appeals Jury is final, and can only be overruled by a decision of the Executive Committee.

申诉委员会的决议为最终决定，只有执行委员会可以否定申诉评审委员会的裁决。

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.

申诉评审委员没有处罚权。他们的作用是对申诉作出判断，和督促裁判委员会和大会组委会采取必要的补救措施，对发现的所有违反比赛规则的裁判程序进行修正。

13. Special provision for use of Video Review

使用录像回放的特殊规定

NOTE: This special provision to be interpreted as separate and independent of other provisions of this Article 11, and the pertaining explanation.

注意：本特殊规定与规则第 11 条的其他内容和相关注释是分开且相互独立的。

In WKF World Championships, the use of video review of matches is required. Use of video review is also recommended for other competitions whenever possible. In using video review the respective coaches are given a red or blue card that may be used for protest in the event that the judges in the coach's opinion have missed a valid score by his contestant. A panel consisting of 2 persons appointed by the Tatami Manager will examine the video, and may change the Referee panel's decision provided appointees are in agreement.

在 WKF 的世界锦标赛中，必须采用录像回放系统。在其它赛事中，如果条件允许的话也建议尽量采用录像回放系统。使用录像回放系统时，双方教练将会分别得到一张红色卡片或一张蓝色卡片。当教练认为场上裁判错过了对己方选手得分技术的判罚时，可以凭此卡片进行申诉。一个由场地经理（场控长）指派的两人小组将会对录像进行回放审议，如果两人意见一致的话，可以对场上裁判小组的判罚进行更改。

If upon examining the video, the referee panel acknowledges the protest and award the score, the coach will retain the card and the Referee will announce the revised decision. If the protest is rejected the card will be confiscated for the remainder of the match - and the coach will lose the possibility of protesting directly for that competitor for the remainder of the pool with the exception of medal matches where both contestants' coaches will always be given cards allowing them the opportunity to protest points.

如果在进行录像回放后，裁判小组确认申诉成功并判分，教练将继续持有申诉卡，主裁会宣布更改后的判决。如果申诉被驳回，申诉卡将会被没收，教练将会失去为该选手在该回合比赛和该赛区剩余比赛场次中进行得分申诉的机会。但在比赛进入奖牌赛的情况下，双方教练都将会得到申诉卡，允许他们有机会进行得分申诉。

EXPLANATION:

附注：

I. The protest must give the names of the contestants, the Judges 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.

申诉书上必须提供选手的姓名、该场比赛的执裁裁判名单，和**准确且详细的申诉内容**。关于整体判罚标准，内容含糊的申诉将不会被接受。申诉方有提供相关证据的责任。

II. 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.

申诉将由申诉评审委员会进行审查。审查过程中，委员会将会研究申诉方所提交的证据。同时可能会研究比赛录像带并询问相关人员，以便对申诉内容的有效性做出客观的判断。

III. 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.

如果申诉评审委员会认定该申诉有效，将会采取相应的措施进行补救。同时引以为戒，防止将来在比赛中发生类似的情况。而申诉保证金将会由财务长退回。

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

如果申诉评审委员会认定该申诉无效，该申诉将被会被驳回，申诉保证金将由 WKF 没收。

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

即使有正式申诉的情况出现，也须保证后面的比赛不会因此而被延迟。赛事监督有责任确保比赛按照竞赛规则继续进行。

VI. In case of an administrative malfunction during a match in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Referee.

在比赛程进行过程中，如果有行政运作上的错误发生，教练可以直接通知场地经理，由场地经理提醒主裁。

ARTICLE 12: POWERS AND DUTIES

第十二条 权 责

REFEREE COMMISSION

裁判委员会

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

裁判委员会的权力和职责如下：

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.

与每一次大赛的赛事组委会协商沟通，确认比赛场地的安排、所有装备和必需设施的准备与发放、比赛的运作与管理、及安全措施等等，以保证大赛的准备工作能够正确完成。

2. To appoint and deploy the Tatami Managers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Tatami Managers.

指派场地经理（场控长）至各自负责的区域，及根据各场地经理的报告采取相应措施。

3. To supervise and co-ordinate the overall performance of the Refereeing officials.

监督并协调所有裁判人员的工作。

4. To nominate substitute officials where such are required.

根据需要指派后补工作人员。

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.

对在比赛中发生的，规则中没有明文规定的技术性问题做出最后判决。

TATAMI MANAGERS

场地经理

The Tatami Managers powers and duties shall be as follows:
场地经理的权力和职责如下:

1. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.
对所有在其负责的场地内进行的比赛的主裁和边裁, 进行委派、指定, 和监督。
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.
对在其负责区域内执裁的主裁和边裁的工作进行监督, 并确认被指定的裁判员和工作人员有能力完成赋予给他们的职责。
3. To order the Referee to halt the match when the Match Supervisor signals a contravention of the Rules of Competition.
当赛事监督发出场上有违背比赛规则的信号时, 要求主裁暂停比赛。
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.
每日准备书面报告, 对其管辖的每一位裁判员及工作人员的工作情况进行总结和建议, 并上交裁判委员会。
5. To appoint members for the video review panel.
指派录像回放审议小组成员。

REFEREES

主裁

The Referee's powers shall be as follows:
主裁的权力如下:

1. The Referee ("SHUSHIN") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
主裁(SHUSHIN)主导着整个比赛的进程, 包括负责宣布比赛的开始、暂停及结束。
2. To award points based on the decision of the judges.
根据边裁的判决, 宣判得分。
3. To stop the match when an injury, illness or inability of a contestant to continue is noticed.
当发现一方选手出现受伤、生病、或其它无法继续比赛的情况时, 叫停比赛。
4. To stop the match when it in the Referee's opinion has been a point scored, a foul committed, or to ensure the safety of the contestants.
当主裁认为有人得分、犯规、或为确保场上选手自身安全时, 暂停比赛进行。

5. To stop the match when two or more judges have indicated a score or Jogai.
当两位或以上的边裁示意得分或出界（JOGAI）时，叫停比赛。
6. To indicate fouls observed (including Jogai), thus requesting the consent of the judges.
示意观察到的犯规的情况（包括出界），并请求边裁的支持。
7. To request confirmation of the judges' verdict in instances where there may, in the referee's opinion, be grounds for the judges to re-evaluate their call for warning or penalty.
当主裁认为有理由让边裁重新考虑他们的警告或处罚的判决时，要求他们重新考虑。
8. To call the judges for conference (SHUGO) to recommend Shikkaku.
召集边裁对“失格”（SHIKKAKU）的判罚进行合议（SHUGO），
9. To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a Judgement.
必要时向场地经理、裁判委员会、或申诉评审委员会解释某个判决的依据。
10. To issue warnings and impose penalties based on the decision of the judges.
根据边裁的判罚给予警告或进行处罚。
11. To announce and start an extra bout when required in team matches.
在团体赛需要时，宣布并开始附加赛。
12. To conduct voting of the Judges, including his own vote, (HANTEI) and announce the result.
领导裁判小组进行投票（HANTEI），并宣告结果。
13. To resolve ties.
解决平手（HIKIWAKE）的情况。
14. To announce the winner.
宣告比赛获胜者方。
15. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter including controlling the conduct of coaches, other competitors, or any part of the competitors' entourage, present on the competition floor.
主裁的权限不仅只局限于比赛场地，还包括其所有相关区域，以及控制赛场内教练、其它选手、或选手的任何随行人员的行为。
16. The Referee shall give all commands and make all announcements.
主裁负责所有口令的发出和所有判决的宣告。

JUDGES 边裁

The Judges (FUKUSHIN) powers shall be as follows:
边裁 (FUKUSHIN) 权力如下:

1. To signal points scored and Jogai on their own initiative.
根据自己的判断做出得分和出界的旗语信号。
2. To signal their judgment on warnings or penalties indicated by the Referee.
以旗语对主裁示意的警告或处罚做出自己的判罚。
3. To exercise their right to vote on any decision to be taken.
对相关判决行使投票权。

The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:
边裁需仔细观察选手的动作。当遇到下列情况时, 应以相应旗语信号向主裁表示意见。

- a) When a score is observed.
当有选手得分时。
- b) When a contestant has stepped out of the competition area (JOGAI).
当一方选手踏出比赛场地时 (JOGAI)。
- c) When requested by the Referee to pass judgment on any other foul.
当主裁请求对任何犯规进行判罚时。

MATCH SUPERVISORS

赛事监督

1. The Match Supervisor (KANSA) will assist the Tatami Manager 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 Match Supervisor will immediately raise the red flag and blow his whistle. The Tatami Manager 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 Match Supervisor. Before the start of each match or bout the Match Supervisor will ensure that the contestants' are wearing approved equipment. The match Supervisor will not rotate during Team matches.
赛事监督 (KANSA) 应协助场地经理监督比赛进行。当出现主裁 和/或 边裁的判决有违背竞赛规则的情况时, 赛事监督应立即举起红旗并吹响口哨。场地经理应要求主裁暂停比赛并纠正相关错误。经赛事监督认可的记录才可以作为正式大会纪录保留。在每一场次或每一回合的比赛开始前, 赛事监督都应确认上场选手穿戴着被认可的装备。在团体赛中, 赛事监督不参与场上裁判的轮换。

SCORE SUPERVISORS

记分监察员

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. 记分监察员必须单独准备一份记录, 对主裁的判分情况进行记载, 同时监督记时员及记分员的工作情况。

EXPLANATION:

附 注:

- I. *When two, or more, Judges give the same signal, or indicate a score for the same competitor, the Referee will stop the bout and render the decision accordingly. Should the Referee fail to stop the bout the Match Supervisor will raise the red flag and blow his whistle.*
当两位、或更多位边裁皆给出同一旗语或示意某一选手得分，主裁应暂停比赛，并做出相应判决。如果主裁没有喊停，赛事监督应举起红旗，并吹响口哨。
- II. *When the Referee decides to halt the bout for any other reason than a signal given by two, or more, of the judges he will call “YAME” at the same time use the required hand signal. The Judges will then signal their opinions and the Referee will render the decisions for which there is agreement between two or more judges.*
除有两位、或更多位边裁给出同一旗语外，因其它任何原因，主裁想要叫停比赛，他应在喊出“YAME”口令的同时，并作出相应的手势。然后边裁们应向主裁以旗语表示自己的意见，当有两位或更多位边裁支持时，主裁就可以做出相应的裁决。
- III. *In the event of that both contestants have a score, warning or penalty indicated by two or more judges, both contestants will be awarded their respective points, warnings or penalties.*
当双方选手同时有两位或更多位边裁做出得分、警告、或处罚的旗语时，两方选手都应得到各自相应的得分、警告、和处罚。
- IV. *If one contestant has a score warning or penalty indicated by more than one judge and the score or penalty is different between the judges, the lower score, warning or penalty, will be applied if there is not a majority for one level of score, warning or penalty.*
如果有多于一位边裁对某位选手做出的得分、警告、或处罚的旗语，但判罚的高低不同，且没有某一等级的判决获得了多数边裁的支持时，最低级别的得分、警告、或处罚的判决将会被采纳。
- V. *If there is majority, but dissent, among the judges for one level of score, warning or penalty, the majority opinion will overrule the principle of applying the lowest score, warning or penalty.*
当某一等级对得分、警告、或处罚的判决获得了多数边裁的支持时，将采取少数服从多数的原则，而不是采纳最低级别判决的原则。
- VI. *At HANTEI the Referee and Judges each have one vote.*
在判定时，主裁、边裁各有一票。
- VII. *The role of the Match Supervisor 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. He has no vote, nor has he any authority in matters of Judgement, such as whether a score was valid or if JOGAI occurred. His sole responsibility is in matters of procedure. The match Supervisor will not rotate during Team matches.*
赛事监督的角色是要确保比赛根据竞赛规则顺利进行。他不是另外一位边裁，也没有投票权，更任何权利参与比赛的裁决工作。如：选手是否得分、或是否出现了场外等情况。他的责任只与比赛流程相关。在团体赛中，赛事监督不参与场上裁判的轮换。

VIII. In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle.

如果主裁没有听到“时间到”的铃声。计分监察员应吹响口哨提醒。

IX. When explaining the basis for a Judgement after the match, the Judges may speak to the Tatami Manager, the Referee Commission, or the Appeals Jury. They will explain themselves to no one else.

当需要在赛后对做出某一判决的原因进行解释时，裁判员可以与赛场监督、裁判委员会、或申诉评审委员会沟通，除此之外，他们不必向任何人做出解释。

X. 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 match, and postpone the continuation of a bout until the coach complies. The same authority of the Referee extends to other members of the competitor's entourage present on the competition floor.

主裁可以完全基于他/她自己的判断，对任何有不适当行为，或者主裁认为有干扰比赛的有序进行的教练驱逐出场，并延迟比赛的进行，直到教练服从判罚。主裁对赛场内选手的任何随行人员有相同的处罚权限。

ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES

第十三条 比赛开始、暂停或结束

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.

比赛运作时，主裁和边裁所使用的术语及姿势，应按照附录 1 和 2 的规定。

2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants whom are positioned at the centre of their assigned mats; the Referee will announce “SHOBU HAJIME!” and the bout will commence.

在主裁和边裁应各自就位，两方选手站在自己相应的垫子中间并相互行礼之后，主裁应宣布“SHOBU HAJIME”，比赛即开始。

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).

主裁应以“YAME”口令暂停比赛。如果有必要，主裁可以命令选手各回到原位 (MOTO NO ICHI)。

4. When the Referee returns to his position, the Judges will 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, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling “TSUZUKETE HAJIME”.

在主裁回到原位后，边裁应以旗语向主裁表示自己的意见。在判决某方选手得分时，主裁应先宣布哪位选手（红方或蓝方）、攻击的位置，然后以规定的手势判以相应的得分。然后，以“TSUZUKETE HAJIME”的口令，宣布比赛继续进行。

5. When a contestant has established a clear lead of eight points during a bout, the

Referee shall call “YAME” and order the contestants back to their starting points 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.

当一方选手在某一回合比赛中已领先 8 分，主裁应以“YAME”口令叫停比赛，再与双方选手一起回到各自起始位置。然后，主裁举起代表获胜一方的手臂，并宣告“AO (AKA) NO KACHI”。到此，回合比赛结束。

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.

当比赛时间结束时，双方以得分较高者为优胜。主裁应举起代表获胜一方的手臂，并宣告“AO (AKA) NO KACHI”。到此，回合比赛结束。

7. In the event of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the match by HANTEI.

如某一回合结束时，比赛未能决出胜负，那么裁判小组（主裁和四位边裁）将以判定的方式决定比赛结果。

8. When faced with the following situations, the Referee will call “YAME!” and halt the bout temporarily.

如发生下列情况，主裁可以喊“YAME”，并暂停比赛：

- a. When either or both contestants are out of the match area.

当一位或两位选手都越出场外时。

- b. When the Referee orders the contestant to adjust the karate-gi or protective equipment.

当主裁命令选手整理他的空手道服装或护具时。

- c. When a contestant has contravened the rules.

当某位选手违反规则时。

- d. 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.

当主裁认为一方或双方选手因受伤、生病、或其它原因，而无法继续比赛时。根据大会医生的意见，主裁将会决定是否允许比赛继续进行。

- e. When a contestant seizes the opponent and does not perform an immediate technique, or throw.

当一方选手抓住对手，没有立刻施展进攻技术或摔法时。

- f. When one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.

当一方或双方选手跌倒或被摔倒后，双方都没有立刻做出有效的得分技术时。

- g. When both competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique.

当双方选手相互抓抱，且没有立即成功施展任何得分技术或摔法时。

- h. When both competitors stand chest to chest without attempting a throw or other technique.

当双方选手采用贴胸站靠的方式，且没有立即试图施展任何技术或摔法时。

- i. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.

当双方运动员因摔倒或试图施展摔技而双方倒地后，开始扭打时。

- j. When a score or *jogai* is indicted by two or more judges for the same competitor.
当两三位或更多位边裁皆举旗示意同一位选手得分或出界时。
- k. When, in the opinion of the Referee, there has been a point scored or foul committed or the situation calls for halting the match for safety reasons.
当主裁认为有得分或犯规时、或因安全原因需要比赛暂停时。
- l. When requested to do so by the Tatami Manager.
当地理要求时。

EXPLANATION:

附 注:

- I. 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 by motioning as shown in Appendix 2 of the rules.*
当比赛将要开始时，主裁首先要求选手来到他们的起始线上就位。在此之前，如果有选手已提前进入比赛场地的，主裁必须要求该选手退出。两方选手必须以标准的鞠躬礼相互行礼，快速的点头是不够也是不礼貌的。如果双方都没有主动相互行礼的迹象，主裁可以以附录 2 中的手势要求选手互相行礼。
- II. 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.*
当比赛重新开始时，主裁必须检查双方选手是否已站立在指定线上并处于平静的状态。如果有选手仍在上下跳动或处于烦躁不安的状态，主裁必须要求其静止下来，比赛才可继续进行。主裁必须在最短时间内使比赛再次开始。
- III. Contestants will bow to each other at the start and end of each bout.*
在每回合比赛开始与结束时，双方选手均需相互行鞠躬礼。

KATA RULES

型 规 则

ARTICLE 1: KATA COMPETITION AREA

第 1 条： 型的比赛场地

1. The competition area must be flat and devoid of hazard.
比赛场地必须平坦且无危险。
2. The competition area must be of sufficient size to permit the uninterrupted performance of Kata.
比赛场地必须足够大，以允许选手能够毫无阻碍的完成整套型的演练。
3. For kata competition the mats turned over to mark the red area starting points for kumite contestants, are to be turned back over to form a uniformed coloured surface.
用于组手比赛中表示选手起始位置的垫子应反转过来，使型的比赛场地地面为同一颜色。

EXPLANATION:

附 注:

- I. *For the proper performance of Kata a stable smooth surface is required. Usually the matted Kumite areas will be suitable.*
为了型的演练能够正常的完成，比赛场地的表面必须平整稳固。一般情况下，铺有垫子的组手比赛场地就合适。

ARTICLE 2: OFFICIAL DRESS

第二条：正式服装

1. Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.
选手和裁判必须依照组手比赛规则中第二条的规定来穿着正式服装。
2. Any person who does not comply with this regulation may be disbarred.
任何人员不遵守本条规则，都会被取消资格。

EXPLANATION:

附 注:

- I. *The karate-gi jacket may not be removed during the performance of Kata.*
不得在演练型的过程中脱掉空手道上衣。
- II. *Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.*

如果某位选手出场比赛时穿着不当，他将会被给予一分钟的时间去补救。

ARTICLE 3: ORGANISATION OF KATA COMPETITION

第三条 型比赛的组织

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 exclusively female. The Individual Kata match consists of individual performance in separate male and female divisions.
型的比赛分为团体赛和个人赛。团体赛中的每支队伍由三个人组成，且队伍成员须性别一致。个人赛分别由男子个人赛、和女子个人赛组成。
2. The elimination system with repechage will be applied.
比赛实行败者淘汰制，允许复活赛。
3. Slight variations as taught by the contestant's style (ryu-ha) of Karate will be permitted.
允许选手根据各自流派的传授，对型的内容有轻微的变更。
4. The score table will be notified of the choice of Kata prior to each round.
在每一轮型的比赛前，选手都要将所选择的型通报给计分台。
5. Contestants must perform a different Kata in each round. Once performed a Kata may not be repeated.
在每一轮比赛中，选手都必须演练不同的型。演练过的型就不得再重复。
6. In the event that a competitor withdraws after the opponent has started his performance the competitor may re-use the kata performed in any subsequent round as this situation is considered as won by Kiken.
如果某一选手开始进行型的演练后，对手弃权。该选手可以在之后任何一回合的比赛中再次演练这套已演练过的型，因为这种情况将被认为是因对手弃权（KIKEN）而获胜。
7. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.
无论个人赛或团体赛，不按时进行检录者，将被判弃权(KIKEN)，失去该级别的比赛资格。因弃权(KIKEN)失去比赛资格，意味着该选手失去了参加这一级别的比赛的资格，但不影响该选手参加另一级别的比赛。
8. In the bouts for medals of Team Kata Competition, the Teams will perform their chosen Kata in the usual way. They will then perform a demonstration of the meaning of the Kata (BUNKAI). The total time allowed for the KATA & BUNKAI demonstration combined, is six minutes. The official timekeeper will start the countdown clock as the team members perform the bow upon starting the kata and will stop the clock at the final bow after the BUNKAI performance. A team which does not perform the bow at the beginning and completion of the performance, or which exceeds the six minute period

allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed.

在团体型的奖牌争夺赛中, 两队必须先与普通比赛一样, 演练他们所选择的型, 然后他们将会对型的意义进行演示 (分解/BUNKAI)。整个演练时间, 包括型和分解, 为 6 分钟。计时员将从选手开始型的演练的鞠躬开始计时, 到型的分解演示的最后一个鞠躬结束。在型的演练开始和分解演示结束时不行鞠躬礼的, 和整个演练时间超过 6 分钟时限的队伍将被取消资格。不允许在比赛中使用传统武器、辅助装备、或附加服饰。

EXPLANATION:

附 注:

1. *The number of Kata required is dependent on the number of individual competitors or teams entered as shown in the following table. Byes are counted as competitors or teams.*

如下表所示, 比赛所须的型数量取决于参赛选手或队伍的数量。在计算时, 第一轮轮空的选手或队伍将会被虚拟一个对手, 虚拟对手计入参加总 人/队 数。

Competitors or Teams 选手数或团队数	Kata Required 要求的型总数
65-128	7
33-64	6
17-32	5
9-16	4
5-8	3
4	2

ARTICLE 4: THE JUDGING PANEL

第四条 裁判小组

1. The panel of five Judges for each match will be designated by the Tatami Manager.
每场比赛的裁判小组的五位成员将由场地经理指派。
2. The Judges of a Kata match must not have the nationality of either of the participants.
场上裁判不可有与双方任何一位选手相同国籍者。
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.
此外, 还需指派计时员、记分员、和宣告员。

EXPLANATION:

附 注:

- I. *The Chief Judge will sit in the centre position facing the contestants and the other four Judges will be seated at the corners of the competition area.*
主裁面向选手坐在中间。另外其四名裁判坐在比赛场地的四个角落。
- II. *Each Judge will have a red and a blue flag or, if electronic scoreboards are being used, an input terminal.*

每个裁判都将手执红蓝旗各一。如果使用电子记分板，则手持输入终端。

ARTICLE 5: CRITERIA FOR DECISION

第五条 判定标准

Official kata list 正式型列表

Only Kata from the official kata list may be performed:
只允许演练正式型列表中所规定的型：

Anan	安南	Jion	慈恩	Papuren	八步连
Anan Dai	安南大	Jitte	十手	Passai	拔塞
Annanko	安南公	Jyuroku	十六手	Pinan 1-5	平安 1-5
Aoyagi	青柳	Kanchin	完战	Rohai	鹭牌
Bassai Dai	拔塞大	Kanku Dai	观空大	Saifa (Saiha)	碎破
Bassai Sho	拔塞小	Kanku Sho	观空小	Sanchin	三战
Chatanyara Kushanku	北谷屋良公相君	Kanshu	完周	Sanseiru	三十六
Chinte	珍手	Kosokun (Kushanku)	公相君	Sanseru	三十六
Chinto	镇东	Kosokun (Kushanku) Dai	公相君大	Seichin	十战
Enpi	雁飞	Kosokun (Kushanku) Sho	公相君小	Seienchin	征远镇
Fukyugata 1-2	普及型 1-2	Kosokun Shiho	公相君四方	Seipai	十八
Gankaku	岩鹤	Kururunfa	久留顿破	Seirui	十六
Garyu	卧龙	Kusanku	观空	Seisan (Seishan)	十三
Gekisai (Geksai) 1-2	击碎 1-2	Matsumura Rohai	松村鹭牌	Shinpa	心波
Gojushiho	五十四步	Matsukaze	松风	Shinsei	新生
Gojushiho Dai	五十四步大	Matusumura Bassai	松村拔塞	Shisochin	四向战
Gojushiho Sho	五十四步小	Meikyo	明镜	Sochin	壮镇
Hakucho	白鸟	Myojo	明净	Suparinpei	一百零八
Hangetsu	半月	Naifanchin (Naihanshin) 1-3	内步进 1-3	Tekki 1-3	铁骑 1-3
Haufa	八鹤	Nijushiho	二十四步	Tensho	转掌
Heian 1-5	平安 1-5	Nipaipo	二十八步	Tomari Bassai	泊手拔塞
Heiku	黑虎	Niseishi	二十四	Useishi (Gojushiho)	五十四
Ishimine Bassai	石嶺拔塞	Ohan	敖汉	Ubsu (Unshu)	云手
Itosu Rohai 1-3	糸洲鹭牌 1-3	Pachu	巴球	Wankan	王冠
Jiin	慈阴	Paiku	白虎	Wanshu	汪辑

Note: Names of some kata are duplicated due to the variations customary in spelling in Romanization. In several instances a kata may be known under a different name from style (ryu-ha) to style, - and in exceptional instances an identical name may in fact be a different kata from style to style.

注意：由于拼音字母拼写习惯的不同，一些型的名称可能是重复的。一些情况下同一个型在不同流派中可能名称不同，而一些特殊的情况中，名称相近的两个型在不同的流派中是完全不同的两个型。

Assessment 评 定

In assessing the performance of a contestant or team the Judges will evaluate the performance based on the three (3) major criteria; conformance, technical performance, and athletic performance.

在对某一选手或队伍型的演练进行评判时，裁判应根据三个主要评判标准：一致性，技术的表现，和运动能力的表现。

The performance is evaluated from the bow starting the kata until the bow ending the kata with the exception of team medal matches, where the performance, as well as the timekeeping starts at the bow in the beginning of the kata and ends when the performers bow after completing the Bunkai.

型的评判是从型演练前的鞠躬开始，到演练后的鞠躬结束。团体型的奖牌赛中，对演练的评判和计时则从型演练前的鞠躬开始，到分解演练结束后的鞠躬结束。

All of the three major criteria are to be given equal importance in the evaluation of the performance.

评判时，全部三个主要评判标准应具有相同的重要性。

Bunkai are to be given equal importance as the kata itself.

型的分解与型本身同样重要。

Kata Performance 型的演练	Bunkai Performance 分解的演练 (applicable to team bouts for medals) (应用于团体型奖牌争夺赛)
1. Conformance 一致性 to the form itself and the standards of the applicable style (ryu-ha) 与型的本身，和所属流派的标准相符	1. Conformance (to kata) 一致性（与型） using the actual movements as performed in the kata 使用其演练型中所展示的动作
2. Technical performance 技术能力的表现 a. Stances 步法 b. Techniques 技法 c. Transitional movements 转换的动作 d. Timing/Synchronisation 时机（的把握）/同步性 e. Correct breathing 正确的呼吸 f. Focus (kime) 专注力 g. Technical difficulty 技术的难度	2. Technical performance 技术能力的表现 a. Stances 步法 b. Techniques 技法 c. Transitional movements 转换的动作 d. Timing 时机（的把握） e. Control 控制力 f. Focus (kime) 专注力 g. Difficulty of techniques performed 所展示技术的难度

3. Athletic performance 运动能力的表现 a. Strength 力量 b. Speed 速度 c. Balance 平衡力 d. Rhythm 节奏	3. Athletic performance 运动能力的表现 a. Strength 力量 b. Speed 速度 c. Balance 平衡 d. Timing 时机（的把握）
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Disqualification

取消资格

A competitor or a team of competitors may be disqualified for any of the following reasons:
某一选手或队伍可以因以下任何原因被取消比赛资格：

1. Performing the wrong kata or announcing the wrong kata.
演练错误的型，或宣告错误的型名。
2. Failing to bow at the beginning and completion of the kata performance.
没有在型的演练前或演练后行鞠躬礼。
3. A distinct pause or stop in the performance.
在演练过程中出现明显的犹豫或停顿。
4. Interference with the function of the judges (such as the judge having to move for Safety reasons or making physical contact with a judge).
干扰裁判的工作（如：因安全因素而使裁判员需要进行移动，或与裁判员有身体的接触）。
5. Belt falling off during the performance of kata.
在型的演练过程中，腰带脱落。
6. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai.
型和分解的总演练时间超过了6分钟的时限。
7. Performing a scissor takedown technique to the neck area in Bunkai (Kani Basami).
在型分解的演练中施展以剪刀腿夹住颈部的摔技（蟹挟 Kani Basami）。
8. Failure to follow the instructions of the Chief Judge or other misconduct.
不遵从主裁的指示或其它不当行为。

Fouls

犯规行为（失误）

The following fouls, if apparent, must be considered in the evaluation according to above criteria.

如果出现以下的犯规行为，必须根据以上的评判标准进行考虑。

- a) Minor loss of balance.
稍有失去平衡。
- b) Performing a movement in an incorrect or incomplete manner, such as failure to fully execute a block or punching off target.
某个动作演示的方式不正确或不完整，如：格挡动作没有完全施展，或拳未击打在目标上。
- c) Asynchronous movement, such as delivering a technique before the body transition is completed, or in the case of team kata; failing to do a movement in unison.
动作不同步，如：在身体的转换完成前施展一个技术动作，或在团体型演练中，某一动作未能同步完成。
- d) Use of audible cues (from any other person, including other team members) or theatrics such as stamping the feet, slapping the chest, arms, or karate-gi, or inappropriate exhalation, will automatically be penalized by the judges deducting the total portion of the score for the technical performance of the kata (and thus losing one third of the total score for the performance).
采用声音的（从其它任何人处，包括队伍的其它成员），或动作行为的提示，如：顿足、拍打胸部、手臂、或空手道服，和不适当的吐息，将会直接导致裁判扣除技术能力表现一项的全部得分（也就是失去整个演练总评分数的三分之一）。
- e) Belt coming loose to the extent that it is coming off the hips during the performance.
在演练过程中，腰带松开接近脱落。
- f) Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.
浪费时间，包括长时间的入场，过度的鞠躬，或开始演练前长时间的停顿。
- g) Distracting Judges by moving around while the opponent is performing
在对方选手演练期间，走来走去干扰裁判的行为。
- h) Causing injury by lack of controlled technique during Bunkai.
在分解的演示过程中，因缺乏控制的技术而造成了受伤。

EXPLANATION:

附注：

I. 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 demonstrate strength, power, and speed — as well as grace, rhythm, and balance.

型并非舞蹈或戏剧表演。它必须遵守传统的价值及理念。必须具有如同实战般的真实性，同时从技术上也要表现出意志的集中力、力量、和潜在的打击力度。在展示出力量、气势和速度的同时，还要展示出它的优雅、节奏和平衡感。

II. In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge.

团体比赛中，在开始型的演练时，三位选手必须全部面向主裁。

III. *The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronization.*

在团体比赛中，队伍成员必须表现出型的演练所需的各方面的能力，同时保持动作的一致性。

IV. *It 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.*

确认通报给记分台的型是否适合于该轮比赛是教练或选手的责任。

V. *Although performing a scissor takedown technique to the neck (Kani Basami) area in performing Bunkai is prohibited, a scissor takedown to the body is permitted.*

虽然在型分解的演练中禁止施展剪刀腿夹住颈部的摔技（蟹挟 Kani Basami），但该摔技可以对身体部分施展。

ARTICLE 6: OPERATION OF MATCHES

第六条 比赛的运作

1. At the start of each bout and in answer to their names, the two contestants, or teams, 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 and then to each other, AO will then step back out of the Match Area. After moving to the starting position a clear announcement of the name of the Kata that is to be performed, AKA will again bow and begin. On completion of the Kata, AKA will after bowing at the end of the kata 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.

在每一回合比赛开始前，在双方选手点名确认手无误后，一方系红带（AKA），一方系蓝带（AO），面向主裁并排站在赛场地边缘。在向裁判小组行鞠躬礼之后相互行礼，蓝方选手将先退出比赛场地。红方选手在移动至指定起始位置，并清楚的宣告他将要演练的型名后，再次行礼然后开始演练。在演练完毕行礼之后，红方选手将退出比赛场地，等候蓝方选手的演练。在蓝方选手的演练完成之后，双方应回到比赛场地边缘等待裁判小组的判决结果。

2. If the Chief Judge is of the opinion that a competitor should be disqualified, he may call the other Judges in order to reach a verdict.
如果主裁认为应取消某一选手资格，他可以召集边裁以达成一致的判决。
3. If a contestant is disqualified the Chief Judge will cross and uncross the flags and then raise the flag indicating the winner.
如果某位选手被判取消比赛资格，主裁应以旗子做出交叉再分开的动作，然后举旗示意获胜一方。
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 whereupon the Judges will cast their votes. In instances where both AKA and AO are disqualified in the same match, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by Hantei.

在两位选手均完成型的演练后，双方应一起并排站在比赛场地边缘。然后主裁将要求判定（HANTEI），在主裁两声哨响后，场上裁判将进行投票。当出现红、蓝双方在一场比赛中同时被判取消资格的情况时，下一轮比赛对手将会因为轮空而获胜（不需宣布比赛结果）。除非这种双方被判取消资格的情况出现在奖牌赛中，这时候将以判定（Hantei）来决定获胜方。

5. 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.
判决结果将为红方或蓝方获胜。判决结果不允许为平手。得票数最多的一方选手为胜方。
6. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.
无论个人赛或团体赛，不按时进行检录者，将被判弃权（KIKEN），失去该级别的比赛资格。因弃权（KIKEN）失去比赛资格，意味着该选手失去了参加这一级别的比赛的资格，但不影响该选手参加另一级别的比赛。
7. When announcing disqualification by KIKEN the Chief Judge will be required to signal by pointing, with the flag, towards the starting position of the contestant in question, and then signal Kachi (win) for the opponent.
当宣告一方选手因弃权（KIKEN）而失去比赛资格时，主裁必须以相应的裁判旗指向弃权选手的起始方向示意，然后以旗语宣布对手获胜。
8. The competitors will bow to each other, then to the Judging Panel, and leave the area.
双方选手将相互行鞠躬礼，再向裁判小组行礼，最后离场。

EXPLANATION:

附注:

- I. *The starting point for Kata performance is within the perimeter of the competition area.*
型比赛的起始点在比赛场地边缘内。
- II. *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 to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.*
主裁将会先宣布进行判定（HANTEI），然后吹两声口哨。场上裁判将同时将旗子举起。在给出足够统计票数的时间后（约5秒），主裁再鸣哨一次，裁判员将旗子一起放下。
- III. *Should a competitor or team 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 the winning competitor or team may use the Kata intended for that round for a subsequent round.*
如果某一选手或队伍检录时不到，或比赛弃权（KIKEN），他的对手将自动取得该轮比赛的胜利，不需要再上场演练已申报的型。出现这种情况时，获胜的选手或队伍可以在下一轮比赛时继续使用该轮已申报的型。

APPENDIX 1: TERMINOLOGY

附录 1：术语

SHOBU HAJIME	Start the Match or Bout 开始比赛	After the announcement, the Referee takes a step back. 宣布后，主裁后退一步。
ATOSHI BARAKU	A little more time left 剩下一点时间	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”. 当比赛时间还剩15秒钟时，计时员会给出声音信号，主裁将宣布 “Atoshi Baraku”。
YAME	Stop 停	Interruption, or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand. 比赛中断或停止。在主裁喊出该口令时，应同时用手做出向下切的姿势。
MOTO NO ICHI	Original position 回归原位	Contestants and Referee return to their starting positions. 选手和主裁回到各自的起始线。
TSUZUKETE	Fight on 继续	Resumption of fighting ordered when an unauthorized interruption occurs. 继续进行比赛，用于非正式中断比赛的情况发生时。
TSUZUKETE HAJIME	Resume fighting - Begin 继续 - 开始	The Referee stands in a forward stance. As he says “Tsuzukete” 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. 主裁以弓步站立。在他喊到“继续”时，他伸出手臂，掌心向外朝向选手。在喊到“开始”时，将手掌转向快速向内合拢，同时向后退步。
SHUGO	Judges called 召集裁判	The Referee calls the Judges at the end of the match or bout, or to recommend SHIKKAKU. 当比赛结束时、或建议对选手处以失格处罚时，主裁召集边裁。

HANTEI	Decision 判定	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 by raising his arm. 在一场未分出胜负的比赛后，主裁要求边裁对胜负进行判定。在简短的一声哨音后，裁判通过旗语投票，主裁则以抬起他的手臂的方式进行投票。
HIKIWAKE	Draw 平手	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front. 平局时，主裁交叉手臂，然后伸展开，掌心向前。
AKA (AO) NO KACHI	Red (Blue) wins 红（蓝）方获胜	The Referee obliquely raises his arm on the side of the winner. 主裁斜抬起代表获胜方的手臂。
AKA (AO) IPPON	Red (Blue) scores three points 红（蓝）方得三分	The Referee raises his arm up at 45 degrees on the side of the scorer. 主裁将代表得分方的手臂向上 45 度伸直。
AKA (AO) WAZA-ARI	Red (Blue) scores two points 红（蓝）方得两分	The Referee extends his arm at shoulder level on the side of the scorer. 主裁将代表得分方的手臂以肩膀高度伸直。
AKA (AO) YUKO	Red (Blue) scores one point 红（蓝）方得一分	The Referee extends his arm downward at 45 degrees on the side of the scorer. 主裁将代表得分方的手臂向下 45 度伸直。
CHUKOKU	Warning 口头警告	The Referee indicates a Category 1 or 2 offence. 主裁示意第一类或第二类犯规。
KEIKOKU	Warning 口头警告	The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender. 主裁示意第一类或第二类犯规，然后将食指向下 45 度角指向犯规方。
HANSOKU-CHUI	Warning of disqualification 取消资格前的警告	The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender. 主裁示意第一类或第二类犯规，然后将食指水平指向犯规者。

HANSOKU	Disqualification 取消资格	The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent. 主裁示意第一类或第二类犯规,然后将食指45度向上指向犯规方,并宣布另一方选手获胜。
JOGAI	Exit from the match area not caused by the opponent 非对手原因离开比赛场地	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. 主裁将代表犯规方一方的食指伸出,向边裁示意该选手有离开比赛场的行为。
SENSHU	First unopposed point advantage 先取得得分的优势	After awarding the point in the regular fashion, the Referee turns to Kansa calling “Aka (Ao) Senshu” while holding his index finger raised pointing to the side of the scoring contestant. 在以普通的方式宣布得分后,主裁转身面对监察,以食指指向得分选手方向,并宣布“Aka (Ao) Senshu”。
SHIKKAKU	Disqualification “Leave the Area” 取消比赛资格 “强制退场”	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. 主裁先将手指向上45度角指向违规方,然后向后挥动,并同时宣布“AKA (AO) SHIKKAKU”,接着宣布另一方选手获胜。
KIKEN	Renunciation 弃权	The Referee points downwards at 45 degrees in the direction of the contestant’s starting line. 主裁将手指向下45度指向弃权选手方开始比赛的起始线。
MUBOBI	Self Endangerment 不顾自身安全	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. 主裁触摸一下脸部,然后将掌缘朝前,来回移动,向边裁判示意选手不顾自身安全。

APPENDIX 2: GESTURES AND FLAG SIGNALS

附录 2：手势与旗语

ANNOUNCEMENTS AND GESTURES OF THE REFEREE 主裁的口令和手势

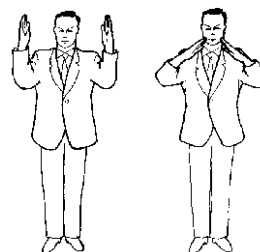
SHOMEN-NI-REI 向正面行礼

The Referee extends his arms palms to the front.
主裁手掌向前将手臂伸直。



OTAGAI-NI-REI 相互行礼

The Referee motions to the contestants to bow to each other.
主裁以手势示意选手相互行礼。



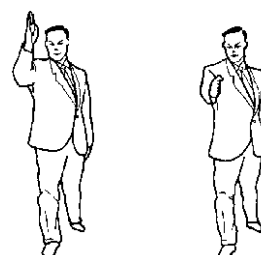
SHOBU HAJIME 比赛开始

“Start the Match”
After the announcement, the Referee takes a step back.
“比赛开始”
宣布之后，主裁后退一步。



YAME 停止

“Stop”
Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.
“停止”
中止比赛或是比赛结束。在主裁喊出口令的同时，用手做出向下切的动作。



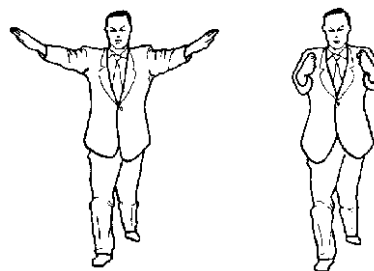
TSUZUKETE HAJIME 继续开始

“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.

“准备继续—开始”

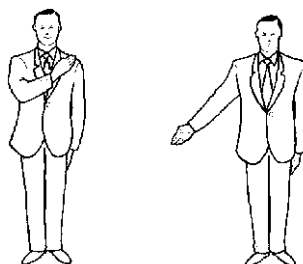
主裁以弓步站立，手掌分别朝向双方选手并伸直手臂并宣布“Tsuzukete”，在喊出“Hajime”时，快速转手掌使其相对并合拢，同时向后退。



YUKO (1 point) 有效（一分）

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

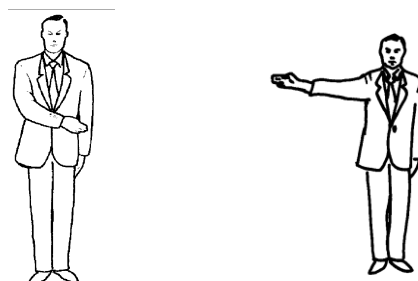
主裁将代表得分一方的手臂向下 45 度伸直。



WAZA-ARI (Two Points) 有技（两分）

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

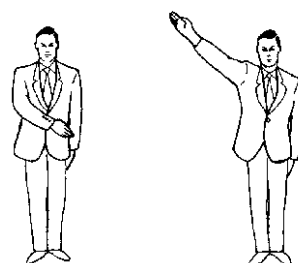
主裁将代表得分一方的手臂以肩膀高度伸直。



IPPON (Three Points) 一本（三分）

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

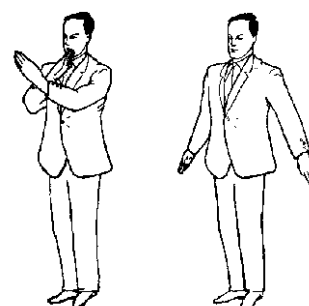
主裁将代表得分一方的手臂向上 45 度伸直。



CANCEL LAST DECISION 取消上次的判决

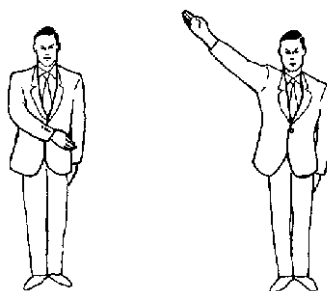
When an award or penalty has been given in error the Referee turns towards the contestant, announces “AKA” or “AO”, crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.

当得分或处罚出现错判时，主裁转身面向选手，喊出“AKA”或“AO”，然后双臂交叉，手掌向下做出切的动作，手掌向下，示意上次的判决已取消。



NO KACHI (Win) 获胜

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.
在比赛或回合赛结束时，主裁宣布“AKA（或 AO）No Kachi”。并将代表获胜方的手臂向上 45 度伸直。



KIKEN 弃权

“Renunciation”

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

“弃权”

主裁以食指指向弃权选手的开始线，然后宣布对手获胜。



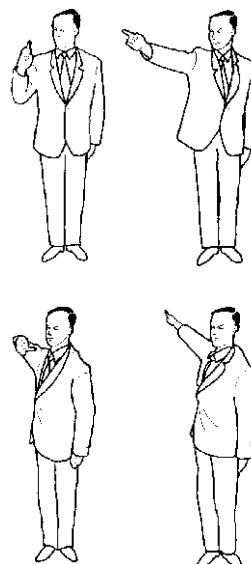
SHIKKAKU 失格

“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.

“丧失资格，退出场地”.

主裁首先以食指指向犯规者方，并向上 45 度伸出，然后再向外向后方挥动，同时喊出“Aka (AO) Shikkaku”！随后宣布对手获胜。



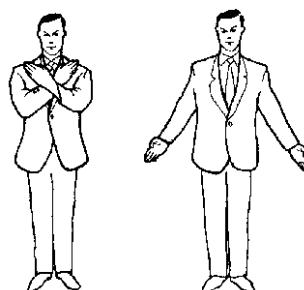
HIKIWAKE 平手

“Draw” (Only applicable to team matches).

When time is up and scores are equal, or no scores have been awarded the Referee crosses his arms then extends them with the palms showing to the front.

“平手”（仅应用于团体赛中）

当比赛时间结束，双方得分相同，或者没有得分时，主裁双臂交叉于胸前，然后分开伸直，手掌向前。



CATEGORY 1 OFFENCE 第一类犯规
(used without further signal for CHUKOKU)
在用于 CHUKOKU 的时候，不需要再使用其它手势

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

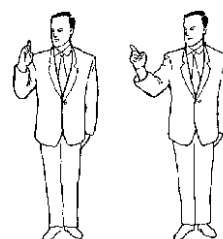
主裁两手张开，以手腕边缘交叉在胸前高度。



CATEGORY 2 OFFENCE 第二类犯规
(used without further signal for CHUKOKU)
在用于CHUKOKU的时候，不需要再使用其它手势

The Referee points with a bent arm at the face of the offender.

主裁弯曲手臂并以食指指向犯规者的面部。



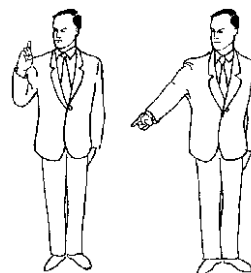
KEIKOKU 警告

“Warning”.

The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender.

“口头警告”.

主裁示意第一类或第二类犯规，然后以食指 45 度朝下指向犯规方。



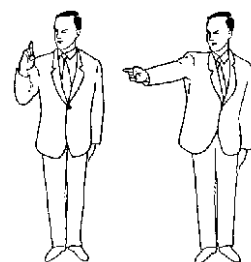
HANSOKU CHUI 犯规注意

“Warning of disqualification”.

The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.

“取消资格前的警告”.

主裁示意第一类或第二类犯规，然后以食指水平指向犯规方。



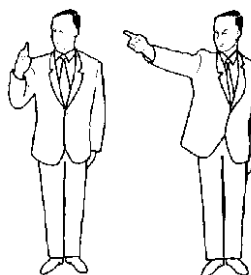
HANSOKU 犯规

“Disqualification”

The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and awards a win to the opponent.

“取消资格”

主裁示意第一类或第二类犯规，然后以食指 45 度向上指向犯规方，随后宣判对手获胜。



PASSIVITY 消极

The Referee rotates his fist around each other in front of his chest to indicate a Category 2 offence
主裁双手握拳在胸前相互绕圈以示有第二类犯规的行为出现。



EXCESSIVE CONTACT 过度接触

The Referee indicates to the Judges that there has been excessive contact or other Category 1 offence.
主裁向边裁示意有过度接触、或其它第一类犯规的行为出现。



FEIGNING OR EXAGGERATING INJURY 假装或夸大受伤

The Referee holds both hands to his face to indicate to the Judges a Category 2 offence.
主裁用双手扶住脸部以示边裁有第二类犯规的行为出现。



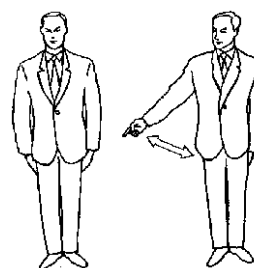
JOGAI 场外

“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.

“离开比赛场地”

主裁以食指指向犯规方的边界，向边裁示意有出界的行为出现。



MUBOBI (Self Endangerment) 无防备（使自己陷入危险）

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.

主裁先以手轻触自己的脸部，然后将掌缘朝前左右移动，示意边裁，该选手有使自己陷入危险的行为。



AVOIDING COMBAT 逃避战斗

The Referee makes a circling motion with the down turned index finger to indicate to the Judges a Category 2 offence.

主裁以食指朝下做划圆形的动作，示意边裁有第二类犯规的行为出现。



PUSHING, GRABING OR STANDING CHEST TO CHEST WITHOUT ATTEMPTING AN IMMEDIATE TECHNIQUE OR TAKEDOWN 推搡、抓、或以胸贴胸的方式站靠，且不立即试图施展技术动作或摔技

The Referee holds both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate to the Judges a Category 2 offence.

主裁握住双拳并放在肩膀高度，或张开双掌做出推的动作，示意边裁有第二类犯规的行为出现。



DANGEROUS AND UNCONTROLLED ATTACKS 危险性和没有控制的攻击

The Referee brings his clenched fist past the side of his head to indicate to the Judges a Category 2 offence.

主裁以握拳的手从头一边的侧面滑过，示意边裁有第二类犯规的行为出现。



SIMULATED ATTACKS WITH THE HEAD KNEES OR ELBOWS 试图以头部，膝盖或手肘攻击

The Referee touches his forehead, knee, or elbow with the open hand to indicate to the Judges a Category 2 offence.

主裁以张开的手掌轻触额头，膝盖或手肘，示意边裁有第二类犯规的行为出现。



TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR

与对手交谈、或挑衅对手，及其它不礼貌的行为

The Referee places his index finger to his lips to indicate to the Judges a Category 2 offence.

主裁将他的食指放在自己的嘴唇上，示意边裁有第二类犯规的行为出现。



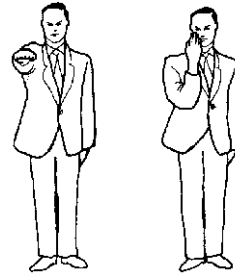
SHUGO 召集

“Judges Called”

The Referee calls the Judges at the end of the match or bout or to recommend SHIKKAKU.

“召集边裁”

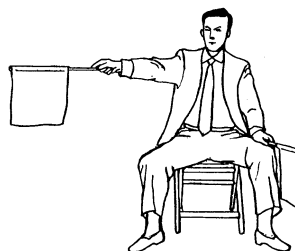
主裁在比赛结束时、或建议对某位选手进行“SHIKKAKU”处罚时，召集边裁。



THE JUDGE' S FLAG SIGNALS 边裁的旗语



YUKO
有效



WAZA-ARI
有技



IPPON
一本



FOUL
犯规



CATEGORY 1 OFFENCE
第一类犯规

Warning of a foul. The appropriate flag is waved in a circle, then a Category 1 or 2 signal is made.
示意有犯规的情况出现。以代表犯规方的旗子挥动划圆，然后以旗语示意第一类、或第二类犯规。

The flags are crossed and extended with the arms straight.
双臂伸直，旗子交叉。



CATEGORY 2 OFFENCE
第二类犯规



The Judge points the flag with arm bent.
边裁弯曲手臂，以相应的旗子示意。



JOGAI
场外



KEIKOKU
警告

The Judge taps the floor with the appropriate flag
边裁以代表犯规方的旗子轻轻敲击地面。



HANSOKU CHUI
犯规注意



HANSOKU
犯规

APPENDIX 3: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES

附录 3：主裁及裁判判罚指南

This Appendix is intended to give assistance to Referees and Judges where there may be no obvious guidance in the Rules or Explanations.

本附录旨在辅助主裁和边裁理解规则或注解中可能没有明确阐明的内容。

EXCESSIVE CONTACT

过度接触

When a contestant makes a scoring technique immediately followed by another which makes excessive contact the Judges do not award the score and instead issues a Category 1 warning or penalty (unless it is the recipient's own fault).

当某位选手做出一个得分的技术后，紧接着做出另一个过度接触的技术，这时，裁判不应给该选手判分，而是对其进行第一类犯规的警告或处罚（除非是受伤方自己的过失）。

EXCESSIVE CONTACT AND EXAGGERATION

过度接触和夸大

Karate is a Martial Art and a high standard of behavior is expected from competitors. It is unacceptable that competitors, who receive a light contact, rub their faces, walk or stagger around, bend over, pull or spit out their gum-shields, and otherwise pretend that the contact is severe in order to convince the Referee to give a higher penalty to the opponent. This kind of behavior is cheating and demeans our sport; it should be quickly penalized.

空手道是一种武道，对其选手的行为有很高的要求。如果选手只是受到了轻微的碰触，就用手揉脸、作出站立不稳或走路蹒跚的样子、弯下腰、取出或吐出护齿、以及其它装作受伤很严重的样子，试图诱导主裁对其对手进行更高的处罚，这样的行为是不可接受的。这些是欺诈并行为且损害了空手道这项运动，应该立即被处罚。

When a competitor makes a pretence of having received an excessive contact and the Judges decides instead that the technique in question was controlled, satisfying all six scoring criteria, then a score will be awarded and a Category 2 penalty for feigning will be issued. The correct penalty for feigning an injury when the Judges have determined that the technique in fact was a score is Shikkaku.

当某位选手假装受到了对手的过度接触，而裁判认为对手的技术是有控制的，且符合得分的六个标准，将给其对手判分，同时对该选手的假装受伤处以第二类犯规的处罚。当裁判已确定该技术是得分的技术时，对装伤的正确判罚应为失格（Shikaku）。

More difficult situations occur when a competitor receives a stronger contact and falls to the floor, sometimes standing up (in order to stop the 10 second clock) and then falling down again. The Referees and Judges must remember that a jodan kick is worth 3 points and as the number of teams and individual competitors receiving financial reward for winning medals increases the temptation to stoop to unethical behavior becomes stronger. It is important to recognize this and apply the appropriate warnings or penalties.

有更难判断的情况：当选手受到强烈的打击后倒地，有时他会站起来(为了停止 10 秒计时)然后再次倒地。主裁和边裁必须注意，一个上段踢技是得 3 分的技术，同时有很多队伍和个人会因赢得奖牌而获得经济上的奖励，这些因素会强烈地诱惑选手做出不道德的行为。因此，裁判要有能力去辨别，并酌情处以相应的警告或处罚。

MUBOBI 无防备

A warning or penalty for Mubobi is given when a competitor **is hit or injured through his or her own fault or negligence**. This may be caused by turning their back on the opponent, attacking with a long, low Gyaku Tsuki chudan without regard for the opponent's Jodan counter attack, stopping fighting before the Referee calls "Yame", dropping their guard or concentration and repeated failure or refusal to block the opponent's attacks. Explanation XVIII of Article 8 states:

当某位选手**因自己的过失或疏忽而被打中或受伤时**，将受到无防备（MUBOBI）的警告或处罚。无防备可以由于以下情况造成：转身背对他的对手、以一记长而低的逆冲拳进攻对手而不注意对手的上段反击、在主裁喊“停”前放弃防守或注意力不集中，和对对手的攻击屡次格挡失败、或拒绝格挡。第八条注解XVIII中明文规定：

*Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and **decline** to give a warning or penalty to the opponent.*

如果一方选手（因无防备）被对手过度接触、或因此受伤，主裁应给予该选手一次第二类犯规的警告或处罚，**不必处罚他的对手**。

A contestant who is hit through their own fault and exaggerates the effect in order to mislead the Judges may receive a warning or penalty for Mubobi as well as an **additional** penalty for exaggeration, since two offences have been committed.

如果某位选手由于自己的过失受到了击打，然后试图通过夸大伤情来误导裁判，他会因无防备而受到警告或处罚，**同时**也会因夸大而被加重处罚，因为这里出现了两个犯规的行为。

It should be noted that there are no circumstances in which a technique that has made excessive contact can be given a score.

请注意，任何情况下都不可以为过度接触的技术判分。

ZANSHIN 残心

Zanshin is described as a state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counter-attack. Some contestants after delivering a technique will turn their body partially away from the opponent but are still watching and ready to continue the action. The Judges must be able to distinguish between this continued state of readiness and one where the contestant has turned away, dropped their guard and concentration, and in effect has ceased fighting.

残心是指选手在进攻完成后保持的一种全神贯注、对对手潜在的反击有着充分的观察和警戒心的状态。有些选手在完成技术后会有一部分身体转离对手，但是始终保持观察着对手的动作，且做好了随时应对的准备。裁判员要有能力区别这种保持着警戒状态的选手与那些完全转身离开，如同

比赛结束了一样放弃防备并失去注意力的选手。

CATCHING A CHUDAN KICK.

被（对手）抓住的中段踢技

Should the Judges award a score when a contestant delivers a chudan kick and the opponent then catches the leg before it can be withdrawn?

当选手完成一记中段踢技后，腿部在回收前被对手抓住，裁判员是否可以给该次踢技判分？

Provided that the kicking contestant maintains ZANSHIN there is no reason why this technique cannot score provided that it contains all six of the scoring criteria. Theoretically, in a real fight scenario, a full power kick would be deemed to have disabled the opponent and therefore the leg would not be grabbed. Appropriate control, the target area, and satisfaction of all six criteria, are the deciding factors as to whether any technique can be awarded a score or not.

如果施展踢技的选手保持着残心的状态，且该次踢技符合了得分的全部六个标准，没有理由不判分。理论上讲，在真实的打斗中，一记全力的踢技被认为可以使对手完全失去战斗力，因此脚不会被捉住。适当的控制，目标的位置，和是否符合得分的全部六个标准是决定任何技术能否得分的要素。

THROWING AND INJURIES.

摔技和受伤。

Since grabbing hold of the opponent and throwing is allowed under certain conditions it is incumbent upon all coaches to ensure that their competitors are trained in and are able to use break-fall/safe landing techniques.

由于在某些情况下允许选手抓住对手并使用摔技，因此所有教练员都有责任和义务确保他们的选受到了正确的受身/使自己安全着地的技术的训练，并有能力施展。

A competitor who attempts a throwing technique must comply with the conditions imposed in the Explanations in Article 6 and Article 8. If a competitor throws their opponent in full compliance with the stated requirements and an injury results due to the opponent failing to make a proper break-fall, then the injured party is responsible and the thrower should not be penalized. Self-caused injury can result when a contestant being thrown, instead of making a break-fall lands on an extended arm or elbow, or holds onto the thrower and pulls them down on top of themselves.

如果某位选手试图使用摔的技术，其条件必须符合规则第六条和第八条附注中的规定。如果某位选手施展的摔技完全符合规则的规定，但由于对手无法做出正确的受身动作（安全着地的技术）而造成了对手的受伤。那么受伤的一方应该负责任，而施展摔技的一方将不会受到处罚。当一方选手被对手摔倒时，不做出安全着地的技术，而是以伸直的手臂或手肘着地，或抓抱住对手倒地使对手压在自己上面，这些都可以造成自己受伤。

A potentially dangerous situation occurs when a contestant grabs both legs to throw the opponent onto their back or when a contestant ducks down and bodily lifts the opponent up before throwing him. The Article 8, *Explanations XI* states that “...and the opponent must be held onto throughout, so that a safe landing can be made.” Since it is difficult to ensure a safe landing, throws such as this fall into the prohibited category.

当某位选手抓住对手的双腿使对手向后摔倒，或某位选手下蹲，在施展摔技前将对手整个身体抬起等，这都是可能发生危险的情况。在规则第八条附注 XI 中明文规定：“… 必须始终抓住对手，以便对手安全着地。” 因为上述摔法很难确保对手能够安全落地，所以这些摔法技是被禁止的。

SCORING ON A FALLEN OPPONENT 在倒地的对手身上得分

When a contestant is thrown or swept off their feet and is scored upon when their torso (upper body or trunk) is on the tatami then the score will be IPPON.

当一方选手被摔倒或扫倒，且其身体部分（上身或躯干）在地面上时被对手击中，这时的得分应为“一本（IPPON）”

Should the contestant be hit by a technique whilst still actually falling the judges will take into account the direction of falling since if the contestant is falling away from the technique it will be considered ineffective and will not be scored.

如果一方选手在摔倒的过程中被对手击中，那么裁判员在判罚时应考虑他摔倒的方向，因为如果该选手摔倒的方向与对手击打的方向相同，该技术就应被认为是无效的，因此不能为该技术判分。

Should the contestant's upper body **not** be on the tatami when an effective, scoring technique is made, then the points awarded will be as stated in Article 6. Therefore the point(s) awarded when a contestant is scored upon in the act of falling, sitting, kneeling, standing, or jumping in the air, and all situations where their torso is **not** on the tatami will be as follows;

如果一方选手被对手一记有效的得分技术击中时，他的上半身**没有**在地上，那么裁判应根据规则第6条的规定来进行判分。所以，当一方选手在摔倒的过程中、坐在地上、跪在地上、站立时、或跳在空中等，所有身体的躯干部分**不在**地上的情况时被对手击中得分，判分的标准都应为：

- 1) Jodan Kicks, three points (IPPON).
上段的踢技，3分（一本/IPPON）；
- 2) Chudan Kicks, two points (WAZA-ARI).
中段的踢技， 2分（有技/WAZA-ARI）；
- 3) Tsuki and Uchi, one point (YUKO).
拳法技术和击打技，1分（有效/YUKO）。

VOTING PROCEDURES 表决程序

When the Referee halts the bout he will call “YAME”, at the same time using the required hand signal. As the Referee returns to his starting line, the Judges will signal their opinions and the Referee will render the decision accordingly. Since the Referee is the only one able to move around the area, to directly approach the contestants, and to speak to the doctor, Judges must seriously consider what the Referee is communicating to them before giving their final decision, as no re-consideration is allowed.

当主裁停止比赛时，他应喊出口令“YAME”，并同一时间作出相应的手势。在主裁回到他的起始线后，边裁应以旗语表示他们的意见，然后主裁将根据他们的意见作出相应的判罚。由于主裁是唯一一个能在整个场地内移动，直接接近选手，和与大会医生交流的人，边裁在给出自己的最终

判定的信号前，必须认真考虑主裁向他们传递的信息，因为给出信号后将没有机会再重新考虑。

In situations where there are more than one reason for stopping the match the Referee will deal with each situation in turn. For example, where there has been a score from one contestant and a contact from the other, or where there has been a MUBOBI and an exaggeration of injury from the same contestant.

当出现需要停止比赛的原因超过一个的情况下，主裁将依次处理每个情况。例如一个选手得分的同时被对方过度接触，或是一个选手在无防备（MUBOBI）的同时有夸大伤情的行为。

JOGAI **场外**

Judges must remember that when indicating Jogai they are required to tap the floor with the appropriate flag. As the Referee stops the bout and returns to his position they will signal their opinion indicating a Category 2 infringement.

边裁们必须记住，当示意有场外（Jogai）的情况出现时，须以相应的旗子轻敲地面。当主裁叫停比赛并回到他的位置时，边裁们应以旗语示意有第二类犯规的行为出现。

INDICATION OF RULES INFRINGEMENTS **示意有犯规的行为**

For Category 1 infringements Judges should first circle with the appropriate colored flag then extend the crossed flags to their left for AKA, putting the red flag in front, and to their right for AO, putting the blue flag in front. This enables the Referee to clearly see which competitor is regarded as the offender.

出现了第一类犯规的行为后，边裁们应首先以相应颜色的旗子划圆形，然后伸出交叉的旗子。旗子交叉在左边，红旗在前，表明为红方（Aka）犯规；旗子交叉在右边，蓝旗在前，表明为蓝方（Ao）犯规。这样的话，可以让主裁清楚的分辨是哪方选手犯规。

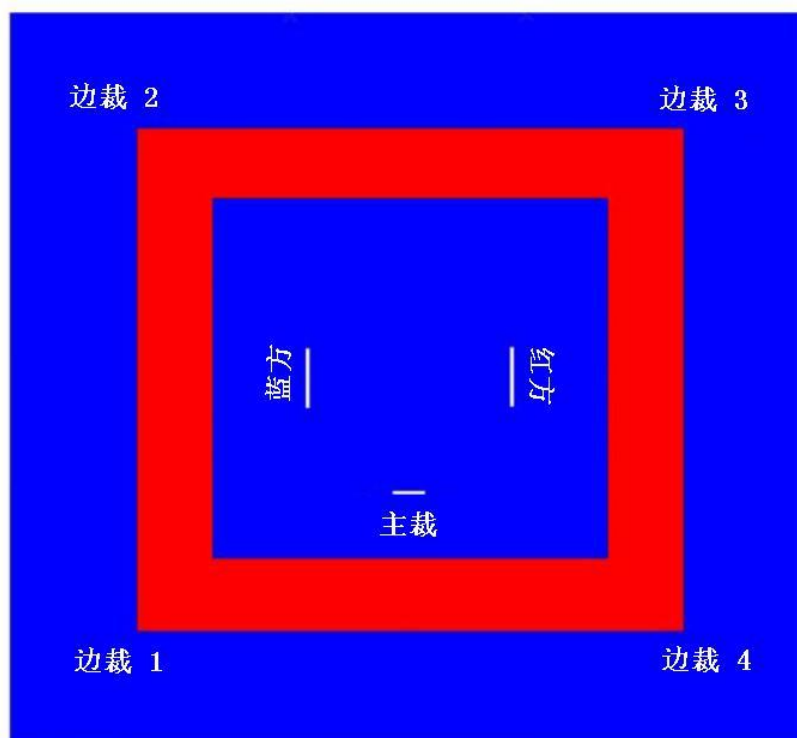
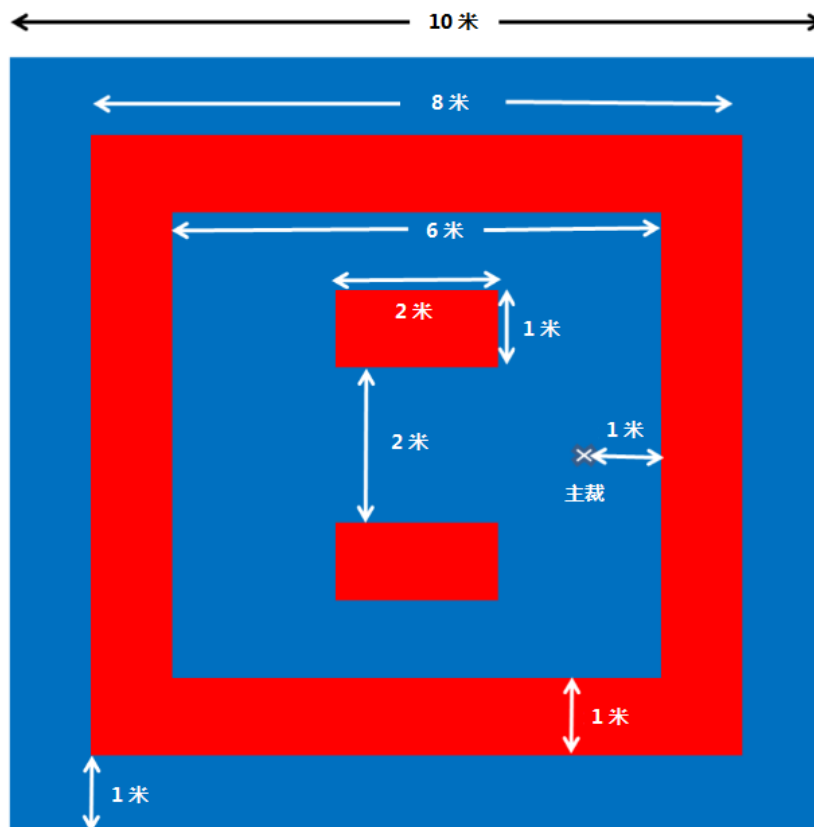
APPENDIX 4: SCOREKEEPERS MARKS

附录 4：记分

●-○	Ippon 一本	Three Points Score 三分
○-○	Waza-ari 有技	Two Points Score 两分
○	Yuko 有效	One Point Score 一分
□	Kachi 胜	Winner 胜方
X	Make 败	Loser 败方
▲	Hikiwake 平手	Draw (Tie) 平手
C1W	Category 1 Foul — Warning 第一类犯规 — 忠告	Warning 口头警告
C1K	Category 1 Foul — Keikoku 第一类犯规 — 警告	Warning 口头警告
C1HC	Category 1 Foul — Hansoku Chui 第一类犯规 — 犯规注意	Warning of Disqualification 取消资格的警告
C1H	Category 1 Foul — Hansoku 第一类犯规 — 犯规	Disqualification 取消资格
C2W	Category 2 Foul — Warning 第二类犯规 — 口头警告	Warning 口头警告
C2K	Category 2 Foul — Keikoku 第二类犯规 — 警告	Warning 口头警告
C2HC	Category 2 Foul — Hansoku Chui 第二类犯规 — 犯规注意	Warning of Disqualification 取消资格的警告
C2H	Category 2 Foul — Hansoku 第二类犯规 — 犯规	Disqualification 取消资格
KK	Kiken 弃权	Forfeiture 放弃
S	Shikkaku 失格	Serious Disqualification 严重取消资格

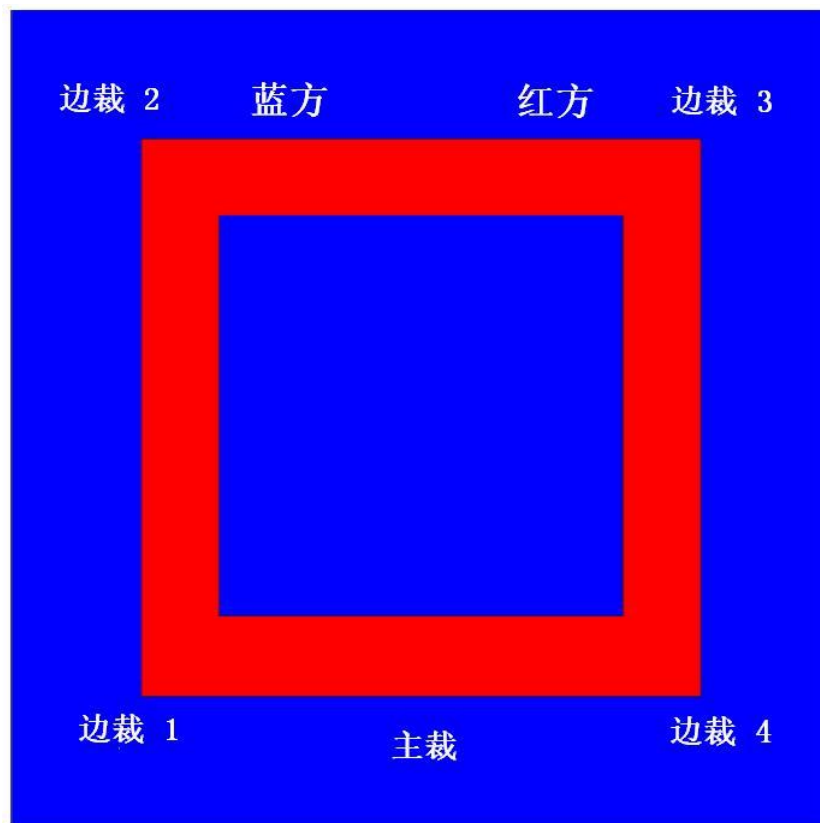
APPENDIX 5: LAYOUT OF THE KUMITE COMPETITION AREA

附录 5：组手比赛场地布局



APPENDIX 6: LAYOUT OF THE KATA COMPETITION AREA

附录 6：型比赛场地布局



APPENDIX 7: THE KARATE-GI

附录 7：空手道服



ADVERTISING SPACE FOR WKF, size 20 x 10 cm.

世界空手道聯盟 (WKF) 廣告位置 - 尺寸 20 X 10 公分

ADVERTISING SPACE FOR N.F., size 15 x 10 cm.

國家協會廣告位置 - 尺寸 15 X 10 公分

BACK RESERVED FOR ORGANISING FEDERATION, size 30 x 30 cm.

主辦協會預留位置 - 尺寸 30 X 30 公分

EMBLEM OF THE NATIONAL FEDERATION, size 12 x 8 cm.

國家協會標誌 - 尺寸 12 X 8 公分

SPACES FOR THE MANUFACTURERS TRADEMARK, size 5 x 4 cm.

製造商註冊商標位置 - 尺寸 5 X 4 公分

APPENDIX 8: WORLD CHAMPIONSHIPS CONDITIONS & CATEGORIES

WORLD CADET, JUNIOR & UNDER 21 CHAMPIONSHIPS				WORLD SENIOR CHAMPIONSHIPS	
GENERAL	CATEGORIES			GENERAL	CATEGORIES
<ul style="list-style-type: none"> ❖ The competition will last for 4 days. ❖ Each National Federation can register one (1) competitor per category. ❖ At the draw, the four finalists of the previous championships will be split as much as possible. (The competitors in the case of individual events and the National Federations in the case of the team events). ❖ The Championships will be displayed in five (5) or six (6) competition areas, depending on the stadium's features. ❖ Kumite bouts duration will be in all cases 2 minutes for Cadet and Junior and for female under 21 and 3 minutes for male under 21. ❖ Bunkai in Kata team (male & female) to be performed in the final and bouts when the round is to determine the winner of a medal. 	UNDER 21	CADET	JUNIOR	<ul style="list-style-type: none"> ❖ The competition will last for 5 days. ❖ Team Kumite eliminations will be held after the individual eliminations. ❖ Each National Federation can register one (1) competitor per category. ❖ At the draw, the four finalists of the previous Championships will be split as much as possible. (The competitors in the case of individual events and the National Federations in the case of team events). ❖ The Championships will be displayed in four (4) competition areas in line (3 days) and in one (1) elevated area for the medal bouts and the finals (2 days) ❖ For catering service of referees and officials, specific areas and timetables must be provided. ❖ Kumite bouts duration will be 3 minutes for male and 2 minutes for female categories, ❖ Bunkai in Kata team (male & female) to be performed in the final and bouts when the round is to determine the winner of a medal. ❖ NOTE: Allocation to age category is determined by the age of the athlete at the first day of the applicable event (i.e. the first competition day for the specific category.) 	<i>Individual Kata</i> (age +16)
	<i>Individual Kata</i> (age 18, 19, 20)	<i>Individual Kata</i> (age 14/15)	<i>Individual Kata</i> (age 16/17)		Male Female
	Male Female	Male Female	Male Female		<i>Male individual Kumite</i> (age +18)
	<i>Male Individual Kumite</i> (age 18, 19, 20)	<i>Male Individual Kumite</i> (age 14/15)	<i>Male Individual Kumite</i> (age 16/17)		-60 Kg. -67 Kg. -75 Kg. -84 Kg. +84 Kg.
	-60 Kg. -67 Kg. -75 Kg. -84 Kg. +84 Kg.	-52 Kg. -57 Kg. -63 Kg. -70 Kg. +70 Kg.	-55 Kg. -61 Kg. -68 Kg. -76 Kg. +76 Kg.		<i>Female individual Kumite</i> (age +18)
	<i>Female Individual Kumite</i> (age 18, 19, 20)	<i>Female Individual Kumite</i> (age 14/15)	<i>Female Individual Kumite</i> (age 16/17)		-50 Kg. -55 Kg. -61 Kg. -68 Kg. +68 Kg.
	-50 Kg. -55 Kg. -61 Kg. -68 Kg.	-47 Kg. -54 Kg. +54 Kg.	-48 Kg. -53 Kg. -59 Kg. +59 Kg.		<i>Team Kata</i> (age +16)
	+68 Kg.	/	<i>Team Kata</i> (age 14/17)		Male Female
	/	/	Male Female		<i>Team Kumite</i> (age +18)
	/	/	/		Male Female
Total	12	10	13	16	

附录 8：世界锦标赛条件与级别

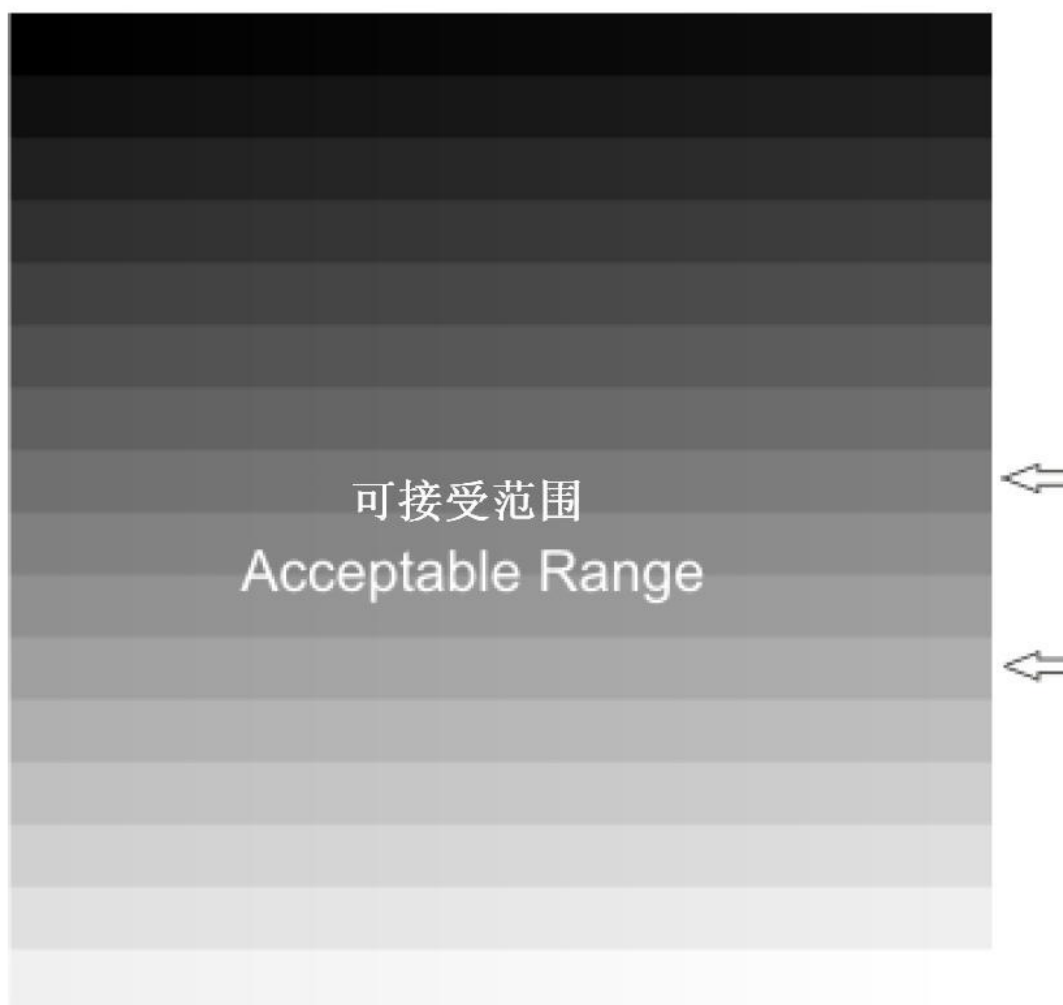
世界锦标赛（2015 年 1 月 新版）					
世界少年、青年和 21 岁以下锦标赛				世界成年锦标赛	
总则	级别			总则	级别
<ul style="list-style-type: none"> ❖ 锦标赛将持续四天。 ❖ 每个国家协会在每一级别可以注册一（1）位选手。 ❖ 在抽签时，应尽量将上一届进入四强的选手/队伍分散开。（个人赛中指选手，团体赛中指国家协会）。 ❖ 锦标赛将根据体育馆的情况设置五个（5）或六个（6）比赛场地。 ❖ 组手比赛的时间：青、少年和 21 岁以下的女子比赛为每局 2 分钟，21 岁以下的男子比赛为每局 3 分钟。 ❖ 在团体型（男子和女子）的决赛和奖牌赛时，需进行型的分解（BUNKAI）演练。 	21 岁以下	少年	青年	<ul style="list-style-type: none"> ❖ 锦标赛将持续五天。 ❖ 团体赛的淘汰赛将在个人赛的淘汰赛之后进行。 ❖ 每个国家协会在每一级别可以注册一（1）位选手。 ❖ 在抽签时，应尽量将上一届进入四强的选手/队伍分散开。（个人赛中指选手，团体赛中指国家协会）。 ❖ 锦标赛将设置四（4）个一字排开的比赛场地（3 天），和一个用于奖牌赛和决赛的台式比赛场地（2 天）。 ❖ 必须提供专用的区域和详细的时间表以供裁判员和竞赛馆员就餐。 ❖ 组手比赛的时间为男子每局 3 分钟，女子每局 2 分钟。 ❖ 在团体型（男子和女子）的决赛和奖牌赛时，需进行型的分解（BUNKAI）演练。 ❖ 注意：年龄级别的区分是根据选手参加赛事第一天的比赛时的年龄决定的。（也就是说：所报名参赛的级别的第一个比赛日的日期。） 	<ul style="list-style-type: none"> 个人型（16 岁以上） 男子 女子 男子个人组手（18 岁以上） -60kg -67kg -75kg -84kg +84kg 女子个人组手（18 岁以上） -50kg -55kg -61kg -68kg +68kg 团体型（16 岁以上） 男子 女子 团体组手（18 岁以上） 男子 女子
	个人型（18、19、20 岁）	个人型（14 - 15 岁）	个人型（16 - 17 岁）		
	男子	男子	男子		
	女子	女子	女子		
	男子个人组手（18、19、20 岁）	男子个人组手（14 - 15 岁）	男子个人组手（16 - 17 岁）		
	-60kg	-52kg	-55kg		
	-67kg	-57kg	-61kg		
	-75kg	-63kg	-68kg		
	-84kg	-70kg	-76kg		
	+84kg	+70kg	+76kg		
	女子个人组手（18、19、20 岁）	女子个人组手（14 - 15 岁）	女子个人组手（16 - 17 岁）		
	-50kg	-47kg	-48kg		
	-55kg	-54kg	-53kg		
	-61kg	+54kg	-59kg		
	-68kg		+59kg		
	+68kg				
			团体型（14 - 17 岁）		
			男子		
			女子		
总计	12	10	13		16

APPENDIX 9: REFEREES AND JUDGES TROUSERS COLOUR GUIDE

附录 9：主裁和裁判员的裤色要求

Referees and Judges Trousers Colour Guide

主裁和边裁裤色要求



APPENDIX 10: KARATE COMPETITION FOR THOSE UNDER 14 YEARS OF AGE

附录 10: 14 岁以下的空手道比赛

Compulsory for the WKF Youth Camp

WKF青年训练营必须遵守

Recommended for WKF Continental and National Federations

推荐WKF洲际和国家级联盟采用

Kumite for children between 12 and 14 years of age:

12岁至14岁儿童的组手比赛:

- For techniques to the head and neck (Jodan area) no contact is allowed.
打到头部和颈部的技术（上段部分）不允许接触。
- Any contact to the jodan area , however slight, in principle will be penalized.
任何上段的技术造成接触，即使是轻微的，原则上也应进行处罚。
- A correctly performed technique to the head or neck in principle will be considered a score at a distance up to 10 cm.
正确完成的，离头部或颈部距离在10厘米内的技术，原则上应判定为得分。
- The bout duration is one and a half minute.
每回合的比赛时间为一分半钟。
- Divisions should be based on height rather than weight.
比赛的级别应以身高来区分而不是体重。
- No use of protective equipment that is not approved by WKF.
不可以采用非WKF认证的护具。
- WKF Facemask is used.
使用WKF面具。

Kumite for children under 12 years of age:

12岁以下儿童的组手比赛:

- Techniques to all scoring areas (Jodan and Chudan) are all to be controlled short of target.
针对对所有得分部位的技术（上段和中段）都应是有控制的。
- Any contact to the jodan area , however slight, in principle will be penalized.
任何上段的技术造成接触，即使是轻微的，原则上也应进行处罚。
- A correctly performed technique to any scoring area in principle will be considered a score at a distance up to 10cm.
正确完成的，离头部或颈部距离在10厘米内的技术，原则上应判定为得分。
- Even controlled techniques to the body (chudan area) in principle will not be considered a score if they make contact beyond surface touch.
即使是对身体部分（中段部位）有控制的技术，如果接触的力大于了表面触碰，原则上都不应判定为得分。
- No sweeping, or other takedown techniques, are allowed.
不允许使用扫足、或其它摔技。

- The bout duration is one and a half minute.
每回合的比赛时间为一分半钟。
- The fighting area may be reduced from 8x8 mts. to 6x6 mts. if desired by the organizer of the event.
如果主办方需要，比赛场地的大小可以从 8 X 8 缩小至 6 X 6。
- Participants should participate in a minimum of two bouts per competition.
每次赛事，参赛选手应参加至少两回合的比赛。
- Divisions should be based on height rather than weight.
比赛的级别应以身高来区分而不是体重。
- No use of protective equipment that is not approved by the WKF.
不可以采用非WKF认证的护具。
- WKF Facemask is used.
使用WKF面具。

For children under the age of 10 kumite competition is arranged as competition pair against pair demonstrating one and half minute of sparring where each pair cooperate to display techniques. The performances are judged pair versus pair, by Hantei based on the usual criteria for Hantei decision in kumite matches -but here evaluating one pair's performance against the other.

对于10岁以下儿童的组手比赛可以安排为两人对两人的，时间为一分半的对打演示，两对选手分别相互配合展示技术。裁判将根据两对选手的演练，按照普通组手比赛中的评判标准进行判定（HANTEI），这种评判比较的是两对选手各自演练的表现。

Kata competition for those under 14 years of age:

14岁以下儿童型的比赛：

There are no specific deviations from the standard rules, but a limitation to the kata list to less advanced kata may be used.

与标准规则没有具体的区别，但型列表以外的非高级型也可以采用。

Kata competition for those under 12 years of age:

12岁以下儿童型的比赛：

There are no specific deviations from the standard rules, but a limitation to the kata list to less advanced kata may be used.

与标准规则没有具体的区别，但型列表以外的非高级型也可以采用。

Participants failing to complete their kata should be given the option of a second attempt without reduction of score.

参赛选手如果没能完成型的演练，应在不降低评分的前提下给予一次重新演练的机会。