



Karate Northern Ireland

Rules of Tournament December 2022.

PART A: GENERAL CONTEST RULES – SHOBU SANBON & IPPON

CHAPTER 1: GENERAL MATTERS

All Karateka, be they contestants (including Coaches, Manager or anybody connected with the contestant), Judges, Referee's or any other official, must follow the Karate-do ideals of Good Character, Sincerity, Effort, Etiquette and Self Control.

The KNI prescribes to the anti-doping policies of the International Olympic Committee and adopts the use of the Pocket Concussion Recognition Tool (as used by IOC, IRB, and FIFA).

Any behaviour likely to bring Karate into disrepute by Referee's, Judges, Coaches, Competitors, or anybody connected with the contestant, can result in a warning or in the disqualification of the contestant and/or team.

Article 1: The Venue

1. The venue for the competition must be suitable for the event.
2. The location, ideally, should have good air, sea, and road/rail links and have a direct route to a hospital with accident and emergency and casualty departments. It must be able to accommodate the expected number of competitors and spectators in safety and in comfort. Lighting must be of a satisfactory standard.
3. An evacuation procedure showing the position of emergency exits etc. must be clearly announced by the Tournament Director before the event begins. An information sheet must be provided to each team manager and officials.
4. There must be clearly defined areas for spectators, competitors and coaches, tournament officials.
5. No one must be able to access the tournament areas without the required authority and the Tournament Director must employ staff and deploy a barrier system to ensure this.

Article 2: Staff

Tournament Director

The KNI Management Committee appoints the Tournament Director. He shall be responsible for everything to ensure the smooth running of the tournament. He has no jurisdiction over the refereeing/judging or rules of the tournament. A team of tournament personnel shall assist him.

Security

All persons connected with the tournament must always wear their KNI Personal Identification (if provided) and have it available for inspection. Personal Identification is not transferable.

Tournament Medical Officials

KNI events must have satisfactory medical cover. A Tournament Medical Official(s) must be a suitably qualified doctor or in his absence a practicing Paramedic. Both will be equipped and be able to deliver advanced emergency medical care for critical and emergent patients at the scene. He/She shall be assisted by qualified First Aid officials if need be. The KNI Management Committee appoints the Tournament Medical Official(s) and they shall govern all medical matters during the tournament. He/She is authorised to diagnose and treat injury and is authorised to give an opinion as to whether the contestant is fit or unfit to fight and continue. At least one defibrillator must be present at all KNI events.



Article 3: Match Equipment

The Tournament Director will be responsible for ensuring the following are available:

1. Safe and secure tatamis.
2. Flags (red and white, 5 for each match area).
3. Score Boards/Cards for Kata (7 for each match area).
4. Recording equipment (official score sheets, official recording forms, pens, calculators etc.).
5. Suitable P.A. system.
6. Suitable number of red and white belts.
7. Countdown clocks and time signaling devices for each area.

Article 4: The Competition Area

1. The competition area must be safe, it must be flat, it must be matted and in the shape of a square and KNI approved. (Tracksuits, bottles, belts, bags are not permitted and will be removed and destroyed).
2. The size of the match area, in principle, shall be eight metres square, and for safety purposes, an additional two metres on all sides should be provided at the same height and of the same material as the fighting area.
3. A one-metre-wide border inside the prescribed eight-metre fighting area and extending all around the perimeter of that area should be of a different colour to the rest of the mats that are both inside and outside the fighting area.

Article 5: Competitor Age

All competitors in the Karate Northern Ireland Senior Championships must be aged 18 years and over on the day of competition. For age specified events, the age of the competitor will be determined by his/her age on the day of competition.

Article 6: Outfits and Presentation

1. Contestants.

- a) Contestants shall wear a clean, white, and un-figured traditional Karate-Gi, must arrive at the Tatami properly dressed, ready, and prepared to compete. Failure to do so may disqualify the competitor. (*Please note, one minute will NOT be given to change inappropriate uniforms*).
- b) Only the national emblem or association badge (which shall not exceed 10cm x 10cm) shall be allowed. It must be worn on the left breast of the jacket.
- c) Advertising is not allowed unless authorised by the KNI Management Committee.
- d) The jacket when worn with a belt, must in principle, cover the hips but must not be more than three-quarters thigh length. Only female competitors are permitted to wear a plain clean white T-shirt underneath the Gi. The sleeves of the jacket must not be longer than the joint of the wrist and the hand, and no shorter than halfway up the forearm. Sleeves shall not be rolled up. Jacket ties must be tied.
- e) The trousers must cover at least two thirds of the shin and be no longer than the anklebone. Trousers shall not be rolled up.
- f) In Kumite matches, and in Kata events that use the flag system of scoring, one of the contestants shall for identification purposes fasten a red or white belt around their waists in addition to their own individual grade belt. All belts must be standard size (around five cm. wide and long enough to allow fifteen cms. free on either side of the knot). The Contestant must provide his own belts as part of his outfit.
- g) Manufacturer's labels are allowed or otherwise at the discretion of the KNI Management Committee. A single discrete manufacturers label will be allowed on both karate gi at the lower outer hem of the jacket and on the trousers close to the waistband. Manufacturer's labels, as well as national flags and/or other badges of any sort will not be permitted on the back of the gi, on the arm or anywhere on the trouser leg.



- h) Competitor numbers if issued by the KNI Management Committee shall be worn on the back of the Karate Gi and fastened with adhesive - no metallic objects are allowed.
- i) Contestants shall keep their finger and toe- nails short, their hair clean and tidy and shall not wear metallic objects or the like on their body, which might cause injury to their opponent or obstruct the bout.
- j) There must be a medical reason for the wearing of bandages and supports. Contestants must have the prior approval of the Referee on the advice of the Tournament Medical Official to do so.
- k) Spectacles are not allowed in Kumite. Soft contact lenses may be worn at the contestant's own risk. There must be a medical reason for the wearing of eye protection and the KNI Management Committee must approve/reject it on the advice of the Tournament Medical Official
- l) Metallic teeth braces must be approved by the Referee on the advice of the Tournament Medical Official and will be used at the contestants own risk.
- m) Hachimaki, ribbons, hair decorations, rings, bracelets etc. are forbidden.

2. Shobu Sanbon: The following rules apply to the wearing of devices for protection:

- a) **Red/White** mitts (see Appendix iii) are MANDATORY in Kumite.
- b) Groin protectors are MANDATORY (**from 12 years old and above**) in Men's Kumite.
- c) Chest protectors are MANDATORY (**from 12 years old and above**) in Ladies Kumite.
- d) Clear or white Gum shields are MANDATORY in Kumite.
- e) Shin protectors are FORBIDDEN in Kumite.
- f) Shin/instep protectors are FORBIDDEN in Kumite.

3. Shobu Ippon: The following rules apply to the wearing of devices for protection:

- a) Groin protectors are MANDATORY (**from 12 years old and above**) in Men's Kumite.
- b) Chest protectors are MANDATORY (**from 12 years old and above**) in Ladies Kumite.
- c) **Red/White** mitts are MANDATORY in Children's and Cadets Kumite.
- c) Clear or white Gum shields are MANDATORY in Kumite.
- d) Mitts are FORBIDDEN in Kumite 18yrs+.
- e) Shin protectors are FORBIDDEN in Kumite.
- f) Shin/instep protectors are FORBIDDEN in Kumite.

All protective equipment must be acceptable to the KNI Management Committee. (See Appendix III).

4. Coaches

During the tournament, the coach shall always wear a tracksuit with an identifying badge thereon.

5. Officials

Referees and Judges must wear the official uniform designated by the KNI Management Committee. This uniform must be worn at all tournaments, seminars, and examinations. The official uniform will be as follows:

- a) A single-breasted navy-blue blazer bearing two silver buttons with KNI badge.
- b) A white KNI shirt.
- c) A dark blue KNI tie.
- d) Light (mid) grey trousers without turn-ups.
- e) Plain dark blue or black socks.
- f) Black referee/sport shoes (only black referee/sport shoes are permitted on the Tatami).
- g) Female Referee's may wear a discrete hairclip and/or elastic band for a ponytail.

Contestants can compete in either or both Sanbon & Ippon kumite competitions.

**The KNI Management Committee or the Referee Commission
may disbar any official or competitor who does not
comply with the above regulations.**



CHAPTER 2: Powers and Duties

Article 7: Powers and Duties

1. The Karate Northern Ireland Management Committee

The Karate Northern Ireland Management Committee's power and duties shall be as follows:

- a) To ensure the correct preparation for each tournament in consultation with the Tournament Director and the Organising Committee, with respect to all aspects of the organisation of the tournament.
- b) To appoint and direct the Chief Referees to their respective areas and to act on any reports that the Chief Referee's may make.
- c) To provide final approval on matters relating to judgment not prescribed in the rules.
- d) To adopt other systems as and when the Management Committee sees fit.
- e) To appoint the Referee Commission and ratify all decisions made by the Referee Commission.

There must always be a member of the KNI Management Committee in the Tournament Hall.

2. The KNI Referee Commission

The Referee Commission shall comprise three Chief Referees. The Commission will be chaired one Management Committee member. The KNI Referee Commission's power and duties shall be as follows:

- a) To supervise and co-ordinate the overall performance of the refereeing officials.
- b) To nominate substitute officials when required.

3. The Arbitrator (Kansa)

The Arbitrator is chosen from the KNI panel of officials.

1) The powers and duties of the Arbitrator shall be as follows:

- a) Administer the work of the scorekeeper, the timekeeper, and the announcer and ensure that the match or bout is conducted in accordance with the Rules of Competition.
- b) Ensure that all contestants are wearing approved equipment prior to the match or bout.
- c) Call for the assistance of the Referee / Chief Referee as and when required.
- d) Be responsible for the official result of the match. Records kept of the match shall become official records subject to the approval of the Arbitrator and the Referee Panel.
- e) To receive instruction from the Coach to withdraw a competitor or team and advise the Referee.

2) Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Arbitrator shall bring this to the attention of the Referee in the first instance by blowing his whistle 3 times. If both the Arbitrator and the Referee cannot resolve the issue, then the Chief Referee must be consulted, and a ruling provided by him.

3) Using the "Flag" System the Arbitrator is not to be seen as an extra Judge, **he has no vote and has no authority in matters of judgment** and his opinion in such matters must not be asked for.

4) Using the "Mirror" System, the Arbitrator is not to be seen as an extra Judge; however, **he does have a vote and authority in matters of judgment** and his opinion in such matters (in exceptional circumstances) can be asked for by the Referee and the Chief Referee. *(The Referee must not dismiss or over-rule the opinion of the Judge. Both should seek a consensus in the first instance. If this is not possible then only as a last resort should they seek the opinion of the Arbitrator. To do this the Referee will call 'Shugo' using the appropriate hand signal and both Referee (Shushin), and Judge (Fukushin), will approach the Arbitrator (Kansa). The Arbitrator will stand, and all will bow to each other. The Referee will simply and speedily advise the Arbitrator of the position and ask him for his decision. There will be no discussion. The Arbitrator will give his decision. All will bow to each and return to their original positions. The Referee will announce the decision).*



4. The Chief Referee

The Chief Referee's power and duties shall be as follows:

- a) The Chief Referee is the highest authority on his particular area, within the Contest Rules.
- b) To delegate and appoint the Referee, Corner Judges, and Administration Table Official prior to the match and supervise their performance.
- c) To stop the match and replace any of the officials whom he wishes with a substitute. (this shall be done with the minimum loss of time). There must be a strong and valid reason for doing this.
- d) To be responsible for seeing that the match is conducted according to the Contest Rules, and should any unusual incident occur, shall base his decision upon these Rules including referral to the KNI Management Committee for final approval. A public announcement of the KNI Management Committee decision will be made.
- e) To support a Referee who requires assistance with decisions. He will make a report and make recommendations regarding the performance of any official, coach or competitor to the Referee Commission.

5. The Referee (SHUSHIN)

The Referee's power and duties shall be as follows:

- a) To have authority over the competition area as well as the immediate perimeter.
- b) To conduct matches, including start, suspend and stop.
- c) To award points.
- d) To issue warnings and impose penalties prior to, during, and after the match.
- e) To announce fouls.
- f) To announce the decision of the panel of judges.
- g) To announce victory by majority based on the table for judgment.
- h) In cases where a majority for an opinion has not been established, the opinion of the referee shall take precedence.
- i) To call for decision (Hantei), to conduct voting of the Referee Panel (Hantei), and to announce the result.
- j) To announce extensions (Encho Sen), and extend the duration of the match.
- k) To obtain and act upon the opinion(s), advice, and instruction of the Chief Referee
- l) To explain to the Chief Referee and the KNI Management Committee, the grounds on which a decision was made if required.
- m) To take other disciplinary action (dismissal or suspension of a contestant or team from a match).
- n) To obtain and act upon the opinion(s) of the Arbitrator, Judges, Tournament Medical Officials.
- o) To read the Competitor's Medical Record Card to ensure he/she is permitted to compete.
- p) To seek the opinion of the Coach in relation to withdrawal of the competitor or team.
- q) To make recommendations regarding the performance of any official, coach or competitor to the Chief Referee.

6. The Judge (FUKUSHIN) (Corner and Mirror)

The Corner Judge's power and duties shall be as follows:

- a) To assist the Referee.
- b) To observe all actions of the competitors.
- c) To signal judgment regarding the conduct and development of matches by means of a flag, and/or whistle or hand (in mirror system), and in particular:
 - ❖ When they notice injury or illness of a contestant before the Referee does.
 - ❖ When they see an action that merits a score.
 - ❖ When they believe a contestant is about to commit or has committed a prohibited act and/or technique.
 - ❖ When either or both contestants commit Jogai.
 - ❖ In all cases when it is necessary to call the attention of the Referee.
- d) To give their opinion regarding different situations.



- e) To vote on a decision of a match when called upon (Hantei). In the case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Judges successfully oppose the judgment of the Referee. The decision will reflect the opinions of the majority of the panel.

7. Administration Table Official, Score Keeper, Time Keeper, Caller Announcer

Trained officials will be appointed as manual and electronic Score Keepers, Timekeepers, and Caller Announcers to the Administration Table. *(Note, on draw sheets Aka will be shown as the first of the pairing and Shiro the second. In team matches, teams will line up with the first fighter farthest away from the Administration Table, then the second fighter closer and the third fighter closest. In Kata competition, the Caller/Announcer will announce the Judges scores starting with the Senior Kata Judge and move in a clockwise direction until all the scores have been announced. No changes to the electronic draw are permitted without the authority of the Management Committee and the system Administrator).*

8. The Coach

The Coach has the power to:

- 1) Coach. (Coaches must present their ID and the ID of their competitor or team to the official team).
- 2) Communicate with his competitors during temporary halts of the bout (Yame to Hajime).
- 3) Withdraw the competitor or team.
- 4) Approach the Arbitrator on matters of administration, and the withdrawal of the competitor or team.
- 5) Make a protest to the Chief Referee.
- 6) Only one Coach per tatami per federation is permitted at any one time.
- 7) Coaches will sit in their designated place and must at all times conduct themselves in a disciplined manner and not interfere with the smooth running of the match.
- 8) Coaches shall always wear a tracksuit with an identifying badge thereon.

9. The Competitor

The competitor must follow the Karate-do ideals of Good Character, Sincerity, Effort, Etiquette and Self Control, abide by the Rules of Tournament and comply with the orders of the Referee. Any behaviour likely to bring Karate into disrepute by a competitor or anybody connected with the competitor can result in a warning or in the disqualification of the competitor and/or the team.

Article 8: Terms and Signals

- 1) The terms and signals used by Referees and Judges (including the use of hand signals, flags and/or whistles) during the operation of a match are as specified in Appendix 1.
- 2) Whistle signals used by the Referee shall have the following meanings:
 - a) Long/normal whistle plus a short sharp blast is used to call Hantei.
 - b) Short sharp blast commands officials to lower flags or score cards.
- 3) Whistle signals used by Judges shall have the following meanings:
 - a) Short sharp blast in conjunction with a flag signal will bring the attention of the Referee to signal their judgment regarding the conduct and development of the match.
 - b) Repeated short blasts in quick succession will bring the attention of the Referee.

Article 9: Decisions

The Referee will award decisions based on the majority verdict of the Referee Panel and based on the table for judgment as contained in the Rules. In cases where there is no majority, the opinion of the Referee shall take precedence.



Article 10: Protest

- 1) A contestant shall not personally protest against a decision made by the Referee Panel.
- 2) Only the Coach of the team/individual can protest against a decision by the Referee and/or Judges when the decision is deemed to have contravened the Rules. A protest must be made using the Protest Form and immediately after the perceived error has happened. An exception to this rule is when there has been an administrative error and a protest must be made immediately after the error has been detected.
- 3) To reduce the possibility of charting errors, the winner of each match must provide the Administration Table Official their name and number/federation/country before leaving the area. This is the responsibility of both the competitor and the competitor's coach.
- 4) The protest is made to the Chief Referee of the area, in the first instance, who shall review the complaint and might call for an explanation from the Referee and/or Judges and table officials.
- 5) If he finds the decision not to have contravened the Rules, he can dismiss the protest.
- 6) If he finds the decision to have contravened the Rules, he can demand that the Referee and Judges revise their previous decision.
- 7) If the matter cannot be resolved, it must be escalated to the Referee Commission who will call for evidence and may interview and carry out an investigation as it sees fit. *There is no provision for the use of individually owned mobile phone video (to make this facility equitable, the use of video must be available to all competitors and officials alike, provided by the organisers on all tatami's and professionally operated at all times).* No individual member of the Referee Commission has the power to sanction, suspend or disqualify an official; the KNI Management Committee can only do this. The Referee Commission may choose to further escalate any particular issue to the KNI Management Committee at any time.
- 8) A protest must be made in writing, signed by the coach of the contestant, and must be accompanied with the protest fee of GBP 100. The fee will be returned should the protest be upheld.

Article: 11: Injuries and Accidents during competition

When a contestant receives an injury, the Referee shall at once stop the match, observe the injured contestant and, at the same time, if the situation requires, call for the assistance of the Tournament Medical Official.

1. Minor Injury

The treatment of the injury should not significantly delay the match. Minor injuries should not take longer than one minute to treat. If a contestant claims he is suffering a minor injury and in the opinion of the Tournament Medical Official, the injury is not serious enough to disable him he will be declared the LOSER. A contestant will be declared the LOSER if he refuses to continue or requests permission to quit.

2. Major Injury

When a contestant (after treatment), is deemed by the Tournament Medical Official to be physically unable to continue the match (owing to injury or for any other physical reason), the Referee shall inform the judges of the position and suspend the injured contestant from the match and terminate it;

- a) If the injury is ascribable to his/her opponent, the injured party shall be declared the WINNER.
- b) If the injury is not ascribable to his/her opponent, the injured party shall be declared the LOSER.
- c) Where an injury or injuries are sustained during a match for reasons not ascribable to either contestant, disable a contestant, or where both contestants are injured at the same time for reasons for which both are responsible, the contestant who withdraws from the match shall be declared the LOSER.

However, where both contestants withdraw from the match due to injury and the reason for the injuries is not ascribable to either contestant, the match shall be decided by HANTEI.



A contestant who due to injury, wins a bout through the disqualification of his opponent, cannot fight again in the competition without certification from the Tournament Medical Official(s). The Tournament Medical Official(s) must sign the back of the contestant's Entry Card showing that he is satisfied the competitor is fit to continue in the tournament. This must be done before the Referee permits the contestant to continue in the tournament. Failure to have certification completed by the Tournament Medical Official will leave the competitor ineligible to compete in kumite or kata. *If the competitor has inadvertently been allowed to compete, on discovering the error, the competition must be immediately stopped, and the contestant examined by The Tournament Medical Official(s) to verify he is fit to continue. As the competitor was ineligible to compete without the Tournament Medical Official(s) certification, all subsequent actions, scores, bouts and rounds are invalid and the competition must be returned to the point where the error occurred. A record of all bouts must be kept. If the competitor is deemed to be fit to compete, the bout(s) must be re-run, if he is not, the competitor must be withdrawn. A report on the incident and the name of the Referee responsible for permitting it must be sent to the Referee Commission to consider what action is to be taken.*

- A contestant, who is deemed by the Tournament Medical Official(s) to be physically unable to continue a bout and declared unfit to fight, cannot fight again in that competition.
- A contestant who has won **two bouts** as a result of **receiving** injury (and the opponents have been disqualified), cannot continue to the next round of competition.
- A contestant who been disqualified **two times** for **inflicting** injury on his opponent(s) significant enough for the Tournament Medical Official to determine both recipients unable to continue in their respective bouts, cannot continue in any kumite event in that tournament. The perpetrator must have "DISQUALIFIED 1" written on the back of his Entry Card by the Referee who will sign it. On the second occasion, the Entry Card must be endorsed "DISQUALIFIED 2" and again the Referee must sign it. The Referee must retain the Entry Card at this stage and immediately return it to the KNI Management Committee.

(The Referee Commission in the above cases must take particular care when the tournament is a two-day event. For example, competitors who have won/lost two fights due to inflicting or receiving injury in the team event on Day1 cannot compete in the individuals in Day2. The person inflicting the injuries does not have the skills set required to compete in a karate tournament).

The disqualification/withdrawal of a contestant due to injury has a serious impact on results; it will therefore take the agreement of two of the medical team to support the recommendation. (Ideally, one of the medical team must not be related to or have an interest in the federation of the recipient/perpetrator).

Article: 12: Retirement

A contestant who is unable to continue competing or participating, for reasons other than injury or who requests permission to quit the match for such reasons, shall be declared the LOSER.



PART B: KUMITE CONTEST RULES – SHOBU SANBON

Individual and team match events run on a knock-out basis unless otherwise stated – there is no repechage.

Article 13: Types of Matches

The types of matches shall be as follows:

1. Individual Match:

“Shobu Sanbon” decides the winner of the individual match. “Shobu Sanbon”, a THREE point’s match, is a match where the participants try to score THREE points before their opponent does within the permitted time.

Criteria for deciding the winner of an individual match is as follows:

1. The first person to reach Sanbon.
2. The person who has the greater score at the time-up signal (see Article 7).
3. Hantei.
4. Encho-Sen.
5. Hansoku, Shikkaku or Kiken given against an opponent.

2. Team Match:

All members of a team that line-up for a team match must fight in that match. Failure to fight or bring karate do into disrepute will result in the individual and the team being disqualified from that event and/or the tournament. (*Explanation: If Aka wins the first 2 bouts, the 3rd fighter on each team must fight according to the Rules of Tournament*).

An individual BOUT is a discrete stage within a Team Match as part of a Team Contest.

1. The number of persons comprising a team (male or female), shall be 3 + 1 (non-fixed reserve). A team will be allowed to participate only when it comprises a minimum of two competitors.
2. Before each team match, the Coach must hand to the official table, an official form detailing the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be amended for that match. Use of a reserve constitutes a change in fighting order – there are no fixed reserves.
3. Bouts between individual members of each team will take place in the predetermined order.
4. The winner of a team match will be decided on the outcome of the individual bouts.
5. The criteria for deciding the winner of a team match, is as follows:
 - a) The number of individual wins.
 - b) The number of Ippons and Waza-ari's (total score) for each team.
 - c) Extra Match.
6. Victory through a foul, disqualification or retirement of the opponent shall be counted as Sanbon in both team and individual bouts. The loser will retain his/her scores awarded during the bout.

A team will be disqualified if:

- a) It does not line-up *and competes* according to the most recent listing held by KNI and/or
- b) Any of its members or its coaches change the team’s composition or fighting order without written notification handed to the official table prior to the match and *competes with that line-up and/or*
- c) Any of the members of the 3-man team do not compete with Budo and fighting spirit.



Article 14: Starting, Suspending and Ending Matches

1. Starting

At the start of a Kumite match, the Referee stands on the outside edge of the fighting area directly in front of the Administration Table. On his left and right sides stand the Judges. The Referee will call both teams (only the actual fighters, not the substitutes or coach), to line up in order, properly composed and proceed to initiate the formal exchange of bows by both contestants and officials (Shomen Ni Rei - Otagai Ni Rei). The Referee will then take one step back, the Judges will turn inwards towards the Referee and all bow together. KNI Management Committee will choose the best position for the Referee to be placed for each particular event..

(KNI will position the Referee(s) in the best place that affords him full control of the match as well as communication optics with the Administration Table, competitors, coach and audience. For example, where the audience is facing the Administration Table the Referee may be best placed directly in front of it, where the audience is behind the Administration Table the Referee may be best placed on the opposite side of the tatami).

The match shall start with the announcement by the Referee of “Shobu Sanbon Hajime” and the bout will then commence.

2. Suspending

The Referee shall suspend the match by using the appropriate gesture as defined in Appendix 1 and calling “Yame”. When resuming the match, the Referee will announce “Tsuzukete Hajime”.

3. Ending

The time - keeper shall give signals by a gong or buzzer indicating Ato Shibaraku (30 seconds left, or a little time to go), using one sharp blast. Time-Up signal shall have two long blasts of the signaling equipment. At “time-up” the Referee will halt the match and announce “Soremade”. He will then check the score, announce the decision, and award the contest to the winner, or calls Hantei. The Referee shall end the match with the formal exchange of bows by the contestants and Referee Panel (Otagai Ni Rei - Shomen Ni Rei) and at that stage, the match is deemed to be over.

Article 15: Duration of a Match

The duration of a match shall be 3 (three) minutes effective fighting time. Before the Tournament, the KNI Management Committee can modify the duration of the matches.

Article 16: Extensions

- 1) Where Hantei is called for in an individual match and the decision of the referee panel deems the bout to be a draw (Hikiwake) an extension of the bout (Encho-Sen) will take place. The duration of Encho-Sen will be one-minute effective fighting time.
- 2) Should a referee not call *Hantei* when required to do so (and no other official brings this to the attention of said Referee) and proceeds with Encho-Sen, on realising what has happened Encho-Sen must immediately be stopped, and the bout returned to the point where *Hantei* should have been called for. Anything awarded during Encho-Sen is invalid and must be deleted (but the record of the amendment must be kept).
- 3) All awards and penalties in the bout proper are carried into and included in Encho-Sen.
- 4) The extension will be decided on a first to score basis (sudden death) or if a penalty (disqualification) is awarded against one of the competitors.
- 5) If there is still no increase in either competitors score and/or if no penalties have been awarded by the end of the extended period, a decision must be taken by the Referee and the four corner judges based on both the bout proper and the extension period. At this stage each member of the Referee panel must decide in favour of either Aka or Shiro, Hikiwake is not an option.



Article 17: Victory or Defeat

Victory or defeat shall be awarded based on Sanbon, victory by majority decision, defeat due to foul, disqualification or retirement.

Article 18: Scoring.

Scores will be awarded to the attacker/aggressor in conjunction with the scoring criteria below. Competitors must be moving forward ‘into the fight’ to score. (Scoring techniques as part of a forward moving combination (even if the competitor has to move backwards due to distancing to perform it), will also score. Competitors who sit back and try to gain an opportunist score with a limp technique will not score. In this case “Yowai Tsuzukete” should be used.

Scoring techniques shall include:

Tsuki, Uchi, Uraken, Kizami Tsuki, Haito Uchi, Shuto Uchi, Maegeri, Mawashi-geri, Yoko-geri, Sokuto, Ushiro-geri etc.

Haito Uchi and Shuto Uchi must not be used to the face.

Ashi-Bari is a valid technique. On its own it shall not score. Followed by a valid scoring technique as part of a combination (and depending on the quality of BOTH techniques) Ippon may be awarded.

(A valid Ashi-Bari whether followed by another technique or not should not be penalized. Ashi-Bari can be used to unsettle an opponent and/or to provoke a reaction. It can be used as a threat and also as part of a combination unbalancing the opponent and delivering a valid technique to score. The referee panel members must recognize the difference between Ashi-Bari and an attack to the leg, which should be penalized.)

No point shall be awarded if the competitor injures his opponent, even if the injury is only minor and a warning or penalty may be imposed against the offender.

Children’s Kumite: Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

Cadet’s Kumite (14-15yrs): Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

Cadet’s Kumite (16-17yrs): Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

Senior & Junior Kumite: Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

(Please read in conjunction with 11. below).

1. Scores shall be as follows:
 - a) Ippon (one point).
 - b) Waza-ari (one-half point).
2. The scoring areas shall be limited to the following:
 - a) Head
 - b) Face
 - c) Neck
 - d) Abdomen
 - e) Chest
 - f) Side
 - g) Back (excluding shoulders)
3. An effective technique delivered simultaneously as the Time-up bell signals the end of the bout, shall be counted into the score. Warnings & Penalties can be imposed for failing to obey the orders of the Referee.
4. Simultaneous effective scoring techniques delivered by both contestants, the one on the other (Aiuchi) shall not score.



5. Jogai: For Jogai to occur a contestant's foot or any other part of the body must touch the floor outside the fighting area, an exception to this is when the contestant is physically pushed or thrown from the area by the opponent (in which case the offender could incur a warning/penalty).
6. A scoring technique delivered by a contestant whilst outside the fighting area shall be invalid.
7. The point at which "YAME" *should* have been called is helpful in determining if Jogai has occurred.
 - If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and then steps outside of the area, the technique shall score.
 - If a contestant (Aka), whilst inside the fighting area delivers a technique that does not score and who then steps outside of the area, Jogai will be recorded against Aka.
 - If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Shiro steps outside of the area after it has scored, the technique shall score and Jogai shall not be recorded against Shiro.
 - If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Shiro has stepped out or steps outside the fighting area as Aka's technique is delivered, the technique shall score and Jogai shall be recorded against Shiro.

8. Criteria for deciding Ippon and Waza-ari.

An Ippon is awarded when a scoring technique is performed to a scoring area and fulfils all the following criteria:

1. **Good form** (a technique with probable effectiveness within the framework of traditional Karate concepts).
2. **Correct attitude** (a non-malicious sense of performing within the framework of traditional Karate concepts).
3. **Strong vigour** (power, speed, and controlled delivery of technique with the purpose of succeeding).
4. **Zanshin** (a continued state of awareness and commitment).
5. **Proper timing** (carrying out a technique at the optimum moment in time to achieve the greatest result).
6. **Correct distance** (carrying out a technique at the most effective distance to achieve the greatest potential effect. (In competition, however, a punch or kick that lands between skin touch and 3 centimetres of the face, head or neck will be said to have correct distance and will score, provided the technique meets all other criteria).

9. Effective scoring techniques delivered under the following conditions shall be considered as an Ippon:

- a) When delivered to a scoring area at the same time as an opponent begins to attack.
- b) When delivered to a scoring area immediately the opponent is unbalanced or thrown by the attacker.
- c) When a combination of successive and effective techniques (each of which merit a score in their own right), are delivered to the scoring area(s).
- d) When the opponent loses their fighting spirit and turns away from the attacker.
- e) When delivered to a scoring area on the opponent that is clearly undefended.

10. A Waza-ari is awarded for a technique almost comparable and only *slightly* deficient in that which is required to score Ippon. The Referee Panel must always look for the full requirements of Ippon in the first instance and only award a Waza-ari in the second instance.

MUBOBI is where a competitor demonstrates a lack of regard for his own personal safety whether making a committed attack (and is clearly unable to defend himself), turning away from the opponent or dropping their guard and focus and/or demonstrating a loss of fighting spirit. Should the offender receive a technique with excessive contact and/or sustain an injury, the Referee will issue a Mubobi warning or penalty against him and decline to issue a warning or penalty to the opponent.



Article 19: Criteria for Hantei (Decision)

Individual Match:

1. Hantei shall be called for:

- a) When an individual match ends in equal scores or no scores.
- b) When Aka scores the equivalent of one Waza-ari greater than Shiro, but also incurs one Chui more than Shiro during the bout. (*The decision in this case may result in Kachi for Aka or Hikiwake (Draw) at this stage.*)
- c) Where both contestants withdraw from the match due to injury and the reason for the injuries is not ascribable to either contestant, the match shall be decided by Hantei.

Hantei shall NOT be called for where there already is:

- a) Sanbon.
- b) Hansoku (defeat due to disqualification) during the time of the match.
- c) Shikkaku (disqualification and banned from the event), during the time of the match.
- d) Kiken (withdrawal or retirement), during the time of the match.

Team Match:

Hantei shall NOT be called for in a team bout:

- a) When an individual bout ends with equal scores or no score, (the bout will be deemed a draw).
- b) When a contestant (Aka) scores the equivalent of one Waza-ari greater than Shiro, but also incurs one Chui more than Shiro (the bout will be deemed a win for Aka).

However, Hantei will be called for where both contestants withdraw from the match due to injury and the reason for the injuries is not ascribable to either contestant.

Note: The Rules for an individual match will apply to the “Extra Bout” to ensure a winner.

(When calling Hantei using the ‘Mirror System’ only the Referee and the Judge will make the decision in the first instance and try and reach agreement. If agreement is not forth coming, the Arbitrator’s decision must be asked for).

The Referee Panel will make a decision (Hantei) based on the following:

1. The number of Waza-ari’s/Ippons scored.
2. The number of warnings issued and to whom.
3. The number of attacking moves.
4. The ability and skill of the contestants.
5. The comparative excellence in fighting spirit, attitude, and vigorous application.
6. The comparative excellence of strategy used.
7. Fair play.
8. The number of escapes from the fighting area.

Article 20: Prohibited Actions

1. Uncontrolled attacks (whether they make contact or not).
2. Techniques which make excessive contact, regarding the scoring area(s) attacked.
3. Attacks to the arms, legs, joints, and insteps.
4. Attacks to the groin.
5. Attacks with open-handed techniques to the face, Empi Uchi, Hiza Geri, and Atama Uchi.
6. Attacks, which *contact* the throat.



7. Purposeless grabbing.
8. Dangerous throws.
9. A contestant who is disqualified a second time for causing injury to an opponent cannot fight again in this competition.

Article 21: Prohibited Behaviours

1. Fail to comply with the orders of the Referee.
2. Time-wasting & Inaction.
3. Any unsporting behaviour such as verbal abuse, provocation, or needless utterances.
4. Any behaviour likely to bring Karate into disrepute (this includes coaches and manager, or anybody connected with the contestant).
5. Lack of regard for the contestant's own safety (Mubobi).
6. Exaggerated actions and/or reactions (i.e., faking of injury).

INACTION takes place when BOTH or EITHER of the competitors do not comply with the orders of the Referee i.e. (Hajime). KNI competitions are active events. Fifteen seconds is the maximum time allowed to size-up an opponent (without activity), before the Referee will call and demonstrate "Tsuzukute" to encourage activity. If, after a further 15 seconds, there is still no substantive activity, the Judge(s) shall indicate to the Referee their opinion by raising a flag with the appropriate signal and repeated short blasts of the whistle. The Referee shall stop the contest, signal Prohibited Behaviour, and award Atenai. The Referee can continue to call "Tsukukute" at any time during the contest to encourage activity. Following a further spell of inactivity (lasting 30 seconds or thereabouts), the Referee with the support of at least 50% of the judges will stop the contest and award Hansoku Chui against the offender(s) etc.

Article 22: Warnings & Penalties (refer to PART A: CHAPTER 1: Para 3).

Referees and Judges primarily exist to help competitors perform according to a set of rules and whilst warnings and penalties are issued for transgressions, officials should not race to impose them as if they are the priority. Too many times, we see good competitors win and lose matches due the large number of warnings and penalties issued by overzealous and inexperienced officials for sometimes very minor infractions totally out of context. This kills the contest. Referees should let fights breathe.

- a) There are three categories of penalty: Actions & Behaviours, Jogai and Mubobi.
- b) There will be no cross-accumulation of warnings.
- c) Warnings must be increased with repeated infractions of the same rule type.

1. Actions & Behaviours

- a) **ATENAI: (Private Warning, No penalty).**

This is imposed for the first minor infraction of the Rules and carries

- b) **HANSOKU CHUI: (Official Warning, No Penalty).**

This is imposed for a minor infraction of the rules for which Atenai has already been given or for a serious infraction of the rules but does not warrant Hansoku. It can be directly imposed and carries.

- c) **HANSOKU: (Disqualification, Penalty Imposed),**

This is imposed for a serious infraction of the rules for which Atenai, or Chui may have already been given or for a very serious infraction of the rules such as failing to obey the commands of the referee, for bringing the honour and prestige of Karatedo into disrepute or when a contestant becomes over-excited and the Referee considers him to be a danger to their opponent. **It can be directly imposed.** A **penalty** of disqualification of the contestant is imposed and the opponent's score is raised to Sanbon.

- d) **SHIKKAKU: (Disqualification from the tournament, Penalty Imposed).**

, this may be imposed for malicious acts, for failing to obey the commands of the referee, for bringing the honour and prestige of Karatedo into disrepute or when other acts are considered to violate the rules and the



spirit of the tournament. **It can be directly imposed.** A **penalty** of disqualification from the tournament is imposed. The WKC Ex.Com. can decide the level of Shikkaku, and a public announcement will be made.

2. Jogai:

- 1) JOGAI: **(Private Warning, No penalty)**.
- 2) JOGAI CHUI: **(Official Warning, No Penalty)**, this is imposed after the second escape.
- 3) JOGAI HANSOKU: **(Disqualification, Penalty Imposed)**, this is imposed after the third escape.

3) Mubobi:

- 1) MUBOBI: **(Private Warning, No penalty)**.
- 2) MUBOBI CHUI: **(Official Warning, No Penalty)**. This is imposed for the second infringement.
- 3) MUBOBI HANSOKU: **(Disqualification, Penalty Imposed)**, this is imposed for the third infringement.



PART C: KUMITE CONTEST RULES – SHOBU IPPON

Individual and team match events run on a knock- out basis unless otherwise stated – there is no repechage.

Article 23: Types of Matches

The types of matches shall be as follows:

1. Individual Match

“Shobu Ippon” decides the winner of the individual match. “Shobu Ippon”, a ONE-point match, is a match where the participants try and score ONE point before their opponent does within the permitted time.

Criteria for deciding the winner of an individual match is as follows:

- a) The first person to reach Ippon.
- b) The person who has the greater score at the time-up signal (see Article 7).
- c) Hantei.
- d) Sai Shiai
- e) Hansoku, Shikkaku or Kiken given against an opponent.

2. Team Match

All members of a team that line-up for a team match must fight in that match. Failure to fight or bring karatedo into disrepute will result in the individual and the team being disqualified from that event and/or the tournament. (*Explanation: If Aka wins the first 2 bouts, the 3rd fighter on each team must fight according to the Rules of Tournament*).

An individual BOUT is a discrete stage within a Team Match as part of a Team Contest.

1. The number of persons comprising a team (male or female), shall be 3 + 1 reserve. A team will be allowed to participate only when it comprises a minimum of two competitors.
2. Before each team match, a team representative (the Coach), must hand to the official table, an official form detailing the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be amended. Use of a reserve constitutes a change in fighting order – there are no fixed reserves.
3. Bouts between individual members of each team shall be held in the predetermined order.
4. The winner of a team match will be decided on the outcome of the individual bouts.
5. The criteria for deciding the winner of a team match, based on the number of winners of individual bouts, is as follows:
 - a) The number of wins.
 - b) The number of Ippons and Waza-ari's
 - c) Extra Match.
6. Victory through a foul, disqualification or retirement of the opponent shall be counted as Ippon in both team and individual bouts. The loser will still hold onto his/her scores awarded during the bout.

A team will be disqualified if:

- c) It does not line-up *and competes* according to the most recent listing held by KNI and/or
- d) Any of its members or its coaches change the team's composition or fighting order without written notification handed to the official table prior to the match and *competes with that line-up and/or*
- c) Any of the members of the 3-man team do not compete with Budo and fighting spirit.



Article 24: Starting, Suspending and Ending Matches

1. Starting

At the start of a Kumite match, the Referee stands on the outside edge of the fighting area directly in front of the Administration Table. On his left and right sides stand the Judges. The Referee will call both teams (only the actual fighters, not the substitutes or coach), to line up in order, properly composed and proceed to initiate the formal exchange of bows by both contestants and officials (Shomen Ni Rei - Otagai Ni Rei). The Referee will then take one step back, the Judges will turn inwards towards the Referee and all bow together. KNI Management Committee will choose the best position for the Referee to be placed for each particular event.

(KNI will position the Referee(s) in the best place that affords him full control of the match as well as communication optics with the Administration Table, competitors, coach and audience. For example, where the audience is facing the Administration Table the Referee may be best placed directly in front of it, where the audience is behind the Administration Table the Referee may be best placed on the opposite side of the tatami).

2. Suspending

The Referee shall suspend the match by using the appropriate gesture as defined in Appendix 1 and calling “Yame”. When resuming the match, the Referee will announce “Tsuzukete Hajime”.

3. Ending

The time - keeper shall give signals by a gong or buzzer indicating Atoshi-baraku (30 seconds left, or a little time to go), using one sharp blast. Time-Up signal shall have two long blasts of the signaling equipment. At “time-up” the Referee will halt the match and announce “Soremade”. He will then check the score, announce the decision, and award the contest to the winner, or calls Hantei. The Referee shall end the match with the formal exchange of bows by the contestants and Referee Panel (Otagai Ni Rei - Shomen Ni Rei) and at that stage the match is over.

Article 25: Duration of a Match

The duration of a match shall be two (2) minutes effective fighting time. Before the Tournament, the KNI Management Committee can modify the duration of the match.

Article 4: Sai Shiai (another match)

1. Where Hantei is called for in an individual match and the result is deemed to be a draw, there will be another match (Sai Shiai).
2. The winner of the match shall be the competitor with the highest score gained only in Sai Shiai.
3. All awards and warnings in the original bout are NOT carried into Sai Shiai.
4. If there is still no score for either competitor by the end of the bout, each member of the Referee panel must decide in favour of either Aka or Shiro, Hikiwake is not an option.

Article 26: Victory or Defeat

Victory or defeat shall be awarded based on Ippon, victory by decision, defeat due to foul, disqualification, or retirement.

Article 27: Scoring.

Scores will be awarded to the attacker/aggressor in conjunction with the scoring criteria below. Competitors must be moving forward ‘into the fight’ to score. (Scoring techniques as part of a forward moving combination (even if the competitor has to move backwards due to distancing to perform it), will also score. Competitors who sit back



and try to gain an opportunist score with a limp technique will not score. In this case “Yowai Tsuzukete” should be used.

Scoring techniques shall include:

Tsuki, Uchi, Uraken, Kizami Tsuki, Haito Uchi, Shuto Uchi, Maegeri, Mawashi-geri, Yoko-geri, Sokuto, Ushiro-geri etc.

Haito Uchi and Shuto Uchi must not be used to the face.

Ashi-Bari is a valid technique. On its own it shall not score. Followed by a valid scoring technique as part of a combination (and depending on the quality of BOTH techniques) Ippon may be awarded.

(A valid Ashi-Bari whether followed by another technique or not should not be penalized. Ashi-Bari can be used to unsettle an opponent and/or to provoke a reaction. It can be used as a threat and also as part of a combination unbalancing the opponent and delivering a valid technique to score. The referee panel members must recognize the difference between Ashi-Barai and an attack to the leg, which should be penalized.)

No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor and a warning or penalty may be imposed against the offender.

Children’s Kumite: Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

Cadet’s Kumite (14-15yrs): Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

Cadet’s Kumite (16-17yrs): Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

Senior & Junior Kumite: Controlled contact (skin touch) to the head is permitted, normal scoring criteria applies.

(Please read in conjunction with 11. below).

1. Scores shall be as follows:
 - a) Ippon (one point).
 - b) Waza-ari (one half point).
2. The scoring areas shall be limited to the following:
 - a) Head
 - b) Face
 - c) Neck
 - d) Abdomen
 - e) Chest
 - f) Side
 - g) Back (excluding shoulders)
3. An effective technique delivered simultaneously as the Time-up bell signals the end of the bout, shall be counted into the score. Warnings & Penalties can be imposed for failing to obey the orders of the Referee.
4. Simultaneous effective scoring techniques delivered by both contestants, the one on the other (Aiuchi) shall not score.
5. Jogai: For Jogai to occur a contestant’s foot or any other part of the body must touch the floor outside the fighting area, an exception to this is when the contestant is physically pushed or thrown from the area by the opponent (in which case the offender could incur a warning/penalty).
6. A scoring technique delivered by a contestant whilst outside the fighting area shall be invalid.
7. The point at which “YAME” should have been called is helpful in determining if Jogai has occurred.
 - If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and then steps outside of the area, the technique shall score.
 - If a contestant (Aka), whilst inside the fighting area delivers a technique that does not score and who then steps outside of the area, Jogai will be recorded against Aka.



- If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Shiro steps outside of the area after it has scored, the technique shall score and Jogai shall not be recorded against Shiro.
- If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Shiro has stepped out or steps outside the fighting area as Aka's technique is delivered, the technique shall score and Jogai shall be recorded against Shiro.

8. Criteria for deciding Ippon and Waza-ari.

An Ippon is awarded when a scoring technique is performed to a scoring area and fulfils all the following criteria:

1. **Good form** (a technique with probable effectiveness within the framework of traditional Karate concepts).
2. **Correct attitude** (a non-malicious sense of performing within the framework of traditional Karate concepts).
3. **Strong vigour** (power, speed, and controlled delivery of technique with the purpose of succeeding).
4. **Zanshin** (a continued state of awareness and commitment).
5. **Proper timing** (carrying out a technique at the optimum moment in time to achieve the greatest result).
6. **Correct distance** (carrying out a technique at the most effective distance to achieve the greatest potential effect). (In competition, however, a punch or kick that lands between skin touch and 3 centimetres of the face, head or neck will be said to have correct distance and will score, provided the technique meets all other criteria).

9. Effective scoring techniques delivered under the following conditions shall be considered as an Ippon:

- a) When delivered to a scoring area at the same time as an opponent begins to attack.
- b) When delivered to a scoring area immediately the opponent is unbalanced or thrown by the attacker.
- c) When a combination of successive and effective techniques (each of which merit a score in their own right), are delivered to the scoring area(s).
- d) When the opponent loses their fighting spirit and turns away from the attacker.
- e) When delivered to a scoring area on the opponent that is clearly undefended.

10. A Waza-ari is awarded for a technique almost comparable and only *slightly* deficient in what is required to score Ippon. The Referee Panel must always look for the full requirements of Ippon in the first instance and only award a Waza-ari in the second instance.

MUBOBI is where a competitor demonstrates a lack of regard for his own personal safety whether making a committed attack (and is clearly unable to defend himself) turning away from the opponent or dropping their guard and focus and/or demonstrating a loss of fighting spirit. Should the offender receive a technique with excessive contact and/or sustain an injury, the Referee will issue a Mubobi warning or penalty against him and decline to issue a warning or penalty to the opponent.

Article 28: Criteria for Hantei (Decision)

Individual Match:

1. Hantei shall be called for:

- a) When an individual match ends in equal scores or no scores.
- b) Where both contestants withdraw from the match due to injury and the reason for the injuries is not ascribable to either contestant, the match shall be decided by Hantei.

Hantei shall NOT be called for when there already exists:

- a) Ippon
- b) Hansoku (defeat due to disqualification) during the time of the match.



- c) Shikkaku (disqualification and banned from the event), during the time of the match.
- d) Kiken (withdrawal or retirement), during the time of the match.

Team Match:

Hantei shall NOT be called for in a team bout:

- a) When an individual bout ends with equal scores or no score (the bout will be deemed a draw).
- b) When a contestant (Aka) scores the equivalent of one Waza-ari greater than Shiro, but also incurs one Chui more than Shiro (the bout will be deemed a win for Aka).

However, Hantei will be called for where both contestants withdraw from the match due to injury and the reason for the injuries is not ascribable to either contestant.

Note 2: The Rules for an individual match will apply to the “Extra Bout” to ensure a winner.

(When calling Hantei using the ‘Mirror System’ only the Referee and the Judge will make the decision in the first instance and try and reach agreement. If agreement is not forthcoming the Arbitrator’s decision must be asked for).

The Referee Panel will decide (Hantei) based on the following:

1. Whether there has been Waza-ari.
2. The number of warnings and to whom.
- 3, The number of attacking moves.
4. The number of escapes outside the Match area.
5. The comparative excellence in the fighting attitude.
6. The ability and skill.
7. The degree of the vigour and fighting spirit.
8. The comparative excellence in the strategy used.
9. Fair play.

Article 29: Prohibited Actions

1. Uncontrolled attacks (whether they make contact or not).
2. Techniques, which make excessive contact, having regard to the scoring area(s) attacked.
3. Attacks to the arms, legs, joints and insteps.
4. Attacks to the groin.
5. Attacks with open-handed techniques to the face, Empi Uchi, Hiza Geri, and Atama Uchi.
6. Attacks, which contact the throat.
7. Purposeless grabbing.
8. Dangerous throws.
9. A contestant who is disqualified a second time for causing injury to an opponent cannot fight again in this competition.

(Remember Ashi-Barai is a legal technique. A valid Ashi-Bari whether followed by another technique or not should not be penalized. The referee panel must recognize the difference between Ashi-barai and an attack to the leg).

Article 30: Prohibited Behaviors

1. Fail to comply with the orders of the Referee.
2. Time-wasting and Inaction
3. Any unsporting behaviour such as verbal abuse, provocation or needless utterances.
4. Any behaviour likely to bring Karate into disrepute (this includes coaches and manager or



- anybody connected with the contestant).
5. Lack of regard for the contestant's own safety (Mubobi).
 6. Exaggerated actions and/or reactions (i.e. faking of injury).

INACTION takes place when BOTH or EITHER of the competitors do not comply with the orders of the Referee i.e. (Hajime). KNI competitions are active events. Fifteen seconds is the maximum time allowed to size-up an opponent (without activity), before the Referee will call and demonstrate "Tsuzukute" to encourage activity. If, after a further 15 seconds, there is still no substantive activity, the Judge(s) shall indicate to the Referee their opinion by raising a flag with the appropriate signal and repeated short blasts of the whistle. The Referee shall stop the contest, signal Prohibited Behaviour, and award Atenai. The Referee can continue to call "Tsukukute" at any time during the contest to encourage activity. Following a further spell of inactivity (lasting 30 seconds or thereabouts), the Referee with the support of at least 50% of the judges will stop the contest and award Hansoku Chui against the offender(s) etc.

Article 31: Warnings & Penalties (refer to PART A: CHAPTER 1: Para 3).

- a) There are three categories of penalty: Actions & Behaviours, Jogai and Mubobi.
- b) There will be no cross-accumulation of warnings.
- c) Warnings must be increased with repeated infractions of the same rule type.

1. Actions & Behaviours

- a) **ATENAI: (Private Warning, No penalty).**

This is imposed for the first minor infraction of the Rules and carries

- b) **HANSOKU CHUI: (Official Warning, No Penalty).**

This is imposed for a minor infraction of the rules for which Atenai has already been given or for a serious infraction of the rules but does not warrant Hansoku. It can be directly imposed and carries.

- c) **HANSOKU: (Disqualification, Penalty Imposed),**

This is imposed for a serious infraction of the rules for which Atenai, or Chui may have already been given or for a very serious infraction of the rules such as failing to obey the commands of the referee, for bringing the honour and prestige of Karatedo into disrepute or when a contestant becomes over-excited and the Referee considers him to be a danger to their opponent. **It can be directly imposed.** A **penalty** of disqualification of the contestant is imposed and the opponent's score is raised to Sanbon.

- d) **SHIKKAKU: (Disqualification from the tournament, Penalty Imposed).**

, this may be imposed for malicious acts, for failing to obey the commands of the referee, for bringing the honour and prestige of Karatedo into disrepute or when other acts are considered to violate the rules and the spirit of the tournament. **It can be directly imposed.** A **penalty** of disqualification from the tournament is imposed. The KNI Man.Com. can decide the level of Shikkaku, and a public announcement will be made.

2. Jogai:

- 1) **JOGAI: (Private Warning, No penalty).**
- 2) **JOGAI CHUI: (Official Warning, No Penalty),** this is imposed after the second escape.
- 3) **JOGAI HANSOKU: (Disqualification, Penalty Imposed),** this is imposed after the third escape.

3) Mubobi:

- 1) **MUBOBI: (Private Warning, No penalty).**
- 2) **MUBOBI CHUI: (Official Warning, No Penalty).** This is imposed for the second infringement.
- 3) **MUBOBI HANSOKU: (Disqualification, Penalty Imposed),** this is imposed for the third infringement.



KATA



PART D: KATA CONTEST RULES – KATA

Article 32: Competition Area

1. The competition area must be flat, devoid of hazard and approved by KNI.
2. It must be of suitable size to allow the kata to be performed without restriction.
3. Normal kumite tatami flooring is allowed but sprung wooden flooring is preferred.

Article 33: Outfits and Presentation

Contestants and Officials shall wear the same as detailed in Chapter 1 Article 6 of this Rule Book.

Article 34: Types of Matches

Competitions may take place on a single style basis or on a Rengokai (mixed) style basis.

There are two types of Matches:

1. Individual: where contestants compete against each other in separate male and female events.
2. Team: where teams, (made up of three contestants), compete against other teams. Teams must be exclusively male or female. All 3 contestants in the team shall be within the age restrictions for the event entered, however, a team can also include one competitor from an age group one category above or below the age parameters of the event entered. For example, in a Senior Kata Team (18yrs+) you can register one Cadet (16-17yrs). Likewise, a Cadet Kata Team (16-17yrs) can register one Senior (18yrs+) or one Cadet (14-15yrs). A competitor can compete in more than one team.

At the beginning, the team must face the Chief Referee and end in the same position as in an individual kata. They shall start and finish in a triangular formation, lead member to the front. All three members shall perform the same kata. The performance must be synchronised.

3. Both types use the points scoring system with the winner being the contestant/team with the highest score.
4. The system may be changed by the KNI Man.Com. (i.e., Flag System).

Article 35: Judging

1. The Panel of Referee and Judges will be appointed by the Referee Commission.
2. Competitors will demonstrate kata from one of the recognised KNI styles or an accepted style.
3. The Panel will consist of specific style qualified officials in the first instance.
4. A Kata contest will be judged by a Panel of: One Referee and either two, four or six corner Judges (depending on numbers available).
5. The Kata contest will be run under the instruction of the Referee.
6. Scorekeepers and announcers will be appointed.

Article 36: Starting and Finishing of Matches

1. Starting:
 - a) Competitors must advise the Administration Table Official before each round the name of the Kata they will perform.
 - b) When called upon by the announcer, the competitor(s) will proceed to the perimeter of the match area and bow to the tatami. He will proceed inside the match area, bow to the Referee, and will announce the name of the Kata to be performed to the Judges.
 - c) The referee will clearly repeat the name of the Kata to be performed.
 - d) The participant(s) will then commence the performance, and upon completion, will return to the original position(s) and await the Judge's decision.



2. Finishing:

- a) Once the Kata has been completed, the Referee shall call Hantei (by means of a whistle as detailed in Chapter 2 Article 2 above), for the corner Judge's decisions. All scoreboards will be raised simultaneously. The announcer will call out the scores given, referee first and always going in a clockwise direction announcing all the scores of the corner Judges.
- b) The Administration Table Official and the Scorekeeper shall record the announced scores on separate Official Record Sheets and will separately calculate the final score as follows:
 - 1) Seven Scores – delete the highest and lowest and add all the remainder.
 - 2) Five Scores - delete the highest and lowest and add all the remainder.
 3. After checking that the scores of both the Administration Table Judge and the Scorekeeper agree, the Announcer shall announce the total score.
 4. After the score has been announced and recorded the Referee shall give a signal (by means of a short whistle as detailed in Chapter 2, Article 2 above), to the Corner Judges to lower the scoreboards.
 5. The participant will bow to the Referee, proceed back to the perimeter of the match area in reverse fashion and bow to the tatami. Then leave the match area.

The competitor will bow 4 times in total.

(Where electronic scoreboards are used the Administration Table Judge continues to be responsible for the official score of the performance and should take whatever steps are necessary to ensure the correct results).

Article 37: Organisation of Contest

A competitor must perform at least 2 katas to win a KNI title: *This will mean a change to the number of rounds from 3 which we currently have to 4, (32.16.8 to 32.16.8.4) – in effect, it formalises what we do many times in practice. Importantly we will continue to use the knock-out system as far as possible. Sportdata will now allow us to use both simple scoring as well as cumulative scoring, it can accommodate what we require below:*

- For categories that have 17 or more competitors there will be 3 rounds, with the Final Round having 8 competitors. No Change.
- For categories that have 9-16 competitors there will be 2 rounds, with the Final Round having 8 competitors. No Change.
- For categories that have 5-8 competitors there will be 2 rounds, with the Final Round having 4 competitors. Change.
- *For categories that have 1-4 competitors there will be 1 round only, with 2 katas to be performed within it. All competitors will perform their 1st kata, thereafter all will perform their 2nd kata. The valid scores of both kata's will be added together to produce a total score for each competitor. The winner will be the competitor with the highest score. Both katas performed must, in principle, be from the Final Round/Round 3 kata listing and the scoring to be used will be from the 7-9 range. Category requirements for U14yrs competitors will apply in the normal way as will existing procedures in the case of a draw.*

The running order for the Final Round/Round 3 is, in all cases, determined by random selection before the round begins.



Round	Round 1	Round 2	Round 3 (Final)
Number of entrants	17 +	8 – 16	8
Scoring	5.0 – 7.0	6.0 – 8.0	7.0 – 9.0
Kata Type			
8-13yrs	Shitei	Shitei/Sentei	Shitei/Sentei/Tokui
14yrs +	Shitei	Shitei	Shitei

1. In Round 1, competitors must perform Shitei Kata. The 16 highest scoring competitors will proceed from Round 1 into Round 2.

2. In Round 2, competitors must perform specified Shitei/Sentei Kata. The 8 highest scoring competitors will proceed from Round 2 into Round 3.

3. In Round 3 (Final), competitors must perform specified Shitei/Sentei/Tokui Kata. The order of performance shall be determined by random selection.

4. Tied Results:

a) In the event of a tie in any Round, the MINIMUM score from the remaining 3 (5) scores will be added to the total for that Round.

b) If the tie persists, then the MAXIMUM score from the remaining 3 (5) scores will be added to the total for that Round.

c) In the event of a continuing tie, the contestants must select and perform a further Kata from the designated Kata schedule for that Round which has not already been performed.

d) If there is still no winner, a decision must be taken by the Panel of Judges (based only on the last Kata performed).

Article 38: Criteria for Decision

Correct stances are fundamental in the execution of kata and therefore fundamental to the judging of them. Consideration should be given to the performing of more technically difficult katas as opposed to the less difficult ones. Demonstration of the form of the style is fundamental in the judging of separate style competition).

Kata performance will be judged using the following criteria:

- a) Correct Stances (Dachi)
- b) Degree of Technical Difficulty of the kata being performed
- c) Correct Form of the style being demonstrated
- d) Kata sequence (Enbusen)
- e) Correct attitude (Reigi)
- f) Control of tension and contraction
- g) Control of speed, rhythm
- h) Proper understanding of Bunkai
- i) Stability and balance
- j) Kiai
- k) Breathing



- l) Concentration
- m) Spirit
- n) Power, and the control of

Article 39: Scoring

1. Points will be deducted from competitors score as follows:

- a) 0.1 shall be deducted for a quickly remedied momentary hesitation.
- b) 0.1 - 0.2 shall be deducted for a momentary slight imbalance
- c) 0.1 – 0.2 shall be deducted for enforced breathing, external cues, stamping
- d). 0.2 shall be deducted for a momentary, but discernible pause

- d) 0.1 shall be deducted for failing to bow 4 times
- e) 0.1 shall be deducted for jogai

2. Contestants will be disqualified as follows:

- a) If the wrong Kata is performed.
- b) If the Kata is varied.
- c) If the Kata is stopped.
- d) If the contestant loses balance completely and/or falls over.
- e) If the contestant does not perform a Kata from his/her style.

Article 40: Kata Listing

See Appendices on the following pages



APPENDICES For Rules of Tournament

APPENDIX 1: The Terminology

Term	Meaning	Method of signalling
<i>Shobu Ippon Hajime</i>	Start the Match	The Referee stands on the official line.
<i>Shobu Hajime</i>	Start the extended Match	The Referee stands on the official line.
<i>Ato Shibaraku</i>	30 seconds before the Match ends	An audible signal will be given by the timekeeper 30 seconds before the actual end of the Match.
<i>Yame</i>	Temporary halt of Match	The Referee chops downwards with one hand. The timekeeper stops the clock.
<i>Tsuzukete</i>	Fight on	Resumption of fighting, ordered after an unauthorised interruption has occurred.
<i>Tsuzukete Hajime</i>	Restarting the Match	The Referee stands on the official line, steps back into Zenkutsu-Dachi and brings the palms of the hands towards each other.
<i>Soremade</i>	End of the Match	The Referee stands on his official line and faces the palm of one hand between the contestants, with the arm outstretched.



Term	Meaning	Method of signalling
<i>Motonoichi</i>	Original position	The Contestants, Referee and Judges return to their respective standing lines.
<i>Shugo</i>	Judges called	The Referee beckons with one arm to the Judges.
<i>Hantei</i>	Judgment	The Referee calls for judgment by blowing his whistle, and the Judges render their decision by flag signal.
<i>Ippon</i>	One point	The Referee extends his arm higher than his shoulder, towards the relevant contestant.
<i>Waza-ari</i>	Half point	The Referee extends his arm slightly downwards to the side towards the relevant contestant.
<i>Awasete Ippon</i>	Two Waza-ari recognised as one Ippon	The Referee extends his arm higher than his shoulder, towards the relevant contestant.
<i>Aiuchi</i>	Simultaneous scoring technique	No point awarded. The Referee brings his fists together in front of the chest.
<i>Hikiwake</i>	A draw	The Referee extends both arms to the side and slightly downwards with palms facing up.
<i>Aka (Shiro) no Kachi</i>	Victory of red (white)	The Referee obliquely no raises an arm on the side of the winner.
<i>Encho-sen</i>	Extension	Referee restarts the Match with the command “Shobu Hajime”.



Term	Meaning	Method of signalling
<i>Torimasen</i>	Not acceptable as scoring techniques	As Hikiwake, but culminating with the palms facing downwards.
<i>Atenai</i>	Private warning	The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.
<i>Hansoku - Chui</i>	Official warning	The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.
<i>Hansoku</i>	Foul/Disqualification	The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
<i>Jogai</i>	Exit from fighting area	The Referee points the index finger at a 45-degree angle to the area boundary on the side of the offender.
<i>Uke Imasu</i>	Technique blocked	An open hand touching the forearm of the opposite arm.
<i>Nukete Imasu</i>	Technique missed	A closed hand crossing in front of the body.
<i>Yowai</i>	Technique too weak	An open hand descending downwards with a weak wrist action.
<i>Hayai</i>	Quickest/first to score	An open hand touching the palm of the other hand, with the fingers.



Term	Meaning	Method of signalling
<i>Maai</i>	Bad distance, technique out of range	Both the hands are open and parallel to the floor, and facing each other 6 inches apart.
<i>Mubobi</i>	Warning for lack of regard for one's own safety	The Referee points one index finger in the air at a 60-degree angle on the side of the offender creating a small circle.
<i>Kiken</i>	Renunciation	The Referee points with the index finger towards the contestants' feet.
<i>Shikkaku</i>	Disqualification from the tournament	The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

Appendix II: The table for judgement

J1	J2	J3	J4
O	O	X	Mienai

In the above case Judges No.1 & No.2 show a SCORE for Shiro, Judge No.3 shows NO SCORE, and Judge No.4 shows DID NOT SEE ANYTHING (Mienai).

The Referee must consider the opinions of all the Judges. The Referee also has an opinion and an authority in matters of judgment. In the above case the possibilities are:

- 1) The Referee agrees with J1 & J2: Result: (3:0) Shiro SCORES.
- 2) The Referee agrees with J3: Result: (2:2) NO SCORE (In cases where a majority opinion has not been established; the opinion of the referee shall take precedence).
- 3) The Referee agrees with J4 (Mienai): Result: (2:1) Shiro SCORES.

The Referee will announce the decision of the panel of judges.



Appendix III: Equipment

- Mitts:** Mitts must be KNI approved. The fingers must be uncovered.
- Gumshields:** Gumshields must be white or clear.
- Groinprotectors:** Groin protectors must be made of suitable material and properly fitted and worn the karategi. Metallic material is not allowed.
- Chest protectors:** Chest protector must protect the chest and side of the chest, not just the bosom. It should be worn underneath a clean white t-shirt inside the karategi. No branding other than KNI will be permitted to be visible.

Appendix IV: Kata

Competition format for Children 8yrs – 13yrs.

STYLE	Shitei (specific)	Sentei (selected)	Tokui (free selection)
Round 1 Select From:		-----	-----
Round 2 Select From:			-----
Round 3 Select From:			

Competition format for Cadet, Junior and Senior.

STYLE	Shitei (specific)	Shitei (specific)	Shitei (specific)
Round 1 Select From:	ONLY	-----	-----
Round 2 Select From:	-----	ONLY	-----
Round 3 Select From:	-----	-----	ONLY



Kata Listing for Children 8yrs – 13yrs.

Fudokan	Shitei	Sentei	Tokui
Round 1 Select From:	Taikyoku 1,2 Heian Fudo 1,2,3 Fudote 1,2,3 Taiji 1, Tekki 1	-----	-----
Round 2 Select From:	Taikyoku 1,2 Heian Fudo 1,2,3 Fudote 1,2,3 Taiji 1, Tekki 1	Matsumura-Passai / Wanshu / Heian-Funakoshi-Sensei / Meikyo 1,2,3 / Taiji 2 / Taiji 3 / Fudote 4,5 / Hangetsu	-----
Round 3 Select From:	Taikyoku 1,2 Heian Fudo 1,2,3 Fudote 1,2,3 Taiji 1, Tekki 1	Matsumura-Passai / Wanshu / Heian-Funakoshi-Sensei / Meikyo 1,2,3 / Taiji 2 / Taiji 3 / Fudote 4,5 / Hangetsu	Setsu / Kaminari / Tekki-oi-kumi / Kanku-oi-kumi / Heian-oi-kumi / Fudote-oi-kumi / Wankan / Vasinomae / Jitte / Gankaku / Bassai-Sho / Kanku-Sho / Sochin / Tensho / Nijushiho / Gojushiho- Dai / Gojushiho-Sho / Chinte / Kittei

GojuRyu	Shitei	Sentei	Tokui
Round 1 Select From:	Gekisai Ichi / Gekisai Ni / Saifa	-----	-----
Round 2 Select From:	Gekisai Ichi / Gekisai Ni / Saifa	Seizan Seipai / Seienchin / Shisochin	-----
Round 3 Select From:	Gekisai Ichi / Gekisai Ni / Saifa	Seizan Seipai / Seienchin / Shisochin	Kururunfa / Superimpei / Sanzeru



ShitoRyu	Shitei	Sentei	Tokui
Round 1 Select From:	Pinan 1,2,3,4,5. Naifanchin- Shodan / Saifa	-----	-----
Round 2 Select From:	Pinan 1,2,3,4,5. Naifanchin- Shodan / Saifa	Bassai –Dai / Jion / Kosokun-Dai / Tomari- No-Wansyu / Seienchin	-----
Round 3 Select From:	Pinan 1,2,3,4,5. Naifanchin- Shodan / Saifa	Bassai –Dai / Kosokun- Dai / Tomari-No- Wansyu / Seienchin / Jion	Kosokun-Sho / Niseishi / Jitte / Seipai Seisan / Bassai-Sho / Sochin (Aragaki-Ha) / Matsumura-Bassai / Tomari-Bassai / Sanseiru / Shisochin / Chinte / Chinto / Gojushiho / Unshu / Nipaipo / Matsukaze / Suparimpei / Kururunfa / Wanshu

Shotokan	Shitei	Sentei	Tokui
Round 1 Select From:	Heian 1,2,3,4,5. Tekki-Shodan	-----	-----
Round 2 Select From:	Heian 1,2,3,4,5. Tekki-Shodan	Bassai-Dai / Enpi / Kanku-Dai / Jion / Hangetsu	-----
Round 3 Select From:	Heian 1,2,3,4,5. Tekki-Shodan	Bassai-Dai / Enpi / Kanku-Dai / Jion / Hangetsu	Jitte / Tekki-Nidan / Tekki-Sandan / Gankaku / Bassai-Sho / Kanku- Sho / Sochin / Nijushiho / Ji'in / Gojushiho-Dai / Gojushiho-Sho / Wankan / Chinte / Unsu / Meikyo



Shorin Ryu	Shitei	Sentei	Tokui
Round 1 Select From:	Fukyugata Ichi / Fukyugata Ni / Pinan 1,2,3,4,5 / Naihanchi Shodan / Naihanchi Nidan /Naihanchi Sandan	-----	-----
Round 2 Select From:	Fukyugata Ichi / Fukyugata Ni / Pinan 1,2,3,4,5 / Naihanchi Shodan / Naihanchi Nidan /Naihanchi Sandan	Wanshu / Ananku / Wankan / Rohai / Jitte / Passai Sho / Sochin / Jion / Seisan / Niseshi (Nijyu Shiho)	-----
Round 3 Select From:	Fukyugata Ichi / Fukyugata Ni / Pinan 1,2,3,4,5 / Naihanchi Shodan / Naihanchi Nidan /Naihanchi Sandan	Wanshu / Ananku / Wankan / Rohai / Jitte / Passai Sho / Sochin / Jion / Seisan / Niseshi (Nijyu Shiho)	Passai Dai / Gojushiho (Useshi) / Kusanku Sho / Kushanku Da / Chinto / Chinti / Passai (Tomari) / Kushanku (Chatanyara)

WadoRyu	Shitei	Sentei	Tokui
Round 1 Select From:	Pinan 1,2,3,4,5.	-----	-----
Round 2 Select From:	Pinan 1,2,3,4,5.	Kushanku / Niseishi / Jion / Passai	-----
Round 3 Select From:	Pinan 1,2,3,4,5.	Kushanku / Niseishi / Jion / Passai	Chinto / Naihanchi / Rohai / Wanshu / Seishan / Jitte / Suparimpei / Unsu /Annan



Kata Listing for Cadet, Junior and Senior.

Fudokan	Round 1 Shitei	Round 2 Shitei	Round 3 Shitei
Select From:	Taikyoku 1,2 Heian Fudo 1,2,3 Fudote 1,2,3 Taiji 1, Tekki 1	Matsumura-Passai / Wanshu / Heian-Funakoshi-Sensei / Meikyo 1,2,3 / Taiji 2 / Taiji 3 / Fudote 4,5 / Hangetsu	Setsu / Kaminari / Tekki-oi-kumi / Kanku-oi-kumi / Heian-oi-kumi / Fudote-oi-kumi / Wankan / Vasinomae / Jitte / Gankaku / Bassai-Sho / Kanku-Sho / Sochin / Tensho / Nijushiho / Gojushiho- Dai / Gojushiho-Sho / Chinte / Kittei

GojuRyu	Round 1 Shitei	Round 2 Shitei	Round 3 Shitei
Select From:	Gekisai Ichi / Gekisai Ni / Saifa	Seizan Seipai / Seienchin / Shisochin	Kururunfa / Superimpei / Sanzeru

ShitoRyu	Round 1 Shitei	Round 2 Shitei	Round 3 Shitei
Select From:	Pinan 1,2,3,4,5. Naifanchin- Shodan / Saifa	Bassai -Dai / Jion / Kosokun-Dai / Tomari- No-Wansyu / Seienchin	Kosokun-Sho / Niseishi / Jitte / Seipai Seisan / Bassai-Sho / Sochin (Aragaki-Ha) / Matsumura-Bassai / Tomari-Bassai / Sanseiru / Shisochin / Chinte / Chinto / Gojushiho / Unshu / Nipaipo / Matsukaze / Suparimpei / Kururunfa / Wanshu

Shorin Ryu	Round 1 Shitei	Round 2 Shitei	Round 3 Shitei
Select From:	Fukyugata Ichi / Fukyugata Ni / Pinan 1,2,3,4,5 / Naihanchi Shodan / Naihanchi Nidan /Naihanchi Sandan	Wanshu / Ananku / Wankan / Rohai / Jitte / Passai Sho / Sochin / Jion / Seisan / Niseshi (Nijyu Shiho)	Passai Dai / Gojushiho (Usheshi) / Kusanku Sho / Kushanku Da / Chinto / Chinti / Passai (Tomari) / Kushanku (Chatanyara)



Shotokan	Round 1 Shitei	Round 2 Shitei	Round 3 Shitei
Select From:	Heian 1,2,3,4,5. Tekki-Shodan	Bassai-Dai / Enpi / Kanku-Dai / Jion / Hangetsu	Jitte / Tekki-Nidan / Tekki-Sandan / Gankaku / Bassai-Sho / Kanku- Sho / Sochin / Nijushiho / Ji'in /Gojushiho-Dai / Gojushiho-Sho / Wankan / Chinte / Unsu / Meikyo

WadoRyu	Round 1 Shitei	Round 2 Shitei	Round 3 Shitei
Select From:	Pinan 1,2,3,4,5.	Kushanku / Niseishi / Jion / Passai	Chinto / Naihanchi / Rohai / Wanshu / Seishan / Jitte / Suparimpei / Unsu / Annan