

*Member
United States Olympic Committee*

USA NATIONAL KARATE-DO FEDERATION

RULES OF COMPETITION

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Please note that the male gender used in this text refers also to females.

USANKF RULES FOR KARATE COMPETITION

The rules of competition for all tournaments, matches, and competitions sanctioned by the USA National Karate-do Federation (USANKF) shall be as stated herein. These rules shall be used in all sanctioned competitions, without modification or amendment except as allowed by these rules. These rules of competition are based upon the rules adopted by the World Karate Federation for use in international competition. In any competition utilized to select junior or adult competitors for the United States National Karate Team, then the international rules, without modification, shall be used to conduct all such team selection divisions. These rules, or any part thereof, may be modified or amended by the USANKF at any time.

Whenever a specific rule is in conflict with a more general rule, then the specific rule takes precedence. Exceptions to these rules may be made only with the prior approval of the Executive Director of the USANKF for special circumstances attendant to a particular event, tournament, match, or competition. A written request for exception should be submitted no less than ten days prior to the date of the event.

Competition shall be divided into appropriate categories or divisions based upon age, gender, weight, and experience. An "adult" competitor shall be any athlete who is eighteen years of age or older. A "junior" competitor shall be any athlete under the age of eighteen years for all Kumite (sparring) competition and Kata (forms) competition; however, a junior competitor who is sixteen years of age or over may elect to compete in adult Kata divisions. The USANKF may elect to offer optional "senior" divisions for adult male and female athletes who are over the age of thirty-five years. The number of any divisions that may be established, and the age categories thereof, shall be determined and set at the discretion of the USANKF according to interest and the number of competitors who may elect to compete in such divisions. The USANKF reserves the right to create categories or division for physically or mentally challenged competitors, consistent with their abilities and training.

The experience categories for competition in Kobudo (weapons), Kata, and Kumite shall be as follows:

| | |
|--------------|-------------------------|
| Beginner | 0 - 1 year of training |
| Novice | 1 - 2 years of training |
| Intermediate | 2 - 3 years of training |
| Advanced | 3+ years of training |

Once a competitor has declared a particular category, then the competitor shall be deemed to be at that level of experience for all purposes. For example, an athlete may not compete in a "beginner" Kata division and also enter an "advanced" Kumite division. An athlete may elect to declare a higher experience category than may be appropriate due to experience, but may not thereafter compete in a lower category in the same or future competition(s). For example, an athlete with two years of experience may elect to compete in an "advanced" Kata division, but may not thereafter compete in "intermediate" Kumite divisions. No competitor may compete in a division designated for members of the opposite gender. For example, no female athlete shall compete in a division designated as a "men's" division, and vice versa.

An adult athlete who elects to compete in any "senior" division will be deemed to be a "senior" division competitor for all purposes in that competition. For example, a competitor may not compete in a "senior" advanced Kata division, and also compete in an adult "advanced" Kumite division.

These rules shall apply to all entrants, officials, administrators, and other personnel for all competitions sanctioned by the USANKF.

The USANKF may authorize additional special rules as needed for a particular event, tournament, match, or competition, or may promulgate unique or novel rules to meet unusual circumstances. However, such special rules shall not conflict with the rules of the USANKF and must be approved by the Tournament Director and the Chief Referee for the event. All such special rules must be in a written form and be made available to competitors before the start of competition.

In the event that these rules are broken, then the USANKF, by and through its duly authorized representatives, may impose one or more of the following sanctions: verbal reprimand, written warning, monetary fine, disqualification, or suspension. All such disciplinary sanctions imposed shall be subject to review according to the Bylaws of this Federation, but shall be effective immediately upon imposition. Any athlete who is disqualified for violation of any regulations of prohibited substances or drugs shall forfeit any titles or honors awarded, and shall promptly return any medal or other awards. Examples of prohibited behaviors which would merit the imposition of sanctions include making a false or fraudulent statement regarding age or experience, entering under an assumed name, grossly un-sportsmanlike conduct, theft, or any other act contrary to the recognized principles of karate-do.

All tournament entries shall be in writing on the official entry form, and accompanied by the appropriate entry fees, photographs, and any required identification or proof of citizenship. No person shall be allowed to participate or compete in any sanctioned USANKF event unless such person has completed and signed the appropriate entry form, injury waiver, and release of liability.

Unless otherwise prohibited by these rules, and athlete who is eligible may compete in more than one event or division, provided that the appropriate fees are paid. In the event that entry fees are paid by check, draft, or credit card which is subsequently dishonored, rejected, or returned, then the person who tendered such payment shall be charged a reasonable handling fee of not less than \$25.00, plus all costs of collection thereof, including a reasonable attorney's fee.

ALL PERSONS WHO ELECT TO COMPETE IN ANY EVENT AUTHORIZED UNDER THESE RULES AND SANCTIONED BY THE USANKF DO SO AT THEIR OWN RISK, RECOGNIZING THAT KARATE COMPETITION NECESSARILY INVOLVES SOME RISK OF SERIOUS, PERMANENT PHYSICAL INJURY, OR DEATH. NO LIABILITY FOR ANY LOSS, INJURY OF ANY KIND, OR DEATH, SHALL ATTACH TO THE USANKF OR ANY OF ITS OFFICERS, DIRECTORS, MEMBERS, OR EMPLOYEES FOR ANY CAUSE OR REASON ARISING OUT OF, OR SUSTAINED IN, ANY COMPETITION CONDUCTED HEREUNDER, INCLUDING NEGLIGENCE OR GROSS NEGLIGENCE.

KUMITE RULES

ARTICLE 1: KUMITE COMPETITION AREA

- 1.1.1. The competition area must be flat and devoid of hazard.
- 1.1.2. The competition area must be a matted square in all Team Trials competitions for selection of competitors for a United States National Team; for other tournaments or events, the use of mats is optional.
- 1.1.3. The area will be a matted square, with sides of eight meters (measured from the outside) with an additional two meters on all sides as a safety area. Where mats are not used, the competition area may be defined by marking the boundaries with colored tape of appropriate thickness. The area may be elevated to a height of up to one meter above floor level. The elevated platform should measure at least twelve meters to a side in order to include both the competition and safety area.
- 1.1.4. A line one-half meter long must be drawn two meters from the center of the competition area for positioning the Referee. Such lines may be laid down with colored tape of appropriate thickness.
- 1.1.5. Two parallel lines, each one meter long and at right angles to the Referee's line, must be drawn at a distance of one and one half meters from the center of the competition area for positioning the competitors. Such lines may be laid down with colored tape of appropriate thickness.
- 1.1.6. A line must be drawn one meter on the inside of the competition area. The area enclosed by this line may be a different color, or the line itself may be broken. Such lines may be laid down with colored tape of appropriate thickness.
- 1.1.7. The Judges will be seated in the safety area, one directly facing the Referee, and one behind each of the fighters, and one meter towards the Referee. Each will be equipped with a red and blue flag.
- 1.1.8. The Arbitrator shall be seated beside the scorekeeper and timekeeper.
- 1.1.9. The terms and abbreviations as detailed in Appendix 3 shall be used by all score-keepers and Arbitrators for recording the progress, points, and penalties in any match conducted according to these rules:

EXPLANATION:

1. *There must be no advertising signs, sign boards, walls, pillars, or other physical obstructions within one meter of the outer perimeter of the competition area.*
2. *The mats used at any Team Trials competition must be substantially similar to those mats used in sanctioned international competition and should be non-slip where they contact the floor proper,*

but have a low coefficient of friction on the upper surface. They should not be as thick as "Judo" mats, since these impede karate movement. The Referee must ensure that mat modules do not move apart during the competition, since gaps constitute a hazard and may cause injuries.

ARTICLE 2: OFFICIAL DRESS

- 2.1.1. All officials, contestants, and their coaches must wear the official uniform as herein defined.
- 2.1.2. The Referee Council may disbar any official or competitor who does not comply with this regulation. In cases of a minor deviation from the official uniform, the Referee Council may allow participation of the official or competitor, provided that the deviation does not distract from the dignity of the competition, or prejudice any other official or competitor.

REFEREES

- 2.2.1 Referees and Judges must wear the official uniform designated by the Referee Council. This uniform must be worn at and during all tournament and courses. No person shall officiate in any competition wearing a gi, or any part thereof.
- 2.2.2. The official uniform for Referees and Judges will be as follows:
 - A single breasted navy-blue blazer bearing two silver buttons and USANKF patch.
 - A white shirt with short sleeves.
 - An official tie worn without tie pin.
 - Plain light gray trousers without cuffs.
 - Un-patterned dark blue or black socks and black slip on shoes for use on the match area.
 - Female Referees and Judges may wear a hairclip.

CONTESTANTS

- 2.3.1. All contestants must wear a white unmarked Karate-gi without stripes or piping. At the USANKF National Championships, RSO or other qualifier event for the National Championships, USANKF Junior Olympics, and at any United States Team Trials competitions, only the USANKF patch or emblem may be worn. This must be on the left breast of the jacket and shall not exceed an overall size of ten centimeters square (100mm by 100mm). Only the original manufacturers labels may be displayed on the gi and in the normally accepted locations (i.e. bottom right corner of the gi jacket and waist position on the trousers). For all other tournaments and competitions, a contestant may wear a single patch or emblem identifying their respective Karate organization, school, or system on the left breast pocket of the jacket. Such patch or emblem shall not exceed an

overall size of ten centimeters square, and shall not be of a design or symbol which is offensive to the dignity of the match, un-sportsmanlike, or contrary to the principles of Karate-do.

In addition, an identifying number issued by the Tournament Organizing Committee may be worn on the back, sleeve, or breast area of the gi jacket as established by the Organizing Committee. 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 and not extend below the knees.

- 2.3.2. Notwithstanding paragraph 2.3. above, with the prior written approval of the USANKF, the Tournament Directing Committee may authorize the display of special labels or trademarks of approved sponsors.
- 2.3.3. The gi jacket, when tightened around the waist with the belt, must be of 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 or leotard beneath the karate jacket. Male contestants may not wear any shirt of any kind or color underneath the gi jacket without the prior consent of the Referee Council.
- 2.3.4. The maximum length of the gi 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 either on the outside or inside of the sleeve.
- 2.3.5. The gi trousers must be long enough to cover at least two thirds of the shin, must not reach below the ankle bone, and may not be rolled up either on the outside or inside of the leg.
- 2.3.6. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct or present a safety hazard to competitors. Hachimaki (head band) of any kind will not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, the Referee may disqualify the contestant from the bout. In Kumite matches hair slides ("scrunchies") are prohibited, as are metal hair grips ("barrettes"). In Kata a discreet hair clip and ribbon are permitted. Other decorations in the hair are prohibited.
- 2.3.7. Contestant's must have short fingernails and must not wear jewelry or other objects which might injure their opponents. The use of orthodontic appliances or braces must be approved by the Referee and the Official Doctor. The contestant accepts full responsibility for any injury.
- 2.3.8. Approved fist pads are compulsory in all divisions. At the USANKF National Championships, USANKF Junior Olympics, and at any United States Team Trials competitions, only the USANKF approved fist pads must be worn (in international divisions WKF approved fist pads are also permitted). Competitors shall supply one pair of fist pads in red, and one pair in blue.
- 2.3.9. Gum shields are compulsory in all divisions.
- 2.3.10. Groin protectors are compulsory in all divisions for male competitors.
- 2.3.11. Soft shin pads which do not cover the instep of the foot are allowed.
- 2.3.12. Glasses are forbidden (soft contact lenses can be worn at the contestant's own discretion); in all divisions, except International and Team Trial Kumite division, an athlete may elect to wear shatter-proof, athletic safety goggles of an approved design.

2.3.13. Women may wear the USANKF authorized additional protective equipment for the chest area.

2.3.14 Any protective equipment must meet USANKF specifications and be of a USANKF approved design.

2.3.15. The use of bandages, padding, or supports because of injury must be approved by the Referee or the advice of the official Doctor. No braces which include any metallic parts shall be used. No tape shall be applied in more than a single layer on the hands or feet of any competitor, as this creates an unfair advantage and increases the risk of injury to an opponent. The Referee may disqualify any competitor who attempts to compete with excessive taping of the hands or feet.

2.3.16. For Junior, Adult, and Senior Beginner, Novice, and Intermediate Divisions, a competitor may elect to use a soft foam head protector, provided that such protector is a solid color, and of an approved design which does not impede the ability of the athlete to score or be scored upon.

EXPLANATION

1. *For all Internatoional Kumite divisions, Senior and Junior National Team Trials divisions, the following restrictions apply:*
 - a. *Instep protectors are forbidden; shin protectors which do not cover the foot are allowed;*
 - b. *Glasses are forbidden (soft contact lenses can be worn t the contestant's own discretion), athletic safety glasses are not allowed;*
 - c. *Women may wear the authorized additional protective equipment for the chest area.*
 - d. *The wearing of unauthorized clothing or equipment is forbidden.*

COACHES

2.4.1. The coach shall at all times during the tournament, wear a tracksuit and display official identification.

EXPLANATION

1. *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.*
2. *Red or blue protective mitts (fist-pads) approved by the USANKF, with an uncovered thumb must be worn. The padding must not be capable of displacement.*
3. *The design of any mitts must be approved by the USANKF Board of Directors on the recommen-
dation of the Medical Committee and the Referee Council.*

4. *Gum shields(mouth guards) must be properly fitted by a dentist.*
5. *Groin protectors using a removable plastic cup slipped into a jockstrap will not be permitted and persons found wearing them will be penalized.*
6. *There may well be a religious basis for the wearing of certain items such as turbans or amulets. Persons wishing, by virtue of their religion, to wear what would otherwise be construed as unauthorized clothing must notify the Referee Council in advance of a tournament. The Referee Council will examine each application on its merit. No accommodation will be made for people who neglect to notify the Referee Council in advance, and expect to be allowed to participate in violation of these rules.*
7. *If a contestant comes into the match area inappropriately dressed, he will not be immediately disqualified; instead the competitor will be given one minute to remedy matters.*
8. *If the Referee Council agrees, Refereeing Officials may be allowed to remove their blazers.*

ARTICLE 3: ORGANIZATION OF KUMITE COMPETITIONS

- 3.1.1. A karate tournament may comprise Kumite competition and/or Kata competition, including Kobudo divisions. The Kumite competition may be further divided into the team match and the individual match. The individual match may be further divided into weight divisions and open category. Weight divisions are divided ultimately into bouts. The term "bout" also describes the individual Kumite competitions between opposing pairs of team members.
- 3.1.2. No contestant may be replaced by another in an individual match.
- 3.1.3. Individual contestants or teams that do not present themselves when called will be disqualified (Kiken) from that category.
- 3.1.4. Male teams comprise seven members with five competing in a round. Female teams comprise four members with three competing in a round.
- 3.1.5. The contestants are all members of a team. There are no fixed reserves.
- 3.1.6. 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 fighting order can be changed for each round, but once notified it cannot be changed.
- 3.1.7. A team will be disqualified if any of its members or its coach changes the team's composition without submitting the written fighting order.
- 3.1.8. In the first round of a team match, a team will be allowed to participate only when it presents the prescribed number of competitors.

- 3.1.9. Individual contestants or teams that do not arrive at the competition venue before the tournament is declared open will be disqualified from participation in that tournament.

EXPLANATION:

1. *A "round" is a discrete stage in a competition leading to the eventual identification of finalists. In a 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.*
2. *The use of contestant's names causes problems of pronunciation and identification. Tournament numbers should be allotted and used.*
3. *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.*
4. *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).*
5. *The fighting order form must 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 the form may be rejected. The list must include the name of the country, club, the belt color allotted to the team for that match and the fighting order of the team members. Both the fighter's names and their tournament numbers must be listed and the form signed by the Coach or nominated person.*
6. *If through an error in charting, the wrong contestants compete, then, regardless of the outcome, that bout/match is declared null and void. To reduce such errors the winner of each bout/match must confirm victory with the control table before leaving the area.*

ARTICLE 4: THE REFEREE PANEL

- 4.1.1. The Refereeing Panel for each match shall consist of one Referee (Shushin), three Judges (Fukushin), and one Arbitrator (Kansa).
- 4.1.2. In addition, for the purpose of facilitating the operation of matches, several timekeepers, caller-announcers, and record-keepers shall be appointed.

EXPLANATION:

1. *At the start of a Kumite match, on the outside edge of the official match area facing towards the center of the mat, starting from the left stand Judge number 1, Judge number 2, the Referee, the Arbitrator, and Judge number 3.*

2. *After the formal exchange of bows by the contestants and Referee Panel, the Referee takes a step back and the Judges turn inward and all bow together.*
3. *When changing the entire referee panel the departing officials take one step forward, turn around and face the incoming panel. They bow to each other on the command of the incoming Referee and in one line (facing in the same direction) leave the competition area.*
4. *When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.*

ARTICLE 5: DURATION OF A BOUT

- 5.1.1. Duration of the Kumite bout is defined as two minutes (stop time) for ages 14 and over, and one and one-half minutes for ages 13 and under.

In adult Team Trial and International Divisions, the bout shall be three minutes (stop time) for men and two minutes (stop time) for women, with scoring according to Section 13 of these rules.

In any Beginner, Novice, or Intermediate division, the Referee Council may determine that "running time" shall be utilized to conduct such divisions.

- 5.1.2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "Yame."
- 5.1.3. The timekeeper shall give signals by a clearly audible gong or buzzer indicating "30 seconds to go" or "time up." The "time up" signal marks the end of the bout.

ARTICLE 6: SCORING

- 6.1.1. Scores are as follows:

- | | | |
|----|--------|--------------|
| a) | Sanbon | Three points |
| b) | Nihon | Two points |
| c) | Ippon | One point |

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

- a) Good form
- b) Sporting attitude
- c) Vigorous attitude
- d) Awareness (Zanshin)
- e) Good timing
- f) Correct distance

6.1.3. Sanbon is awarded for:

- a) Jodan kicks.
- b) Throwing or leg sweeping the opponent to the mat followed by a scoring technique.

6.1.4 Nihon is awarded for:

- a) Chudan kicks.
- b) Punches on the back, including back of the head and back of the neck.
- c) Combination hand techniques, the individual components of which score in their own right
- d) Permissibly unbalancing the opponent and scoring.

6.1.5 Ippon is awarded for:

- a) Chudan or jodan-zuki.
- b) Uchi.

6.1.6 Attacks are limited to the following areas:

- a) Head
- b) Face
- c) Neck
- d) Abdomen
- e) Chest
- f) Back
- g) Side

6.1.7. A victory over an opponent who has been given a Hansoku or Shikkaku will be worth Kachi. If a contestant is absent or is withdrawn, the opponent will be credited with a win by Kiken.

6.1.8. An effective technique delivered at the same time that the end of the bout is signaled is considered valid. A technique, even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.

6.1.9. No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the referee calls "Yame," the technique will be scored.

6.1.10. Simultaneous, effective scoring techniques delivered by both contestants, the one on the other

(Aiuchi) shall not score.

EXPLANATION:

| Vocabulary | Technical Criteria |
|---|--|
| Sanbon (3 points) is awarded for | <ol style="list-style-type: none"> 1. Jodan kicks. Jodan being defined as the face, head, and neck. 2. Any scoring technique which is delivered after legally throwing, leg sweeping or taking the opponent down to the mat. |
| Nihon (2 points) is awarded for | <ol style="list-style-type: none"> 1. Chudan kicks. Chudan being defined as the abdomen, chest, back, and sides. 2. Punches delivered to the opponent's back, including the back of the head and neck. 3. Combinations of punching and striking (tsuki and uchi) the individual components of which each score in their own right, delivered to any of the scoring areas. |
| Ippon (1 point) 1. In order to score, a technique must be delivered to the head and neck area as defined in paragraph 6.1.6 above. The technique must be delivered to the head and neck area as defined in paragraph 6.1.2 above. | <ol style="list-style-type: none"> 1. Any punch (tsuki) delivered to any of the seven scoring areas excluding the back and back of the head and neck. |

2. For reasons of safety, throws where the opponent is thrown without being held onto, or thrown dangerously, or where the pivot point is above hip 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 ashi-harai, kouchi-gari, kani waza, etc. After a throw has been executed the referee will allow the contestant two to three seconds in which to attempt a scoring technique.
3. When a contestant slips, falls, or loses balance as a result of their own action and is scored upon by the opponent the score will be given as if the contestant had been standing upright.
4. A technique with **good form** is said to have characteristics conferring probable effectiveness within the framework of traditional karate concepts.
5. **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.
6. **Vigorous application** defines the power and speed of the technique and the palpable will for it to succeed.
7. **Awareness (zanshin)** is that criteria most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potential to counter-attack. He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards.
8. **Good timing** means delivering a technique when it will have the greatest potential

effect.

9. **Correct distance** similarly means delivering a technique at the precise distance where it will have the greatest potential effect. If a technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.
10. Distancing also relates to the point at which the completed technique comes to rest on or near the target. To score a technique must have the potential to penetrate deep into the target, so straight arm punches are seen as having a low potential in this respect and must be evaluated accordingly. A punch or kick that comes somewhere between skin touch and 2-5 centimeters (.78 inches - 1.95 inches) from the face, may be said to have correct distance. However, jodan punches which come within a reasonable 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.
11. 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 in power, will score nothing.
12. Combination attacks are those sequences of techniques which each individually merit at least an Ippon, occurring in rapid succession.
13. Techniques which land below the belt may score, as long as they are above the pubic bone.
14. 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..
15. A technique, which lands on 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 collarbone.
16. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. However, the time-up bell does not 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 Council.
17. True Aiuchis are rare. Not only must two techniques land simultaneously, but both must be valid scoring techniques, each with good form, etc. Two techniques may well land simultaneously but seldom are both, if indeed either, effective scores. The Referee must not dismiss as Aiuchi, a situation where only one of the simultaneous pair is actually a score. This is not Aiuchi.

ARTICLE 7: CRITERIA FOR DECISION

The result of a bout is determined the first contestant to obtain 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.

In Team Trial and International Divisions, 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.

7.1.1. When a bout ends with equal scores, or no scores, the Referee will announce a tie (Hikiwake) and the start of Encho-sen if applicable.

7.1.2. In individual bouts, if there is a tie, an extension not exceeding one minute will be fought (Encho-sen). An Encho-sen is an extension of the bout, and all penalties and warnings issued still apply.

The first competitor to obtain an award will be declared the winner. In the event that neither competitor is awarded a score during the Encho-sen, the decision will be made by a final vote of the

Referee and three Judges (Hantei). A decision in favor of one or the other competitor is obligatory and is taken on the basis of the following:

- a) The attitude, fighting spirit, and strength demonstrated by the contestants.
- b) The superiority of tactics and techniques displayed.
- c) Which of the contestants has initiated the majority of the action.

7.1.3. In team competition, there will be no extension (Encho-sen) in the event of drawn bouts except as stated in paragraph 7.1.5.

7.1.4. The winning team is the one with the most bout victories. Should the two teams have the same number of bout victories then the winning team will be the one with the most points, taking both winning and losing bouts into account.

7.1.5. If the two teams have the same number of bout victories and points, then a deciding bout will be held. The team representatives must be nominated within one minute of the announcement of this bout. In the event of a continuing tie, there will be an extension (Encho-sen) not exceeding one minute. The first competitor to obtain a score wins. In the event that there is no score the decision will be made by vote (Hantei).

7.1.6. In male team matches, a team which obtains a lead of three bout victories will be declared the winner at that point, or in the case of female teams, a lead of two bout victories.

EXPLANATION:

1. *When deciding the outcome of a bout by vote (Hantei), the referee will move to the match area perimeter and call "Hantei," followed by a two-tone blast of his whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time indicate his own vote by raising his arm on the side of his preferred contestant. The Referee will give a short blast of his whistle, return to his original position and announce the majority decision.*
2. *In the event of a tied Encho-sen, the Referee will resolve the tie by use of his casting vote. On returning to his original position, the Referee will place one arm across his chest and raise his bent arm on the side of the preferred choice to show he is using his casting vote. He will then indicate the winner in the normal way*

ARTICLE 8: PROHIBITED BEHAVIOR

There are two categories of prohibited behavior, Category 1 and Category 2.

Category 1.

1. Techniques which make excessive contact, having regard to the scoring area attacked.
2. Techniques which make contact with the throat.
3. Attacks to the arms, legs, groin, joints, or instep.
4. Attacks to the face with open hand techniques (e.g. teisho or nukite).
5. Dangerous or forbidden throwing techniques.

Category 2.

1. Feigning or exaggerating injury.
2. Repeated exits (Jogai) from the competition area.
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).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Clinching, wrestling, pushing, or seizing, without attempting a striking technique.
6. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks, whether they land or not.
7. Attacks with the head, knees, or elbows.
8. 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.

EXPLANATION:

1. *Traditional karate techniques delivered full-power can cause extremely serious injury, even death.*

*Karate competition is a sport, and for that reason some of the most dangerous techniques are prohibited and **all techniques must be controlled**. Trained competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin, and joints are particularly susceptible to injury. The accidental kick to the groin can reduce the opponent's potential for winning as surely as a deliberate one.*

2. ***Therefore any technique which results in injury must be penalized, unless caused by the recipient.***
3. *Foot sweeps which land high on the leg can cause knee injury. The Referee must assess the validity of any sweep-attack to the leg; an ineffectual but painful attack of this sort should be immediately penalized.*
4. *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.*

5. **FACE CONTACT - ADULTS (Age 18 and up)**

*Non-injurious, light, controlled "touch" contact to the head, face, and neck with **hand and foot** techniques is allowed.*

6. FACE CONTACT - YOUTH (Age 14 - 17)

*All techniques to the head, face, and neck must have absolute control. Should the technique touch the target (Jodan) the Referee Panel **will not** award a score.*

YOUTH (Age 14-17 Advanced and International Divisions)

*All hand techniques to the head, face, and neck must have absolute control. Should the technique touch the target (Jodan) the Referee Panel **will not** award a score.*

*Non-injurious, light, controlled "touch" contact to the head, face, and neck **with foot** techniques is allowed.*

7. FACE CONTACT - YOUTH (age 13 and younger)

*All techniques to the head, face, and neck must have absolute control. Should the technique touch the target (Jodan) the Referee Panel **will penalize the offender.(unless caused by the recipient)***

8. *When assessing the contact force used, the Referee must take all circumstances into account. Did the opponent exacerbate the impact of an otherwise controlled technique by an injudicious movement? This is the reason most often given for scoring what would otherwise appear to be excessive contact, but it must not be used as a justification for a bad assessment. The Referee must also consider the effects of a marked disparity in size between contestants - which occurs in team matches and open weight division bouts.*

9. *In the case of techniques which make contact considered to be more than a "glove" or "skin" touch, the Referee Panel will give a warning or penalty. Any technique to the head, face, or neck which causes injury, no matter how slight, will be warned or penalized unless caused by the recipient.*

10. *Age categories for USANKF adult team selection for International Competitions*

| | |
|---------------------------|---------------|
| <i>18 years and older</i> | <i>Kumite</i> |
| <i>16 years and older</i> | <i>Kata</i> |

Age categories for International Divisions.

| | |
|---------------------------|-----------------|
| <i>14 - 15 years old</i> | <i>Children</i> |
| <i>16-17 years old</i> | <i>Cadet</i> |
| <i>18 - 20 years old</i> | <i>Junior</i> |
| <i>21 years and older</i> | <i>Adult</i> |

11. *The referee must constantly observe the injured contestant. A short delay in giving a judgment 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.*
12. *Pre-existing injury can produce symptoms out of 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 Match Area Controller 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 an injury.

13. *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 warned or penalized.*
14. *Feigning of an injury which does not exist is a serious infraction of the rules. Shikkaku will be imposed on the contestant feigning injury (e.g., 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). Exaggerating an injury which does exist is less serious. A warning or penalty should be imposed for exaggerating injury.*
15. *Competitors who receive Shikkaku for feigning injury will be taken from the competition area and put directly into the hands of the USANKF Medical Committee, who will carry out an immediate examination of the competitor. The Medical Committee will submit its report before the end of the Championship, for the consideration of the Referee Council. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offenses.*
16. *The throat is a particularly vulnerable area and even the slightest contact should be warned or penalized, unless it is the recipient's own fault.*
17. *Open hand techniques to the face are forbidden due to the danger to the contestant's sight. The two open hand techniques referred to in Category 1 are merely examples of the class of prohibited techniques.*

The face is defined as an area which begins one centimeter above the eyebrows, extending down and including the temples, narrowing from the cheekbones, and finishing just under the chin.

18. *Throwing techniques are divided into two types: 1) The established "conventional" Karate leg sweeping techniques such as ashi-barai, kouchi-gari, etc., where the opponent is swept off-balance or thrown without being grabbed first and 2) 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 hip and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as seio-nage, kata-garuma, etc., are expressly forbidden, as are so called "sacrifice" throws such as tomoe-nage, sumi-gaeshi, etc. If an opponent is injured as a result of a throwing technique, the Referee Panel will decide whether a penalty is called for.

19. *Jogai relates to a situation where a contestant's foot, or any part of his body, touches the floor outside the match area. An exception is when the contestant is physically propelled, pushed, thrown, or swept from the match area by his opponent.*
20. *The point at which "Yame" is called is helpful in determining if Jogai has occurred.*

If Aka delivers a successful technique and then exits immediately afterwards, "Yame" should occur at the instant of score and the exit therefore occurs outside of bout time and may not be penalized.

If Aka's attempt to score is unsuccessful, "Yame" will not be called and the exit will be recorded.

If Ao exits just after Aka scores with a successful attack, then "Yame" will occur immediately on the score and Ao's exit will not be recorded.

If Ao exits, or has exited as Aka's score is made (with Aka remaining within the area), then both Aka's score will be awarded and Ao's jogai penalty will be imposed.

21. *Movements which waste time include pointless circling, where one or both contestants do not engage in combat. It is expected that they will initially test each other, but within a short time deliberate and effective attack and counters should occur. If for any reason this does not happen after a reasonable interval, the referee must stop the bout and caution the offenders.*
22. *The contestant who constantly retreats without effective counter, who clinches unnecessarily, or who deliberately exits the match 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 offense occurs with ten second or more of the bout time remaining the referee will warn the offender. If there has been a previous Category 2 offense or offenses this will result in a penalty being imposed..*

However, if there is less than ten seconds to go, the referee will penalize the offender with Keikoku and award an Ippon to the opponent. If there has been a previous Category 2 offense or offenses, the contestant will receive the next penalty up on the penalty scale. However, the referee must ensure that the contestant is not retreating because the opponent is acting in a reckless or dangerous manner, in which case the attacker should be warned or penalized.
23. *Penalties for Mubobi can be assessed only when contact occurs. Should the offender sustain an injury and the fault is considered to be the recipient's the Referee will issue a Category 2 warning or penalty and may decline to give a penalty to the opponent.*
24. *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.*
25. *The Coach will be assigned a specific place by the Referee Council in conjunction with the Tournament Organizing Officials. This area will be close to the competition area and the Coach allowed a free and uninterrupted access to contestants between bouts. To assist the contestants, a visible scoreboard must be employed which can be viewed by Coaches and contestants.*

ARTICLE 9: PENALTIES

Warning (Chukoku)
a minor

May be imposed for attendant minor infractions or the first instance of
infraction.

Keikoku

This is a penalty in which Ippon (one point) is added to the opponent's score. Keikoku is imposed for minor infractions for which a warning has previously been given in that bout, or for infractions not sufficiently serious to merit

Hansoku-Chui.

| | |
|-------------------------|---|
| Hansoku-chui | This is a penalty in which Nihon (two points) is added to the opponent's score. Hansoku-Chui is 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. |
| Hansoku Chui | This is imposed following a very serious infraction or when a Hansoku-Chui has already been given. It results in the disqualification of the contestant. <i>In team matches the fouled competitor's score will be set at eight points and the offender's score will be zero.</i> |
| Shikkaku match consult- | <p>This is a disqualification from the actual tournament, competition, or</p> <p>In order to define the limit of Shikkaku, the Referee Council must be</p> <p>ed. 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. <i>In team matches the fouled competitor's score will be set at eight points and the offender's score will be zero.</i></p> |

EXPLANATION;

1. Category 1 and Category 2 penalties do not cross-accumulate.
2. A penalty 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 penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning (Chukoku) for a second instance of excessive contact.
3. When through various infractions, the penalties incurred and points awarded in any one bout equal 8 points (or, in international divisions, a lead of 8 points), then the offender will be declared the loser and the winner announced as "Aka/Ao No Kachi."
4. Warnings (Chukoku) are given where there has been a minor infraction of the rules, but the contestant's potential for winning is not diminished (in the opinion of the Referee Panel) by the opponent's foul.
5. A Keikoku may be imposed directly, without first giving a warning. Keikoku is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Referee Panel) by the opponent's foul.
6. A Hansoku-Chui may be imposed directly, or following a warning, or Keikoku, and is used where the contestant's potential for winning has been seriously reduced (in the opinion of the Referee Panel) by the opponent's foul.
7. 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 Referee Panel) by the opponent's foul.

8. *Any competitor who receives Hansoku for causing injury and who has in the opinion of the Referee Panel and Match Area Controller, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for that particular experience category will be reported to the Referee Council. The Referee Council will decide if that competitor shall be suspended from the rest of that competition and/or subsequent competitions.*
9. *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 contestant's 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. The referee panel must agree unanimously in order for a Shikkaku to be given. Once given, the referee will write a report of the circumstances that warranted the Shikkaku. The referee panel will sign the report and it will be submitted to the referee council*
10. *A public announcement of Shikkaku must be made.*

ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION

- 10.1.1. 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.
- 10.1.2. 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. In team matches, the referee will announce a tie. (Hikiwake)
- 10.1.3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
- 10.1.4. 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 tournament doctor. If he is injured, he may win a second bout in the same manner but is then immediately withdrawn from further Kumite competition in that tournament.
- 10.1.5. 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.
- 10.1.6. 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 13.1.9d.), or whether an extension of treatment time shall be given.

10.1.7. Any competitor who falls, is thrown, or knocked down, and does not fully regain his 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 feet immediately, the Referee will signal to the timekeeper to start the ten second count-down by a blast on his whistle, at the same time calling the doctor if required. The timekeeper will stop the clock when the Referee raises his arm.

EXPLANATION:

1. *When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of the unfitness must be made clear to other Refereeing Panels.*
2. *A contestant may win through disqualification of the opponent for accumulated minor Category I 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.*
3. *Self-inflicted injury and those injuries caused by the athlete are easy to deal with, but when assessing an injury caused by the opponent's technique, the Referee Panel should consider whether the technique was valid. Was it properly applied to the proper target area at the correct time and with the correct degree of control? Consideration of this will assist the Referee Panel in deciding whether the injured contestant should be declared the loser by Kiken, or whether the opponent should be penalized for a foul.*
4. *The Referee should only call the doctor when a contestant is injured and needs medical treatment.*
5. *The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.*
6. *When applying the "Ten Second Rule" the time will be kept by a timekeeper appointed for this specific purpose. A warning will be sounded at seven seconds followed by the final bell at ten seconds. The timekeeper will start the clock only when the referee blows his or her whistle. The timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his arm.*
7. *The Referee Panel will decide the winner on the basis of Hansoku, Kiken, or Shikkaku, as the case may be.*
8. *In team matches, should a team member receive Kiken, their score, if any, will be zeroed and the opponent's score will be set at eight points.*

ARTICLE 11: OFFICIAL PROTEST

11.1.1. No one may protest about a judgment to the members of the Refereeing Panel.

- 11.1.2. If a refereeing procedure appears to contravene the rules, the President of the Federation, or the Official Representative is the only one allowed to make a protest.
- 11.1.3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. The sole exception is when the protest concerns an administrative malfunction. The Match Area Controller should be notified immediately when the administrative error is detected.
- 11.1.4. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the USANKF. It must be submitted in writing on an approved form and signed by the official representative of the team or contestant(s).
- 11.1.5. The complainant must deposit a protest fee in an amount as shall be established by the USANKF, with the Treasurer and a duplicate receipt will be issued. The protest, plus a copy of the receipt, must be lodged with a member of the Referee Council.
- 11.1.6. The protest must be submitted to a representative of the Referee Council. In due course the Referee Council 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.
- 11.1.7. If the decision of the Referee Council is to be appealed, the protest will be reviewed by the Appeals Jury consisting of one member each from the Referee Council, Technical Committee, and the Medical Committee.

EXPLANATION;

1. *The protest must give the names of the contestants, the Referee Panel officiating, and **the precise details of what is being protested.** No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*
2. *The protest will be reviewed by the Referee Council and as part of this review, the Referee Council will study the evidence submitted in support of the protest. The Referee Council may also study videos and question officials in an effort to objectively examine the protest's validity.*
3. *If the protest is held by the Referee Council to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasurer.*
4. *If the protest is held by the Referee Council to be invalid, it will be rejected and the deposit forfeited to USANKF.*
5. *Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Arbitrator to ensure that the match has been conducted in accordance with the Rules of Competition.*
6. *In case of an administrative malfunction during a match in progress, the Coach can notify the Match Area Controller directly. In turn, the Match Area Controller will notify the Referee.*

ARTICLE 12: POWERS AND DUTIES

REFEREE COUNCIL

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

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Committee, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To appoint and deploy the Match Area Controllers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.
3. To supervise and coordinate the overall performance of the refereeing officials.
4. To nominate substitute officials where such are required. The composition of a panel of officials may not be changed at the discretion of the Arbitrator, Referee, or Judge.
5. To investigate and render judgment on matters of official protest.
6. To pass the final judgment on matter of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

MATCH AREA CONTROLLER

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

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

REFEREE

The Referees powers shall be as follows:

1. The Referee (Shushin) shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
2. To award points.
3. To explain to the Match Area Controller, Referee Council, or Appeals Jury, if necessary, the basis for giving a judgment.
4. To impose penalties and to issue warnings, before, during, or after a bout.
5. To obtain and act upon the opinion(s) of the Judges.
6. To announce extensions.
7. To conduct voting (Hantei) of the Referee Panel and announce the result.
8. To announce the winner.
9. The authority of the Referee is not confined to the competition area but also to all of its immediate perimeter.
10. The Referee shall give all commands and make all announcements.
11. When the Judges signal, the Referee must consider their opinions and render a judgment.

JUDGE

The Judges (Fukushin) powers shall be as follows:

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

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

1. When a score is observed.
2. When a contestant has committed a prohibited act and/or techniques.
3. When an injury or illness of a contestant is noticed.
4. When both or either of the contestants have moved out (Jogai) of the competition area.
5. In other cases when it is deemed necessary to call the attention of the referee.

ARBITRATOR

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

SCORE SUPERVISOR

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 time keepers and score keepers.

EXPLANATION:

1. *When three Judges give the same signal, or indicate a score for the same competitor, the Referee must stop the bout and render the majority decision. Should the Referee fail to stop the bout the Arbitrator will raise the red flag or sign and sound the buzzer.*
2. *When two Judges give the same signal, or indicate a score for the same competitor, the Referee will consider their opinions but may decline to stop the bout if he believes them to be mistaken. The Referee's judgment in this instance is made "on the move." Before overruling the Judge's signal, the Referee must consider whether the Judges were better sighted. Judges will signal only by flag gesture, they will not use whistles.*
3. *However, when the bout is halted, the majority decision will prevail. The Referee may ask the Judges to reconsider, but may not give a decision against two judges, unless he has the positive support of the other Judge.*
4. *When the Referee sees a score he will call "yame" and halt the bout using the prescribed signal. He will then indicate his preference by holding his bent arm palm upwards on the side of the scoring contestant.*
5. *In the event of a two/two decision the Referee will indicate with the appropriate signal why the other contestant's score is not considered to be valid and then award the score to the opponent.*
6. *The Referee may ask the Judges to reconsider when he believes them mistaken, or when implementation would be a violation of the rules (such as when a technique has made excessive contact, when a score is signaled for a competitor who was outside of the match area (Jogai), or when the Referee considers the score signaled is too high or too low).*
7. *When three Judges each have different opinions, the Referee may give a decision, which is supported by one of the Judges*
8. *At Hantei the Referee and Judges each have one vote. In the event of a tied Encho-Sen the Referee will have a casting vote.*

9. *The Judges must only score what they actually see. If they are not sure that a technique actually reached a scoring area, they should signal that they did not see (Mienai).*
10. *The role of the Arbitrator is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He is not there as an additional Judge. He has no vote nor has he any authority in matters of judgment, such as whether a score was valid or if Jogai occurred. His sole responsibility is in matters of procedure.*
11. *In the event that the Referee does not hear the time-up bell, the Score Supervisor will blow his whistle.*
12. *The good Referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts with no outcome, such as "Yame - Torimasen" must be avoided.*
11. *When explaining the basis for a Judgment after the match, the Referee Panel may speak to the Match Area Controller, the Referee Council, or the Appeals Jury. They will explain to no one else.*

ARTICLE 13: STARTING, SUSPENDING, AND ENDING MATCHES

- 13.1.1 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.
- 13.1.2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants, the Referee will announce "Shobu Hajime" and the bout will commence.
- 13.1.3. 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).
- 13.1.4. The referee returns to his position and the judges indicate their opinion by means of a signal. In the case of a score to be awarded the referee identifies the contestant (Aka or Ao), the area attacked (chudan or jodan), the scoring technique (tsuki, uchi, keri), and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "Tsuzukete Hajime."
- 13.1.5 In Team Trial and International Kumite divisions, 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 lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "Aka/Ao No Kachi." The bout is ended at this point. In all other Kumite divisions, the first contestant to accumulate eight points shall be declared the winner.
- 13.1.6. 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 "Aka/Ao No Kachi." The bout is ended at this point.

13.1.7. When time is up and scores are equal, or no scores have been awarded, the Referee shall call "Yame" and return to his position. The Referee will announce a tie (Hikiwake) and the start of the Encho-Sen where applicable.

13.1.8. At Hantei the Referee and Judges each have one vote. In the event of a tied vote at the end of an inconclusive Encho-sen the Referee will have a casting vote which will be used to break the tie.

13.1.9. When faced with the following situations, the referee will call "Yame" and halt the bout temporarily.

- a) When either or both contestants are out of the match area, or when a Judge signals Jogai;"
- b) When the Referee orders the contestant to adjust the karate-gi or protective equipment;
- c) When a contestant has contravened the rules;
- d) When the Referee considers that one or both of the contestants cannot continue with the bout due to injuries, illness, or other causes. Heeding the tournament doctors opinion, the Referee will decide whether the bout should be continued;
- e) When a contestant seizes the opponent and does not perform an immediate technique or throw within two to three seconds.
- f) When one or both contestants fall or are thrown and no effective techniques are made within two to three seconds.
- g) When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
- h) When a score is observed.
- i) When three Judges give the same signal, or indicate a score for the same competitor.
- j) When requested to do so by the match area controller.

EXPLANATION:

1. *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 monitoring as shown in Appendix 2 of the Rules of Competition.*
2. *When restarting the bout, the Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.*

ARTICLE 14: MODIFICATIONS

14.1. Only the USANKF Referee Council and Technical Committee with the approval of the Board of

Directors can alter or modify these rules.

KATA RULES

The Kata Rules herein are required for the Team Trial ,International, or Mandatory Kata divisions. All other divisions shall be conducted with a panel of five Judges awarding numerical scores in the standard and accepted tournament procedures.

The USANKF Rules and Regulations will use the five Judge system based on objective criteria in order to develop and emphasize the scientific basis by which Katas are learned and performed. The IF (International Federation) Rules and Regulations are used for elimination purposes only. When used domestically, the IF Rules and Regulations similarly are in place to eliminate contestants in order to field the USA National Team to international events.

ARTICLE 1: KATA COMPETITION AREA

1.1.1. The competition area must be flat and devoid of hazard.

1.1.2. The competition area must be of a sufficient size to permit the uninterrupted performance of Kata.

EXPLANATION:

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

ARTICLE 2: OFFICIAL DRESS

2.1.1. Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.

2.1.2. Any person who does not comply with this regulation may be disbarred.

EXPLANATION:

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

ARTICLE 3: ORGANIZATION OF KATA COMPETITION

- 3.1.1. 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 consist of individual performance in separate male and female divisions.
- 3.1.2. The elimination system with repechage will be applied.
- 3.1.3. The contestants will be expected to perform both compulsory (Shitei) and free selection (Tokui) kata during the competition. Kata will be in accordance with the schools of karate-do recognized by the WKF based on the Goju, Shito, Shoto, and Wado systems. In the first two rounds, no variations will be permitted. A schedule of the compulsory Kata is given in Appendix 6 and a list of the recognized Kata in Appendix 7.
- 3.1.4. When performing Shitei kata no variation is permitted.
- 3.1.5. When performing Tokui Kata contestants may choose from the list of Tokui Kata in Appendix 7. Variations as taught by the contestant's school are permitted.
- 3.1.6. The score table will be notified of the choice of Kata prior to each round.
- 3.1.7. Contestants must perform a different Kata in each round. Once performed a Kata may not be repeated.
- 3.1.8. Contestants in the repechage may perform Shitei or Tokui Kata subject to paragraph 3.1.7. above.
- 3.1.9. In the finals of team Kata competition, the two finalist teams will perform their chosen Kata from the Tokui list in Appendix 7 in the normal way. They will then perform a demonstration of the meaning (Bunkai) of the Kata .

The official Timekeeper will start the countdown clock as the team members perform the bow at the completion of the Kata performance and will stop the clock at the final bow after the Bunkai performance.

A team which exceeds the five minute period allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed.

EXPLANATION;

1. *The number and type 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.*

| <i>Competitors or Teams</i> | <i>Kata Required</i> | <i>Tokui</i> | <i>Shitei</i> |
|-----------------------------|----------------------|--------------|---------------|
| 65 – 128 | 7 | 5 | 2 |
| 33-64 | 6 | 4 | 2 |
| 17-32 | 5 | 3 | 2 |
| 9-16 | 4 | 3 | 1 |
| 5-8 | 3 | 3 | 0 |
| 4 | 2 | 2 | 0 |

ARTICLE 4: THE JUDGING PANEL

- 4.1.1. The panel of three Judges for each match will be designated by the Referee Council or Match Area Controller.
- 4.1.2. In addition, scorekeepers and caller/announcers will be appointed.

EXPLANATION;

1. *The Chief Kata Judge will sit at the perimeter of the competition area facing the contestant(s). The other two Judges will sit on the left and right side, two meters from the centerline of the area and towards the contestant's entry point.*
2. *Five Judges may be used when sufficient personnel are available to allow neutrality of state and karate style. If five Judges are being used the Chief Judge will sit in the center position facing the contestant(s) and the other four Judges will be seated at the corners of the competition area.*
3. *Each judge will have a red and a blue flag.*

ARTICLE 5: CRITERIA FOR DECISION

5.1.1. The Kata must be performed with competence, and must demonstrate a clear understanding of the

traditional principles it contains. In assessing the performance of a contestant or team the Judges will look for:

- a) A realistic demonstration of the Kata meaning.
- b) Understanding of the techniques being used (bunkai).
- c) Good timing, rhythm, speed, balance, and focus of power (Kime).
- d) Correct and proper use of breathing as an aid to Kime.
- e) Correct focus of attention (Chakugan) and concentration.
- f) Correct stances (Dachi) with proper tension in the legs, and feet flat on the floor.
- g) Proper tension in the abdomen (Hara) and no bobbing up and down of the hips when moving.
- h) Correct form (Kihon) of the style being demonstrated.
- i) The performance should also be evaluated with a view to discerning other points.
- j) In team Kata synchronization without external cues is an added factor.

5.1.2. A contestant who varies the Shitei Kata will be disqualified.

5.1.3. A contestant who comes to a halt during the performance of the Shitei or Tokui Kata, or who performs a Kata different from that announced or as notified to the score table will be disqualified.

5.1.4. A contestant who performs an ineligible Kata or repeats a Kata will be disqualified.

EXPLANATION:

1. *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.*
2. *In team Kata, all three team members must start the Kata facing the same direction and towards the Chief Judge.*
3. *The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronization.*
4. *Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-gi, and inappropriate exhalation, are all examples of external cues and should not be taken into account by the judges when arriving at a decision.*
5. *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.*

ARTICLE 6: OPERATION OF MATCHES

- 6.1.1. At the start of each bout and in answer to their names, the two contestants, one wearing a red belt (Aka), and the other wearing a blue belt (Ao), will line up at the match area perimeter facing the Chief Kata Judge.

Following a bow to the Judging Panel, Ao will then step back out of the match area.

After moving to the starting position and a clear announcement of the name of the Kata that is to be performed, Aka will begin.

On completion of the Kata, Aka will leave the area to await the performance of Ao. After Ao's Kata has been completed both will return to the match area perimeter and await the decision from the Panel.

- 6.1.2. If the Kata does not conform to the rules, or there is some other irregularity, the Chief Judge may call the other Judges in order to reach a verdict.
- 6.1.3. If a contestant is disqualified the Chief Judge will cross and uncross the flags (as in the Kumite Torimasen signal).
- 6.1.4. 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 his whistle. The three flags will be raised at the same time.
- 6.1.5. The Chief Judge will blow a further short blast on his whistle, whereupon the flags will be lowered.
- 6.1.6. The decision will be for Aka or Au. No ties are permitted. The competitor who receives two or three votes is declared the winner by the caller/announcer.
- 6.1.7. The competitors will bow to each other, then to the Judging Panel, then leave the area.

EXPLANATION;

1. *The starting point for Kata performance is within the perimeter of the competition area.*
2. *If flags are being used 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 the flags will be lowered after a further short blast on the whistle.*
3. *Should a competitor fail to turn up when called or withdraws (Kiken) the decision will be awarded automatically to the opponent without the need to perform the previously notified Kata..*

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APPENDIX 1. THE TERMINOLOGY

| | | |
|-------------------------|-------------------------|---|
| SHOBU HAJIME | Start the Match or Bout | After the announcement, the Referee takes a step back. |
| ATOSHI BARAKU | A little more time left | An audible signal will be given by the timekeeper 30 seconds before the actual end of the bout and the Referee will announce "Atoshi Baraku". |
| YAME | Stop | Interruption, or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand. |
| MOTO NO ICHI | Original position | Contestants and Referee return to their starting positions. |
| TSUZUKETE | Fight on | Resumption of fighting ordered when an unauthorised interruption occurs. |
| TSUZUKETE HAJIME | Resume fighting - Begin | 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. |
| SHUGO | Judges called | The Referee calls the Judges at the end of the match or bout, or to recommend Shikkaku. |
| HANTEI | Decision | Referee calls for a decision at the end of an inconclusive Echo-Sen. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote at the same time by raising his arm. |
| HIKIWAKE | Draw | In case of a tied bout, the Referee crosses his arms, then extends them with the palms |

| | | |
|--------------------------|--|---|
| | | showing to the front. |
| TORIMASEN | Unacceptable as a scoring technique | The Referee crosses his arms then makes a cutting motion, palms downward. |
| ENCHO-SEN | Extension of the bout | The Referee re-opens the match with the command, "Shobu Hajime". |
| AIUCHI | Simultaneous scoring techniques | No point is awarded to either contestant. Referee brings his fists together in front of his chest. |
| AKA (AO) NO KACHI | Red (Blue) wins | The Referee obliquely raises his arm on the side of the winner. |
| AKA (AO) SANBON | Red (Blue) scores three points | The Referee raises his arm up at 45 degrees on the side of the scorer. |
| AKA (AO) NIHON | Red (Blue) scores two points | The Referee extends his arm at shoulder level on the side of the scorer. |
| AKA (AO) IPPON | Red (Blue) scores one point | The Referee extends his arm downward at 45 degrees on the side of the scorer. |
| CHUKOKU | First Category 1 or Category 2 warning without penalty | For Category 1 offences, the Referee turns toward the offender and crosses his arms at chest level. For Category 2 offences, the Referee points his index finger (arm bent), at the face of the offender. |
| KEIKOKU | Warning with Ippon penalty | 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, and awards Ippon (one point) to the opponent. |
| HANSOKU-CHUI | Warning with Nihon penalty | The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender and awards Nihon (two points) to the opponent. |
| HANSOKU | 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 announces a win for the opponent. |
| JOGAI | Exit from the match area | The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of bounds |

| | | |
|-----------------|-----------------------------------|--|
| SHIKKAKU | Disqualification "Leave the Area" | The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "Aka (AO) Shikkaku!" He then announces a win for the opponent. |
| KIKEN | Renunciation | The Referee points downwards at 45 degrees in the direction of the contestant's starting line. |
| MUBOBI | Self Endangerment | The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself. |

APPENDIX 2: ANNOUNCEMENTS AND GESTURES OF THE REFEREE

SHOMEN-NI-REI

The Referee extends his arms palms to the front.



OTAGAI-NI-REI

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



SHOBU HAJIME

"Start the Match"

After the announcement, the Referee takes a step back.



YAME

“Stop”

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



TSUZUKETE HAJIME

“Resume fighting—Begin”

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



THE REFEREE’S OPINION

After calling “Yame” and using the prescribed signal the Referee indicates his preference by holding his bent arm palm upwards on the side of the scoring contestant.



IPPON (1 point)

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



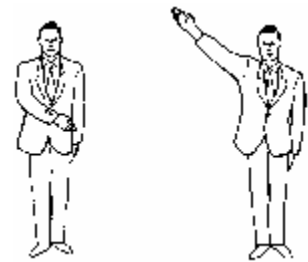
NIHON (Two Points)

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



SANBON (Three Points)

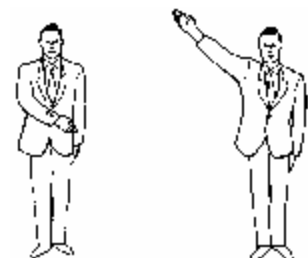
The Referee extends his arm upward at 45 degrees on the side of the scorer.

**CANCEL LAST DECISION**

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

**NO KACHI (Win)**

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

**KIKEN**

“Renunciation”

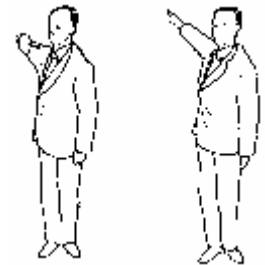
The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.



SHIKKAKU

“Disqualification, Leave the Area”.

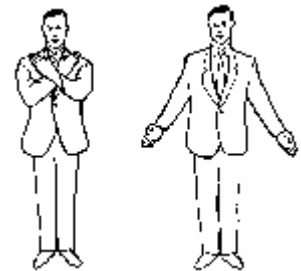
The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “Aka (AO) Shikkaku!” He then announces a win for the opponent.



HIKIWAKE

“Draw”

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.



CATEGORY 1 OFFENCE

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



CATEGORY 2 OFFENCE

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



CHUKOKU

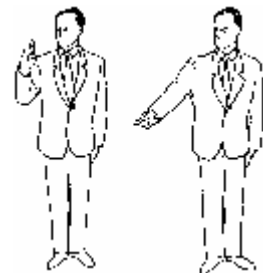
Making the appropriate signal the Referee gives a warning of a Category 1 or Category 2 offence. No penalty is issued at this time.



KEIKOKU

“Ippon Penalty”.

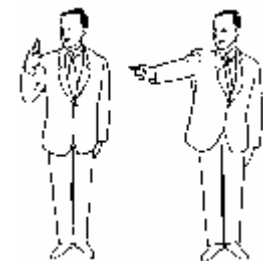
The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender, and awards Ippon (one point) to the opponent.



HANSOKU CHUI

“Nihon Penalty”.

The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender and awards Nihon (two points), to the opponent.



HANSOKU

“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.



AIUCHI

“Simultaneous Scoring Techniques”.

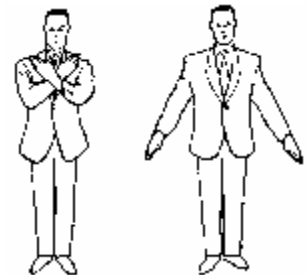
No point is awarded to either contestant. The Referee brings the fists together in front of the chest.



TORIMASEN

“Unacceptable as a Scoring Technique”

The Referee crosses his arms then makes a cutting motion, palms downward. When the Referee uses this signal to the Judges followed by the signal for reconsideration it means that the technique was deficient in one or more of the six scoring criteria. If the Referee wants to show that one of the competitor’s techniques was deficient, he should turn toward that competitor and give the torimasen signal, only with a very small hand gesture.



RECONSIDERATION

After indicating his reasons, the Referee asks the Judges to reconsider their opinions.



AKA (AO) SCORED FIRST

The Referee indicates to the Judges that Aka scored first by bringing the open right hand to the palm of the left hand. If AO was first, the left hand points into the right hand.



TECHNIQUE BLOCKED OR OFF TARGET

The Referee places an open hand over the other arm to indicate to the Judges that the technique was blocked or hit a non-scoring area.

**TECHNIQUE MISSED**

The Referee moves the clenched fist across the body to indicate to the Judges that the technique missed or glanced off the scoring area.

**EXCESSIVE CONTACT**

The Referee indicates to the Judges that there has been excessive contact or other Category 1 offence.

**FEIGNING OR EXAGGERATING INJURY**

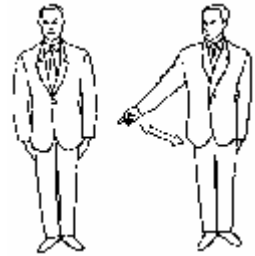
The Referee holds both hands to his face to indicate to the Judges a Category 2 offence.



JOGAI

“Exit from the Match Area”

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



MUBOBI (Self Endangerment)

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



AVOIDING COMBAT

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



UNNECESSARY CLINCHING, WRESTLING, PUSHING OR SEIZING WITHOUT A TECHNIQUE

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



DANGEROUS AND UNCONTROLLED ATTACKS

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



ATTACKS WITH THE HEAD KNEES OR ELBOWS

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



TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR

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



SHUGO

“Judges Called”

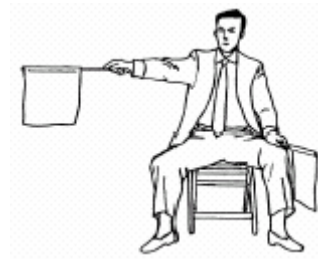
The Referee calls the Judges at the end of the match or bout: or to recommend Shikkaku.



THE JUDGE'S FLAG SIGNALS



IPPON



NIHON



SANBON



FOUL

Warning of a foul. The appropriate flag is waved in a straight circle, then a Category 1 or 2 signal is made.



CATEGORY 1 OFFENCE

The flags are crossed and extended with the arms





CATEGORY 2 OFFENCE

The Judge points the flag with arm bent.



JOGAI

The Judge taps the floor with the appropriate flag and then shows a category 2 offence



KEIKOKU



HANSOKU CHUI



HANSOKU



TORIMASEN



AIUCHI

The flags are moved toward each other, in front of the chest.



MIENAI

The flags are held in front of the face.

APPENDIX 3: SCOREKEEPERS MARKS

| | | |
|------|--------------------------------|--------------------------|
| ●—○ | Sanbon | Three Points Score |
| ● | Nihon | Two Points Score |
| ○ | Ippon | One Point Score |
| | | |
| □ | Kachi | Winner |
| × | Make | Loser |
| △ | Hikiwake | Draw (Tie) |
| | | |
| C1W | Category 1 Foul — Warning | Warning without Penalty |
| C1K | Category 1 Foul — Keikoku | One Point to Opponent |
| C1HC | Category 1 Foul — Hansoku Chui | Two Points to Opponent |
| C1H | Category 1 Foul — Hansoku | Disqualification |
| | | |
| C2W | Category 2 Foul — Warning | |
| C2K | Category 2 Foul — Keikoku | One Point to Opponent |
| C2HC | Category 2 Foul — Hansoku Chui | Two Points to Opponent |
| C2H | Category 2 Foul — Hansoku | Disqualification |
| | | |
| KK | Kiken | Forfeiture |
| | | |
| S | Shikkaku | Serious Disqualification |

APPENDIX 4: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES

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

EXCESSIVE CONTACT

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

EXCESSIVE CONTACT AND EXAGGERATION

When a competitor makes a pretence of having received an excessive contact and the Referee Panel decides instead that the technique in question was controlled, satisfying all six scoring criteria, then a score will be awarded and a Category 2 warning or penalty for feigning or exaggeration will be issued. (Always taking into account that severe cases of feigning injury may warrant Shikakku.)

MUBOBI

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 "Yamae", dropping their guard or concentration and repeated failure or refusal to block the opponent's attacks. Explanation XVI of Article 8 states:

Should the offender receive an excessive contact and/or sustain an injury and the fault is considered to be the recipient's, the referee will issue a Category 2 warning or penalty and may decline to give a penalty to the opponent. A contestant who is hit through their own fault and exaggerates the effect in order to mislead the Referee Panel may receive a warning or penalty for Mubobi as well as an additional penalty for exaggeration, since two offences have been committed.

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

ZANSHIN

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 Referee Panel 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.

CATCHING A CHUDAN KICK.

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

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. After all in the case of two almost simultaneous gyaku tsukis it is normal practice to award a score to the contestant considered to have landed their technique first even though both might be considered effective. 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.

THROWING AND INJURIES.

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.

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 penalised. 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. A potentially dangerous situation occurs when a contestant grabs both legs to throw the opponent on their back. The Article 8, Explanations X 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, a throw such as this may fall into the prohibited category. If an injury results this would be dealt with under Category 1. If there is no injury or the throwing process is interrupted by the Referee then a Category 2 warning or penalty could be imposed under Article 8, Category 2, Paragraph 6. It should be emphasised that this kind of throwing technique is not prohibited per se; it is the manner in which it is executed that will be the deciding factor.

THREE MIENAI

If three Judges signal “Mienai” after the referee has stopped the bout can the Referee give a score or penalty? Paragraph III of the Explanations in Article 12 states “However, when the bout is halted, the majority decision will prevail.” Since the Judges have seen nothing they are not considered to be offering an opinion or vote and therefore the Referee is in the majority. This situation can occur when action occurs close to the match area perimeter on the Referee's side and where the Judges are unsighted.

TWO AKA, ONE MIENAI

If after Yame, two Judges signal a score for Aka and the other Judge signals Mienai, can the Referee give a score to AO?

The rules state that the Referee cannot go against two Judges unless he has the positive support of the other Judge. Mienai is not positive support because it indicates that the Judge did not see a scoring technique. Therefore the Referee has no support and must ask the Judges to reconsider their decision, indicating why he thinks they should do so.

RE-CONSIDERATION

The Referee may ask the Judges to re-consider when “...he believes them mistaken, or when implementation would be a violation of the rules.” However re-consideration should be asked for only once. If the Referee's request is not supported then the majority decision must be given.

CLARITY OF SIGNALS

To avoid confusion Judges should give only one signal at a time. If a technique fails to score it is not required to indicate why in the first instance. The correct procedure is to cross and uncross the flags (Torimasen). Signals such as “blocked”, “missed”, etc., should be given only if and when the Referee asks for re-consideration. In order to avoid unnecessary mistakes and requests for re-consideration all three Judges must indicate their relative opinions when the Referee stops the match and returns to his position.

JOGAI

Judges must remember that when indicating Jogai they are required to tap the floor with the appropriate flag. When the Referee stops the bout and returns to his position they should then indicate a Category 2 infringement.

RECONSIDERATION PROCEDURES FOR JUDGES

When the Referee asks for re-consideration the Judge must first consider the Referee's request. However should the Judge disagree then he should indicate his reason why and then re-confirm his original decision.

If the Judge believes in retrospect that the Referee was in a better position to see or interpret the action then he may change his decision in support of the Referee.

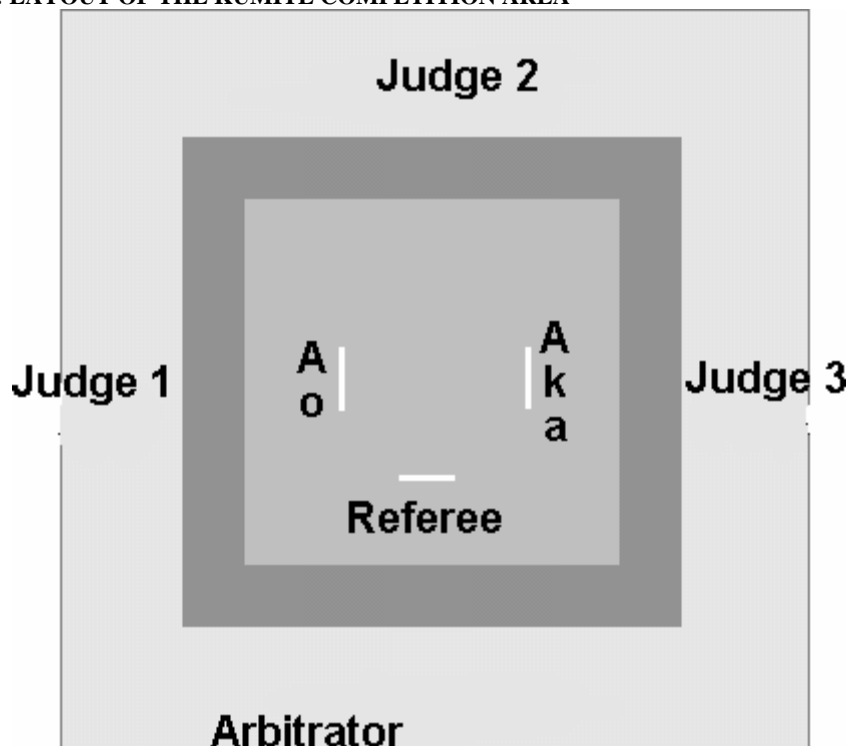
When a Judge knows that there were two techniques but could see only one actually reach the scoring area but nevertheless is sure that his decision is correct he should indicate “Mienai” for the Referee's choice then re-confirm his own choice.

When a Judge knows that there were two techniques but could see only one actually reach the scoring area and believes that the Referee's choice was first (the Judge could see the contestant's body action but not actual arrival at the scoring area) then the Judge should indicate “Mienai” for the Referee's choice and not indicate a score for the other. This indicates no preference and no vote and gives responsibility to the Referee to resolve the situation.

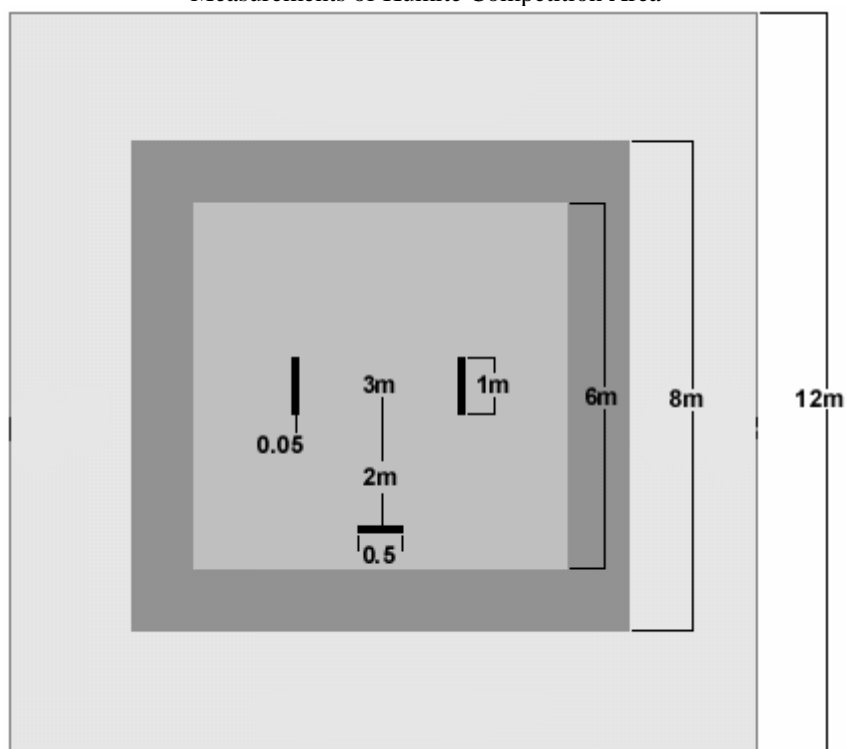
INDICATION OF RULES INFRINGEMENTS

For Category 1 infringements Judges should first circle the with the appropriate coloured 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.

APPENDIX 5: LAYOUT OF THE KUMITE COMPETITION AREA

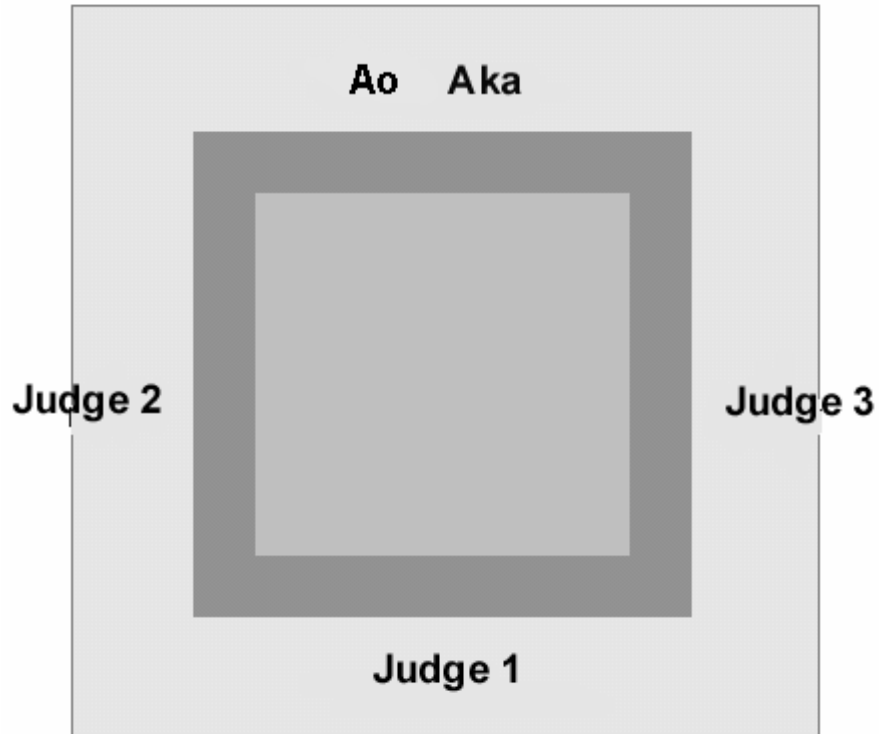


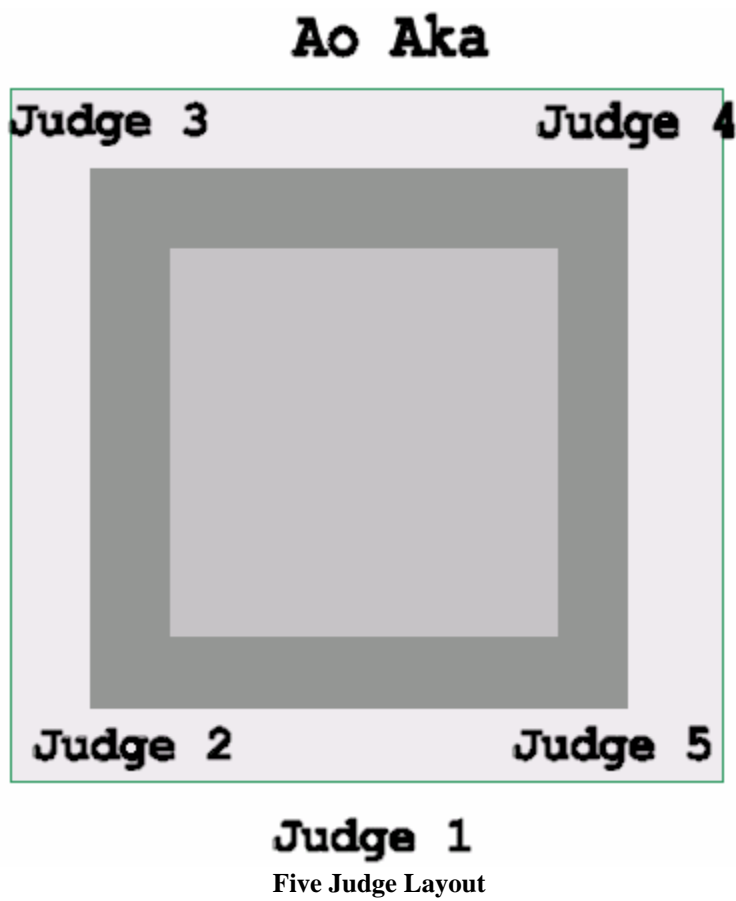
Measurements of Kumite Competition Area



APPENDIX 6: LAYOUT OF THE KATA COMPETITION AREA

Three Judge Layout





**APPENDIX 7: THE COMPULSORY KATA LIST
SCHEDULE OF W.K.F. COMPULSORY (SHITEI) KATA**

| | |
|--------------|---------------------------------------|
| Goju | Seipai Saifa |
| Shoto | Jion Kanku Dai |
| Shito | Bassai Dai Seienchin |
| Wado | Seishan Chinto |

**MAJOR KATA LIST OF THE
WORLD KARATE FEDERATION**

GOJU-RYU KATAS

1. Sanchin
2. Saifa
3. Seiyunchin
4. Shisochin
5. Sanseru
6. Seisan
7. Seipai
8. Kururunfa
9. Suparimpei
10. Tensho

SHOTOKAN KATAS

1. Bassai-Dai
2. Bassai-Sho
3. Kanku-Dai
4. Kanku-Sho
5. Tekki - Shodan
6. Tekki - Nidan
7. Tekki - Sandan
8. Hangetsu
9. Jitte
10. Enpi
11. Gankaku

SHITO-RYU KATAS

1. Jitte
2. Jion
3. Jiin
4. Matsukaze
5. Wanshu
6. Rohai
7. Bassai Da
8. Bassai Sho
9. Tomari Bassai
10. Matsumura Bassai
11. Kosokun Dai
12. Kosokun Sho
13. Kosokun Shiho
14. Chinto
15. Chinte
16. Seienchin
17. Sochin
18. Niseishi
19. Gojushiho
20. Unshu
21. Seisan

WADO-RYU KATAS

1. Kushanku
2. Naihanchi
3. Seishan
4. Chinto
5. Passai
6. Niseishi
7. Rohai
8. Wanshu
9. Jion
10. Jitte
12. Jion
13. Sochin
14. Nijushiho Sho
15. Goju Shiho-Dai
16. Goju Shiho-Sho
17. Chinte
18. Unsu
19. Meikyo
20. Wankan
21. Jiin
22. Naifanchin Shodan
23. Naifanchin Nidan
24. Naifanchin Sandan
25. Aoyagi (Seiryu)
26. Jyuroku
27. Nipaipo
28. Sanchin
29. Tensho
30. Seipai
31. Sanseiru
32. Saifa
33. Shisochin
34. Kururunfa
35. Suparimpei
36. Hakucho
37. Pachu
38. Heiku
39. Paiku
40. Annan
41. Annanko
42. Papuren
43. Chatanyara Kushanku