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WORLD KARATE CONFEDERATION

Rules of Tournament (upgraded Chianciano, Italy Sept. 2017)

PART A: GENERAL CONTEST RULES – SHOBU SANBON & IPPON **CHAPTER 1: GENERAL MATTERS**

All Karate-ka, be they contestants (this includes 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 WKC 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 and every team manager and officials.
4. There must be clearly defined areas for spectators, competitors and coaches, tournament officials.
5. Spectators must not 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 Tournament Director is appointed by the WKC Ex.Com. 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. He shall be assisted by a team of tournament personnel.

Security

All persons connected with the tournament must at all times wear their WKC Personal Identification and have it available for inspection. Personal Identification is not transferable.

Tournament Medical Officials

WKC events must have a medical Doctor present. He shall be assisted by qualified First Aid officials if need be. The Tournament Doctor(s) is appointed by the WKC Ex.Com. and shall govern all medical matters during the tournament. He is authorised to diagnose and treat injury and is also authorised to give an opinion as to whether the contestant is fit or unfit to fight. One Ambulance and a defibrillator must be present at all WKC events.



Article 3: Match Equipment

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

1. Safe and secure tatami's.
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 WKC approved.
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 World Karate Confederation World and Regional Senior Championships must be aged 18 years and over on the day of competition. For under-age events, the age of the competitor on the day of competition will determine the age of the competitor.

Article 6: Outfits and Presentation

1. Contestants.

- a) Contestants shall wear a clean, white and un-figured traditional Karate-Gi and must arrive at the Tatami properly dressed, ready and prepared to compete. Failure to do so may disqualify the competitor.
- 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) No advertising shall be allowed unless authorised by the WKC Ex.Com.
- 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 allowed to wear a plain clean white T-shirt underneath the Gi. The sleeves of the jacket must not be longer than the join of the wrist and the hand, and no shorter than half way 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 ankle bone. 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 WKC Ex.Com. A single discrete manufacturers label will be allowed on both karate gi at the lower outer hem of the jacket and also 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 WKC Ex.Com 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) Contestants are not allowed to wear bandages or supports, except with the prior approval of the Referee on the advice of the Tournament Doctor.
- k) Spectacles are not allowed in Kumite. Soft contact lenses may be worn at the contestant's own risk.
- l) Metallic teeth braces must be approved by the Referee on the advice of the Tournament Doctor and will be used at the contestants own risk.
- m) Hachimaki, ribbons, hair decorations, rings, bracelets etc. will not be allowed.

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

- a) **WKC** 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) **WKC** white mitts are **MANDATORY** in Children's and Cadets Kumite.
- d) Clear or white Gum shields are **MANDATORY** in Kumite.
- e) 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 WKC Ex.Com. (See Appendix III.).

4. Coaches

The coach shall at all times during the tournament wear a tracksuit with an identifying badge thereon.

5. Officials

Referees and Judges must wear the official uniform designated by the WKC Ex.Com. This uniform must be worn at all tournaments, courses and examinations. The official uniform will be as follows:

- a) A single breasted navy-blue blazer bearing two silver buttons with WKC badge.
- b) A white WKC shirt.
- c) A dark blue WKC tie.
- d) Light (mid) grey trousers without turn-ups.
- e) Plain dark blue or black socks.
- f) Black referee/sport shoes. Outdoor shoes will not be allowed on the Tatami.
- g) Female Referee's may wear a discrete hairclip and/or elastic band for a pony tail.

The WKC Ex.Com 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 WKC Executive Committee

The World Karate Confederation Executive 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 Referee's 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 Ex. Com. sees fit.
- e) To appoint the Referee Commission and ratify all decisions made by the Referee Commission.

There must at all times be a member of the WKC Ex. Com. in the Tournament Hall.

2. The WKC Referee Commission

The Referee Commission shall comprise five Chief Referee's. The Commission will be chaired one Ex.Com member. The WKC 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 WKC 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 also 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.

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 come to a consensus of opinion 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. 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 Jury Table Judge 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).
- 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 Ex.Com. for final approval. A public announcement of the Ex.Com. decision will be made.
- e) To assist a Referee who requires assistance with decisions and to 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 conduct matches, including start, suspend and stop.
- b) To announce the decision of the panel of judges.
- c) To explain to the Chief Referee, the WKC Ex.Com., when required, the grounds on which decisions are awarded.
- d) To read the Competitor's Medical Record Card to ensure he/she is permitted to compete.
- e) To announce fouls.
- f) To award points.
- g) To issue warnings and impose penalties prior to, during, and after the match.
- h) To call for decision (Hantei), to conduct voting of the Referee Panel (Hantei), and to announce the result.
- i) To announce extensions and extend the duration of the match.
- j) To take other disciplinary action (dismissal or suspension of a contestant or team from a match).
- k) To obtain and act upon the opinion(s) of the Arbitrator, Judges, Tournament Medical Officials.
- l) To obtain and act upon the opinion(s), advice and instruction of the Chief Referee.
- m) To announce victory by majority based on the table for judgment.
- n) To have authority over the competition area as well as the immediate perimeter.
- o) To make recommendations regarding the performance of any official, coach or competitor to the Chief Referee.
- p) In cases where a majority for an opinion has not been established, the opinion of the referee shall take precedence.

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, Time Keepers, 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 Executive 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) Approach the Arbitrator on matters of administration.
- 4) Make a protest to the Chief Referee.
- 5) Only one Coach per tatami per federation is permitted at any one time.
- 6) 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.
- 7) Coaches must wear the attire as prescribed by the WKC Ex.Com.

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 the Referee's 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 as used by the Referee shall have the following meanings:
 - a) Long/normal whistle plus a short sharp blast will be used to call Hantei.
 - b) Short sharp blast will command officials to lower flags or score cards.
- 3) Whistle signals as used by the 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 is allowed to protest against a decision by the Referee and/or Judges when the decision is deemed to have contravened the Rules. Any protest must be made using the Protest Form, 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 ensure their name and number/federation/country is given to the Administration Table Official before leaving the area. This is the responsibility of both the competitor and the competitor's coach.
- 4) The protest must be 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. No individual member of the Referee Commission has the power to sanction, suspend or disqualify an official; this can only be done by the WKC Ex.Com. The Referee Commission may choose to further escalate any particular issue to the WKC Ex.Com 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 CHF 100 (or equivalent value). 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, assist the injured contestant and, at the same time, if the situation requires it, call for the assistance of the Tournament Doctor. The treatment of the injury should not significantly delay the match and in the case of minor injuries should not be more than 1 minute.

1. Minor Injury

A contestant will be declared the LOSER, if he suffers a minor injury and refuses to continue or requests permission to quit, and in the opinion of the Tournament Doctor the injury is not serious enough to disable him.

2. Major Injury

When a contestant (after treatment), is deemed by the Tournament Doctor 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.
- d) 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.
- e) A contestant who due to injury, wins a bout through the disqualification of his opponent, cannot fight again in the competition without the permission of the Tournament Doctor(s). The Tournament Doctor(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 is permitted to allow the contestant to continue in the tournament. Failure to have this completed by the Tournament Doctor will leave the competitor ineligible to compete in kumite or kata.
- f) A contestant, who is deemed by the Tournament Doctor(s) to be physically unable to continue a bout and declared unfit to fight, cannot fight again in that competition.
- g) 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.
- h) A contestant who been disqualified **two times** for **inflicting** injury on his opponent(s) significant enough for the Tournament Doctors 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 WKC Executive Committee.



The disqualification/withdrawal of a contestant due to injury has a serious impact on results; it will therefore take the agreement of two doctors to support the recommendation. (Ideally, one of the doctors must not be from the same country/federation as the recipient/perpetrator).

Article 12: Retirement

A contestant who is unable to continue competing or participating, for reasons other than injury or who requests for 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 are run on a knock- out basis unless otherwise stated – there is no repechage.

Article 13: Types of Match

The types of match shall be as follows:

1. Individual Match:

The individual match is decided by “Shobu Sanbon”. “Shobu Sanbon”, a three point’s match, is a match where the participants try and 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 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, on the basis of the number of winners of individual bouts, is as follows:
 - a) The number of 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 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:

- a) It does not line-up according to the most recent listing held by WKC 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/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. 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. 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 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 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 WKC Ex.Com 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 the 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 the course of that Encho-Sen is invalid and must be deleted (but the record of the amendment must be kept).
- 3) The extension will be decided on a first to score basis (sudden death) or if a penalty is awarded against one of the competitors.
- 4) If there is still no increase in the score total for either competitor 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 either for Aka or Shiro, Hikiwake is not an option.
- 5) All awards and penalties in the bout proper are carried into and included in Encho-Sen.



Article 17: Victory or Defeat

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

Article 18: Scoring.

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.
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 of 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.

11. 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*).

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).



Notwithstanding the above, 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 to be asked for).

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

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

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 *make contact* with 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 21: Prohibited Behaviours

1. Fail to comply with the orders of the Referee.
2. Time-wasting.
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).

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 22: 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 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 are run on a knock-out basis unless otherwise stated – there is no repechage.

Article 23: Types of Match

The types of match shall be as follows:

1. Individual Match

The individual match is decided by “Shobu Ippon”. “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, on the basis of 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 according to the most recent listing held by WKC 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/or
- e) Any of the members of the 3 man team do not competitively fight.



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. 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. 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 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 deemed to be over.

Article 25: Duration of a Match

The duration of a match shall be two (2) minutes effective fighting time. Before the Tournament, the WKC Ex.Com 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, a decision must be taken by the Referee and the four corner judges based on Sai Shiai only.

Article 26: Victory or Defeat

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

Article 27: Scoring.

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.
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.
 1. An Ippon is awarded when a scoring technique is performed to a scoring area and fulfils all of the following criteria:
 2. Good form (a technique with probable effectiveness within the framework of traditional Karate concepts).
 3. Correct attitude (a non-malicious sense of performing within the framework of traditional Karate concepts).
 4. Strong vigour (power, speed and controlled delivery of technique with the purpose of succeeding).
 5. Zanshin (a continued state of awareness and commitment).
 6. Proper timing (carrying out a technique at the optimum moment in time to achieve the greatest result).
 7. 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.

11. 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 in the absence of:

- 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.
- e) When an individual match ends in equal scores or no scores.

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).

Notwithstanding the above, 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 to be asked for).

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

1. Whether there has been Waza-ari.
2. The number of warnings and to whom.
3. The number of escapes outside the Match area.
4. The comparative excellence in the fighting attitude.
5. The ability and skill.
6. The degree of the vigour and fighting spirit.
7. The number of attacking moves.
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 make contact with 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 Behaviours

1. Fail to comply with the orders of the Referee.
2. Time-wasting.
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).

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 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 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 D: KATA CONTEST RULES – KATA

Article 32: Competition Area

1. The competition area must be flat, devoid of hazard and WKC approved.
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 Match

There are two types of Match:

1. Individual: where contestants compete against each other in separate male and female section.
2. Team: between three people in unison against each other in separate male and female sections. 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 WKC Ex.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 WKC styles.
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 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 going in a clockwise direction at all times 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

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 14yrs +	Shitei Shitei	Shitei/Sentei Shitei	Shitei/Sentei/Tokui 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 kata's 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

Article 39: Scoring

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

In the smooth performance of the Kata

- 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) 0.2 shall be deducted for a momentary, but discernable pause.

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 unauthorized 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 WKC branded and covered with white cloth or smooth white leatherette. The fingers must be uncovered. The maximum thickness is 2 cm.
- Gumshields:** Gumshields must be white or clear.
- Groinprotectors:** Groin protectors must be made of suitable material and properly fitted inside 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 WKC will be permitted to be visible.

Appendix IV: Kata Listing

Competition format for Children 8yrs – 13yrs.

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



Children 8yrs – 13yrs.

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 / Gojushiho-Dai / Gojushiho-Sho / Wankan / Chinte / Unsu / Meikyo



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

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)



Cadet, Junior and Senior.

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

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 / 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 / Superimpei / Unsu

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 (Useshi) / Kusanku Sho / Kushanku Da / Chinto / Chinti / Passai (Tomari) / Kushanku (Chatanyara)

