



WORLD MARTIAL ARTS COMMITTEE

AMATEUR - TOURNAMENT RULES

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Part 10: Kumite



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World Martial Arts Committee

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Introduction:

This Rulebook replaces all previously issued rules. It also reflects the official WMAC Amateur Competition Rules. These current rules are valid for all members. Consideration can be given to local legal requirements and obligations if required.

The official language of the IRC is English. This Rulebook can be translated in to other languages by the IRC. In case of any discrepancies, the official English version shall prevail.

Without the specific written consent of either WMAC or the IRC, this Rulebook shall not be copied, published or distributed. This includes electronic, digital, physical or any other duplication forms.

This Rulebook can be ordered free through the official website of the WMAC

WORLD MARTIAL ARTS COMMITTEE

Rules & Regulations



January, 2018

Dear Reader,

We are very pleased to release the 4.4 version of the Rules & Regulations governing the World Martial Arts Committee. This is definitely the most comprehensive Mixed Martial Arts Tournament Rule Book available today, and we are proud to make it available for your use. It was only made possible by the hard work and dedication of individuals from around the globe. In particular we would like to thank all individuals for their special contributions to this addition:

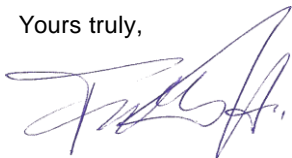
Ralf Schulz (GER) - Kumite

All rules and regulations contained within this document are intended for use at WMAC Sanctioned events. In this case, they must not be deviated from, except in extraordinary circumstances and with the written permission of the IRC or Chief Referee (Supervisor) of the tournament. The Chief Referee's interpretation of these rules will be the only interpretation accepted in the event of a query/complaint regarding correct implementation of any rule (IRC).

The World Martial Arts Committee Rules and Regulations may also be used for non-sanctioned events. In this instance, we would ask that the promoter or user of these Rules & Regulations include the following line in their promotion "This tournament will be governed by the current Rules and Regulations of the World Martial Arts Committee."

The World Martial Arts Committee Movement is constantly evolving. And as we continue to grow our membership and expand our events, our need to revise the Rules and Regulations will continue. Please check back with us periodically to ensure that you have an up to date copy of our Tournament Rules and Regulations.

Yours truly,



Harald Folladori
WMAC World President

PART 10 - KUMITE

1 Description:

Kumite (jap. “meeting hands”) was incorporated in the Japanese Karatedo in order to give the Karateka the opportunity to mess with each other in the modern world. Back in Okinawa the Randori (practice fighting) has been used as a training tool for a long time but was subject to laws against illegal street fighting on the Japanese Mainland and thus had to be reformed. Besides the attenuated, controlled Randori of today the Kumite was developed as a regulated form of competition. The hereby established regulations are strongly orientated on the regulations of the WKU and the WKF in order to perform Kumite in the WMAC under a common set of regulations.

2 Age classes and categories:

Description	Age Grouping
Children	U10
Youth	U14
Junior	U18
Adults	- 35
Veterans	+35
Masters	+45

Men/ Women	U10	-25kg, -30kg, -35kg, -40kg, -45kg, -50kg, +50kg
Men	U14	-35 kg, -40kg, -45kg, -50kg, -55kg, -60kg, -65kg, -70kg, +70kg
Women	U14	-35 kg, -40kg, -45kg, -50kg, -60kg, -65kg, +65 kg

Men	U18	-40kg, -45kg, -50kg, -55kg, -60kg, -65kg, -70kg, +70kg
Women	U18	-40kg, -45kg, -50kg, -60kg, -65kg, +65 kg

Men	-35	-60 kg, -65 kg, -70 kg, -75 kg, -80 kg, -85 kg, -90 kg, +90kg
Women	-35	-50 kg, -55 kg, -60 kg, -65 kg, -70 kg, +70 kg

Men	Veterans/ Masters	-75 kg, -80 kg, -85 kg, -90kg, +90 kg
Women	Veterans/ Masters	-55 kg, -60 kg, -65 kg, -70 kg, +70 kg

Weight divisions may be combined at the discretion of the Supervisor with the approval of the WMAC. (Art. 2.3)

3 Uniforms

Contestants and their trainers (coaches) have to wear official clothing as mandatory. The Referee Commission (Ref-Commission) can expel any referee (Ref), contestant or coach, who does not go by this rule.

3.1 Referees

Main Referees, Assistant Referees and Match Inspector have to wear the official clothing. It is worn both on competitions and on seminars.

Official Clothing

- a white dress shirt with long resp. short sleeves (depending on the temperature) OR a white T-Shirt with the label “Referee” on the back
- dark blu/gray or black plain-colored trousers without cuff
- black or dark blue socks

- black indoor shoes

3.2 Contestants

Contestants usually have to wear a white Karate Gi without stripes or patches. **Exception:** the club's, association's and national emblem or national flag is permitted. It must be located on the left chest side of the Karate Gi and must not be larger than 10 cm in diameter. The official trademarks are permitted. These are located e.g. on the bottom right of the jacket at hip height on the trousers. Additionally on national or higher competitions marks that are mandatory by the organizing association (e.g. country and start number on the back) can be applied according to the rules.

Including national level one contestant wears a red belt (Aka), the other one a blue belt (Ao). On international competitions the hand and foot guards have to resemble the colour of the belt.

The Karate-Gi must be clean and fitting and must not carry the risk of accidents. Therefore the jacket at least covers the hip, at most reaches to the middle of the thigh, the sleeves reach to the middle of the forearm, not exceeding the wrist. Women should wear a white T-shirt under the jacket. The trousers reach at least to the middle of the shank, not exceeding the ankle. The ribbons of the uniform are tied in a way that no loops stick out.

The belts are between 3 and 4 cm broad (customary Obi) and when tied protrude at least 15 cm at each side of the knot, at utmost they end above the knee.

Every contestant appears neat and tidy and cares especially about short finger and toe nails and a tight knot in case of long hair. Tight headbands that hold the hair out of the face are allowed as long as they cannot slip out of place and the hair is still too short for a knot. Any kind of jewelry or accessories is forbidden. This includes but is not limited to rings, chains, piercings, hair circlets, ear rings and ear studs as well as removable braces and goggles. Sports goggles are an equal risk to the eyes when hit so they are forbidden too. Wearing contact lenses is on the contestant's own responsibility. Taping a piercing or stud is not sufficient. In case a contestant does not comply to the referee's or chief referee's prompt to discard his jewelry, he is disqualified due to self-endangerment and endangerment of his opponents.

Mouth guard and jock strap/chest guard are required.

The protective gear must conform to the given norm.

Usage of bandages or taping is only permitted, when the injury emerged during the tournament and/or when the referee commission approves it after consulting a physician (paramedic).

Coach:

The coach (trainer) has to wear a jump suit with distinct identification (name plate a.s.o.) during the whole tournament.

Explanation:

The contestants wear only the red or blue belt. Belts stating a rank must not be worn during the fight (Kumite).

The usual Karate-Kumite hand guards are blue or red. The hit bolster must not be displaceable.

The gum shield should be adjusted by a dentist (however, this rule is disregarded in tournaments due to cost concerns).

Both sleeves and trousers of the Karate clothing must not be rolled up. Dirty or tattered clothing must not be worn. Women may wear a white shirt under the clothing.

4 Procedure

Begin, pause and end of a match

Terminology and gestures used by the main and assistant referees are listed in attachments I and II.

- 4.1 The referees take their mandatory positions and bow simultaneously with the contestants. After that the main referee announces the beginning of the match using the words "Shobu Sanbon (Ippon) Hajime".

- 4.2 The MRef pauses the match with “Yame”, when he sees a scoring technique. He signals the contestants to return to their mandatory positions.
- 4.3 The MRef returns to his position and the mirror referee displays his/her opinion with gestures. The Mref decides and awards an Ippon, Nihon or Sanbon with the mandatory gesture. The MRef subsequently announces the progress of the match using the words “Tsuzukete Hajime” and the according gesture.
- 4.4 When a contestant reaches the total score of 8 points, the MRef exclaims “Yame”, sends the contestants back to their positions and takes his own. Afterwards the contestant is declared the winner with “Aka/Ao no kachi” and according gesture. Hereby the MRef ends the match at the same time.
- 4.5 When the match-time is up, the MRef exclaims “Yame” and returns to his position. In case of tie the MRef exclaims “Enchosen” and the match continues for 1 minute. The next score decides. In case of recurrent tie the contestant with fewer penalties (Chukoku, Keikoku, Hansoku-Chui) wins, if those are tied aswell the match goes on until the next scoring hit. There is no Encho-Sen in Team-Kumite and a match ends with Hikiwake when tied.
- 4.6 The MRef awards the winner or announces the draw (“Hikiwake”).
- 4.7 The main referee should pause the match with “Yame”, when being confronted with the following situations.
- When one or both contestants is/are standing beyond the border line or when an assistant referee signals “Yogai”. The MRef makes both contestants return to their positions.
 - When the MRef or an assistant referee notices an infringement.
 - When the MRef pauses the match, he not only shouts “Yame”, but also performs the according hand signal. The MRef has to name the contestant (Aka/Ao) when judging, inform about the attacked zone (Jodan, Chudan, Gedan), name the attack (Tsuki, Uchi or Geri) and finally announce the score.
 - When a contestant grabs his opponent without a directly following effective technique.
 - When one or both contestants fall or are being thrown without a directly following effective technique.

Explanation:

Before the match begins, the MRef calls the contestants to their mandatory positions. In case one or both of the contestants enter the area too early, the MRef sends him/her back behind the line.

The contestants have to greet in the mandatory way, which means a clear bowing of the upper body. A fast nod is unacceptable and as well impolite. The MRed can also demand greeting him, if this wasn't done voluntarily, using the gesture as shown in attachment II.

For resumption of the match it is the MRef's duty to ensure that the contestants are back on their mandatory positions, namely showing a correct Yoi.

The MRef should resume the match as fast as possible.

5 Match area:

- The match area must be even and free from dangerous obstacles.
- The match area must be a matted square.
- The match area must principally be a square of 8 x 8 m (measured from the outside margin).
- The match area can be elevated by up to 1 m (podium). In that case this platform must have the size of at least 10 x 10 m. This 100 sqm include the match area and a safety zone.
- Two lines of equal length (length 1 m), an which the fighters line up, must be placed with a 1,5 m gap to the center of the match area rectangular to the main referee line.
- A line of 0,5 m must be placed 2 m from the center of the match area for the main referee to line up.
- The match inspector (Kansa) must be seated between the recorder and the timekeeper.
- A straight line must be placed within the match area with 1 m distance to the outside margin. The space between the outer and the inner line can have a different color and the inner line can be broken. When using Tatami mats it is sufficient when the outer Tatami have a different colour than the inner ones, so that the contestants can easily realize when they are approaching the edge.

Explanation:

There are no advertising signs, walls, pillars a.s.o. allowed within 1 m around the match area.

The mats that are used must have a slip-proof subsurface and must not be too rough on the surface. They must not be as thick as Judo mats, as those would slow down a match. The main referee is in charge and responsible for the mats not to be displaced during a match as this is dangerous and can cause injuries..

6 Entering and leaving the match area:

Athletes are shown the spot where they are to enter the match area and they may do so only at that spot. Exception: When due to a mistake by the table crew or the referees both contestants stand in switched places they are allowed to walk past each other towards their places.

Before the fighters start their match, the main referee checks whether all referees and the table crew are ready. He also checks the area for potential pollution and obstacles.

When everything is to his satisfaction, he lets the contestants enter the match area with a gesture. By this also the assistant referee is called to enter the match area and take his position.

Before every round the contestants will bow to each other and the referees.

When the match is over and the winner is announced, they bow to each other first, then to the referees. Shaking hands with the opponent after the match is allowed. At the end the athletes leave the match area at the spot where they entered it.

7 Match duration

7.1 The Kumite match time is 3 minutes for male seniors (Single as well as Team) and 2 minutes for females and all juniors, 1 minute 30 seconds for children.

7.2 The time starts, when the MRef signals the start and is paused with every "Yame".

7.3 The timekeeper gives a clear signal with a bell for "Atoshi baraku" (30 seconds left) and for the end of the match time.

8 Achieving a score

The result of a match is determined by achieving scores (Ippon, Nihon, Sanbon) until a total of 8 points (6 points in children's tournaments). By achieving a score of 8 points by one contestant a match ends immediately. The same goes for Hansoku (disqualification for the match), Shikkaku (disqualification for the whole tournament) and Kiken (resign) of one contestant. Hansoku, Shikkaku and Kiken raise the points of the winner to 8.

8.1 An "Ippon" is given based on the following criteria:

- Chudan- or Gedan-Tsuki (strike)
- Chudan- or Gedan-Uchi (punch)

8.2 A "Nihon" is given based on the following criteria:

- Executing combined techniques with every single technique hitting
- Taking over an attack and striking on an uncovered attack zone of the opponent
- Difficult yet hitting techniques

8.3 A "Sanbon" is given based on the following criteria:

- Combined techniques in different heights with every single technique hitting
- Jodan-Geri (kick), -Tsuki (strike) or -Uchi (punch) without strong contact
- Catching an attack or sweeping the opponent with direct following, hitting technique

8.4 Attacks are restricted to the following zones:

- Head

- Face (cheek and forehead)
- Stomach
- Chest
- Back (except the shoulder joint)
- Body side

- 8.5** A scoring technique at the same time with the ending signal counts. A scoring technique after Yame or self-initiated ending the fight can result in a penalty.
- 8.6** Hits when both contestants are out of the match area do not score. A technique that hits the target while the opponent is leaving the area counts when the scoring contestant has not left the area at the end of the technique and the Yame has not come yet.
- 8.7** When both contestants get a valid hit at the same time, no score is given (Ai-Uchi).

Explanation:

Scoring 3 Sanbon decides the match. However, 8 Points shall not be exceeded.

Example:

Aka has 6 Ippon and scores a Sanbon => theoretically 9 Points but only 8 count.

A technique with “good form” is expected to have certain qualities relating to the probable effectivity in the context of the notions of traditional Karate. A “correct stance” is part of this good form. It is shown in the form of non-aggressive attitude, deep concentration that is clearly recognizable during a technique that leads to a valid hit. Vigorous execution of a technique is determined by the power and speed as well as the recognizable will to hit the opponent. There’s no retention to be seen. “Zanshin“, one of the most frequently forgotten criteria, marks the state of sustained concentration which prolongs even after a scoring hit. The concentration has to outlast the technique for one has to be aware of the opponent’s possible counter-attack. “Good timing“ is the execution of a technique in the very moment when it reaches its highest possible effect. It furthermore means the right distance necessary to execute a technique as efficient as possible.

In case an opponent is rapidly moving backwards during an attack, the effect of this technique is strongly reduced. Determining the distance is also directly related to the point the executed technique is aimed at, i.e. the target. To hit, a technique has to be able to penetrate deeply into the target, that means for example punching or thrusting with a stretched out arm are less effective and have to be judged accordingly.

If a thrust is executed and stopped between skin contact and about 3 cm before the face while the arm is not fully stretched, the distance is correct. The body parts must never be moved erratically - no matter what distance and target are.

A bad technique is and will remain a bad technique, no matter how it is executed. A “Jodan” kick without good form achieves no score, as the choice is only Sanbon or no score in that case. However, techniques that are difficult to execute, rather can convince the MRef to award these with a Sanbon even though the “good form” might not be fully reached when the execution is done correctly.

Rules of thumb:

Techniques that “usually” get an Ippon are scored as Nihon, wenn they are considered “technically difficult”. Defending an attack and counter-attacking with good technique in a valid attack zone kann be rewarded with a Nihon, not only attacks to the opponent’s back.

A sweep technique does not necessarily have to carry the opponent off his feet due to breaking his balance. It is enough to disturb the balance followed by a good technique to gain a Nihon. Referees should not pause too fast for successful attacks are often enough interrupted by the “Yame” and thus the possibility to hit is taken away. A time span of 2 seconds should be given.

Combined attacks are consecutive attacks that each can at least score an Ippon and come in quick succession.

Techniques, that hit below the belt can score a point as long as the hit point is above the pubic bone. Neck and throat are hit zones, but any contact with the throat is forbidden. Techniques towards it are rewarded with a score when they are fully controlled and correctly executed.

A technique with good form hitting the scapula scores. The zone where no hits are allowed is the joint.

The ending signal indicates that the possibility to score is over, also if the MRef does not stop the match immediately. It does not mean that no penalties could be announced anymore. Penalties can also be given after the match until the moment when the contestants have left the match area. After that any penalties can only be declared by the chief referee or the referee commission.

A real Aiuchi is rare as the two techniques have not only to hit simultaneously but be valid hits as well (good form etc.). During a match two opponents frequently hit each other at the same time, but only seldom one or even both are scoring hits. The MRef does not need to signal Aiuchi, when only one technique really hit the target as the requirements for an Aiuchi are no longer given.

9 Decision criteria

9.1 If during a match neither Kachi was reached nor a defeat by Kiken, Hansoku or even Shikkaku is concluded, the decision is made based on the following points:

- Possibly awarded Sanbon, Nihon or Ippon
- The attitude, fighting spirit and power of the contestant
- Tactical and technical superiority

In individual matches the following occurs in case both contestants score equally:

- If at the end of the match none of the contestants has scored or it is a draw, the match is declared drawn (Hikiwake) and extra time (Enchosen) takes place.
- A warning or penalty is carried over into the extra time.

9.2 The winning team is the team with the most individual wins.

9.3 If two teams have an equal amount of wins, the team becomes winner that has the most scored points. At this the won and lost matches count.

9.4 If both teams are tied both in wins and score, a play-off must take place. In case both draw level again, "Enchosen" follows.

Explanation:

"Enchosen" is extra time of a match. It is no "new match" and thus the penalties persist.

If in a team match an equal amount of wins and points was achieved, a play-off = decisive match between two selected Karateka occurs. Their names have to be announced by the official (coach) within one minute after the announcement of the play-off. In case this match is drawn again, the match goes into Enchosen until one contestant scores.

10. Prohibited actions

The following actions are prohibited:

- Techniques that touch the throat
- Techniques with too hard contact on an allowed target zone. All used techniques have to be executed in a controlled manner. Any technique that hits the head, the face, the throat/neck and results in a visible injury must be penalized as long as the receiver did not cause the injury on his/her own (e.g. blindly running into the technique)
- Attacks on the genitals, joints or insteps
- Attacks upon the face with open hand techniques (e.g. Teisho, Nukite)
- Dangerous throws that are in their form predictable to not allow a safe descend of the opponent

- Techniques that endanger the safety of the opponent due to their nature
- Direct attacks upon arms and legs
- Repetitive leaving of the match area (Yogai) or procrastination. Yogai refers to the situation when a body or body part touches the ground outside the match area. An exception is when the contestant was pushed, thrust or thrown
- Wrestling, pushing or holding without immediate following technique
- Mubobi results from a situation in which one or both contestant/s endanger the own or the opponent's safety (turning one's back on the opponent, uncontrolled punching, kicking or thrusting)
- Feigning injuries to get an advantage
- Any indecent behavior by a member of an official representation can lead to disqualification

Explanation:

Any contact with the throat must be penalized. Techniques upon the face may contact and can score as long as they are under control and do not have too hard contact. While judging the contact the referee has to keep many things in mind, e.g. has the receiver exacerbated the contact by wildly running into it although the attack was clean and controlled (uncontrolled actions, running in, turning away the head from fear etc.).

These are some reasons to judge a technique positively/negatively. However, judging too hard contact has to happen under attention. It should not be taken as an apology for wrong decisions. Furthermore the referee should keep possible size differences in mind (length, weight) that can occur for example in team matches or open weight classes. It is the MRef's duty to keep a wary eye on the injured contestant all the time. His/her behavior can be of essential relevance for making the decision. The MRef should wait a moment before making his decision to see how the symptoms of the injury evolve (e.g. nosebleed which in some cases occur with a short time delay). Having an eye on the injured contestant is also important to avoid him/her taking advantage of it, as for example scrubbing with the hand guard to visually intensify the injury and wild snorting (with a wounded nose). What's more, injuries from earlier matches can bring symptoms along that do not necessarily have to have occurred due to the last contact.

The trained Karateka can take hard contact that hit muscular parts of the body. However, this does not work with hits on the sternum or ribs.

Thus control must be the highest precept with every technique.

An accidental kick into the genitals can have the same effect as an intentional kick, as both spoil certain chances of winning for the receiver. That is why the MRef has to penalize in both cases.

Sweeping techniques that are set too high can cause knee injuries. The MRef has to judge the applicability of the sweeping technique and to penalize inefficient and painful techniques at once.

The face begins 1 cm above the eyebrows, proceeds downwards including the temples, gets narrower from the cheekbone on and reaches down to and including the chin.

The two open hand techniques are just examples of forbidden techniques.

If an effective hit comes from inside the match area and at the same time the opponent leaves the area, both the hit is scored and the Yogai is penalized. Pointless procrastination is for example twisting around each other without performing an action. It can be expected that the fighters check each other out in the beginning of a fight. However, they should switch to serious and effective attacks in a reasonable time. If this does not happen, the MRef pauses the fight and warn the contestant or both of them. A contestant who always draws back during a fight, spoils the opportunity for his opponent to score a point and has to be penalized by the MRef after pausing the match. Things like this can often be seen in the last seconds of a fight.

An example for Mubobi is a situation in which one contestant dashes into the fight full of commitment and by doing so disregards his own safety. Another example is given by fighters, that have such a deep standing Gyakuzuki that they are no longer in any position to repel a counter-attack. These "open" attacks are covered by term Mubobi and cannot score a point. For the safety of the contestants the MRef has to point this out in an early state of the match.

As a tactical move some contestants turn away from the opponent, in fact right after they executed a technique in order to show the referee that they scored. In doing so they disregard their guard and

ignore the opponent. Die is a clear example for Mubobi. To score, “Zanshin” has to be kept even after the executed technique.

Feigning injuries is a serious offense and a violation of the rules. Exaggerations or intentional worsening of an injury like for example rolling on the floor or collapse can even entail a Shikkaku. For clarification: A warning or penalty can be given for feigning injuries that do not exist or exaggerating injuries.

The coach gets assigned a place by the referee commission for the collaboration with the tournament organization. This place has to be near the match area. Between the matches the coach has the opportunity to see his fighters. Additionally, for support of the coach, the contestants and the referees, there has to be a display board that must be visible for all aforementioned persons.

11 Penalties

The following penalties are possible:

11.1 Chukoku (warning):

Warnings are imposed to obviate an offense resp. to penalize one.

11.2 Keikoku:

This is a penalty that when imposed brings an Ippon score for the opponent. Keikoku is imposed for minor offenses the contestant has been warned for earlier in the same match or an offense that is not serious enough for imposing Hansoku-Chui.

11.3 Hansoku-Chui:

This penalty brings a Nihon score for the opponent. Usually this penalty is imposed for an offense that has been penalized with Keikoku before in the same match or that is not serious enough for imposing Hansoku.

11.4 Hansoku:

This penalty is imposed for a very serious offense or an offense that has been imposed with Hansoku-Chui earlier in the same match. The effect of Hansoku is increasing the opponent's score to 8 points.

11.5 Shikkaku:

This penalty means disqualification from the whole tournament. The score of the actual opponent is raised to 8 points. To determine the range of a Shikkaku, the referee commission should be consulted.

Shikkaku can be imposed in the following cases:

When a contestant is behaving so heavily unfair that the reputation of Karate-Dō takes damage and when certain actions are done that are absolutely contrary to the tournament's rules.

Explanation:

A penalty should be imposed directly after the offense. A repetition of the same offense can only bring higher penalties. Thus a contact cannot be imposed with Keikoku and afterwards with Chukoku.

Penalties for different offenses are not taken together, i.e. a warning for contact does not mean a Keikoku for the first Yogai. The order of penalties is always identical, that is Chukoku – Keikoku – Hansoku Chui – Hansoku or Shikkaku. It should be stated what the penalty is given for, e.g. Yogai – Yogai Keikoku – Yogai Hansoku-Chui – Yogai Hansoku a.s.o. If the positive scores for penalties sum up to Kachi, the penalized contestant is declared the loser, the opponent the winner (Aka/Ao no kachi).

Chukoku (warning)

These are imposed for minor offenses, that do not interfere with the opponent's chances of winning according to the referee team.

Keikoku

Keikoku can be imposed promptly and without warning. This penalty is imposed for minor interference of the opponent's chances of winning.

Hansoku-Chui

Hansoku-Chui can also be imposed promptly after an offense or in the aforementioned order when the opponent's chances of winning are severely impaired.

Hansoku

Hansoku can be the continuation of earlier penalties, but can also be imposed promptly for severe offenses. Hansoku is imposed when the opponent's chances of winning have decreased to zero through the offense.

Shikkaku

Shikkaku can be imposed promptly and without previous warning, even without own culpability. It is sufficient when the coach or a member or delegation of the club that is/are not participating in the tournament behave unfair and thus damages the reputation and honor of Karate-Dō. If a referee comes to the conclusion that a contestant has acted maliciously, be it with or without injury, then Shikkaku and not Hansoku is the only appropriate penalty.

12 Injuries and accidents during the tournament

- 12.1** Kiken or capitulation is the decision that is made, when the contestant/s is/are no longer capable of participating in the tournament. This can happen as a decision by the MRef or as capitulation by the fighter. Injuries that are not caused by the opponent can also be a reason for capitulation.
- 12.2** When two contestants are injured at the same time or having problems due to prior injuries and are pronounced incapable of fighting by the tournament's physician, the contestant with the higher score is declared the winner. If drawn, both contestants are placed in the place a winner would have achieved after that match.
- 12.3** An injured contestant that is pronounced incapable of fighting by the tournament's physician is not allowed to participate in the tournament for the rest of the day.
- 12.4** An injured contestant who wins by disqualification of his opponent is not allowed to participate further without approval of the tournament's physician. If this fighter is injured again in the next match and his opponent gets disqualified for this, this contestant is automatically taken out of the contest for the rest of the tournament.
- 12.5** When a contestant is injured, the MRef immediately pauses the fight and calls the present physician who is authorized to diagnose and treat the injury.
- 12.6** Any contestant who drop down, is thrown or knocked out and is not back on his feet within 10 seconds is deemed incapable of further participation in the tournament and shall be taken out automatically.

Explanation:

Self-imposed injuries generate no problems according to imposing penalties. However, judging an injury that was caused by an opponent's technique, the referee team has to consider whether this technique was valid, well executed, has hit a valid target zone, took place in the right moment and was controlled. These reference points help the referee team to determine whether the injured contestant is declared the loser due to Kiken or his opponent gets penalized for an offense. When a physician pronounces a contestant incapable of fighting any longer, this decision has to be noted in the record. The severity of the injury has to be told to the other referees as well.

A fighter can win due to disqualification of his opponent who repeatedly did minor offenses. The winner might probably have some minor injuries. A second win in the same kind brings taking out this contestant from the tournament even if he was physically able to go on fighting.

The tournament's physician is obliged to give advice if a medical treatment might be necessary.

To take care of the credibility of the sport, there are very hard penalties for those contestants, who feign injuries, depending on the severity of their offense probably even in the form of a lifetime ban. Contestants that are penalized with Shikkaku for feigning an injury, are immediately unplaced from the match area and handed over to the tournament's physician for a closer examination. The physician will present his diagnosis to the referee commission before the end of the tournament, so it can be the basis for making a decision.

13 Protest

- 13.1** Nobody is allowed to protest against a declared decision at the referee team.
- 13.2** If actions of the referees are contrary to the regulations, only an official representative of the club is permitted to protest.
- 13.3** The protest has to be filed in writing straight after the tournament it is referred to. The only exception is protest referring to an administrative or writing mistake. This has to be addressed at the chief of the Tatami immediately.
- 13.4** The protest has to be presented to a member of the referee commission. On occasion the referee commission will consider the case and resolve the circumstances that lead to the protest. When all facts have been considered, a report will be filed. Only the referee commission is authorized to take necessary actions.

Explanation:

The protest has to include the names of the contestants, the referee team (listed by name) and specific details about the reason for the protest. General complaints against prevailing rules are not recognized as protest. The protest presenter/s has/have to prove validity of the protest. In case a spelling mistake occurs during a tournament, the coach can make a Shiao representative respectfully and politely aware of this mistake.

Shiao representatives:

- Table crew
- Main Referee
- Mirror Referee

The latter two conduct the investigation. Possible existing video recordings and consultation of all involved persons can lead to an objective decision and the validity of the protest.

If the referee team declares the protest to be valid, according actions will be taken. Furthermore the actions must be in a way that a repetition of the protest cause is avoided.

14 The Referee Commission: Match Inspector, Main Referee and Mirror Referee

14.1 Responsibilities and duties of the referee commission:

- Ensuring sufficient preparation for every tournament regarding:
 - Provision of match areas (Tatami)
 - Provision of material (e.g. clocks, bells, display boards etc.)
 - tournament course and conduct
 - Safety measures a.s.o.
- Appointing the referee teams (main and side referees a.s.o.) and appointing the Shiao representative (match inspector), who also observes the referees
- Appointing substitute referees (match inspector, MRefs and side referees are not allowed to interchange between the teams. This remains the chief referee's obligation.)
- Making the final decision on technical questions that may occur during the tournament and are not covered by the regulations

14.2 Powers of the match inspector (Kansa)

- Supervision and conduct at the match table (timekeeper, recorder and display boards)
- Match results are not valid until they are controlled, validated and signed by the match inspector

14.3 Powers of the main referee

- The MRef (Shushin) has the power to begin, lead and end a match.
- Awarding of Sanbon, Nihon or Ippon
- Explanation of a decision if necessary
- Imposing penalties and warnings before, during and after a match
- Registering expressions of opinions from the mirror referees (hand signals)
- Declaring extra times (Enchosen)
- The MRef's powers are not limited to the Shiao but also contain its whole surrounding.
- The MRef gives all commands and declares all messages.
- If a side referee makes a signal, the MRef has to register it and make his decision about it.

14.4 Powers of the mirror referee

- Supporting the MRef
- The side referee has to observe the match with full concentration and give signals to the MRef in the following cases:
 - when a Sanbon, Nihon or Ippon is seen
 - when a contestant is committing a prohibited technique or action or is about to do so
 - when an injury resp. malaise of one or both contestant(s) is recognized
 - when one or both contestant(s) is/are outside of the match area or going there
 - in all other cases that make it necessary to raise the MRef's attention

Explanation:

For the explanation of a decision the MRef can consult the referee commission after the match. Despite this the MRef delivers statements to nobody. A good referee should never spoil the swift progress of a match if it is not absolutely necessary. The command "Yame" in conjunction with "Torimasen" should be avoided.

The MRef does not need to pause the match if the signals of his mirror referee are incorrect in his opinion or he sees the techniques as not awardable. He can outvote these signals by not pausing the match (showing "Torimasen" during the fight). Before he outvotes the mirror referee he should make sure if he/she may not have had a better position.

The mirror referees shall only signal points that they really have seen.

15 Organization of Kumite tournaments

15.1 Every competition can consist of the elements Kumite and Kata. Equally to Kata, Kumite has two possibilities:

- Individual competition
- Team competition

The individual competitions can be divided into weight classes and as well in other categories. The weight classes are in individual competitions also divided in Groups. The term "match" is used between teams as well.

15.2 In team competitions every team has to consist of an odd number of contestants.

15.3 The contestants are all members of a team. There is no fix replacement (reserve).

15.4 Before each round a team representative has to hand in a form with the names and the set-up of the team to the tournament committee. The set-up can be changed before each round. After handing in there is no change allowed anymore.

- 15.5 A team can be disqualified when a contestant or coach subsequently changed the set-up or the order of the team.
- 15.6 A team can only take part in the first round of a team competition when it has the mandatory amount of members.
- 15.7 In individual competitions no contestant can be replaced by another one.
- 15.8 Contestants in individual competitions or teams that have not arrived at the beginning of the tournament, are disqualified.

Explanation:

A round is a separate part of the competition that may bring finalists. In the Kumite system it is sudden death, i.e. in every round half of the contestants are eliminated (including possible walkovers).

For clarification: Round = be out or get through.

In a competition with matrix or pool system every contestant has at least one fight. If the names of the contestant may cause trouble or problems, they can be replaced by numbers. During the line-up at the beginning of the tournament only the contestants line up, no trainers or other officials. The form with the order for a team competition can be filled out by the coach or by a person that is authorized for this by the club. This person has to be clearly identified as the coach or a club representative, otherwise the delivery of the form is refused.

The list has to contain the following:

- Name of the country or club
- Belt colors (team)
- Order of the starters 1 - 5

Both the names and the according numbers have to be noted. If not the right contestants fight in a match due to a mistake in writing, the fight is declared invalid no matter the result. To avoid this from happen, the winner should always report to the match table to get his win confirmed before he returns to his place.

Appendix I - Referee Commands

Shomen ni Rei	-	Greeting the audience
Shinpan ni Rei	-	Greeting the referees
O tagai ni Rei	-	Mutual greeting of the contestants
Shobu Sanbon Hajime	-	Begin of a match with scores up to three points per score
Yame	-	Pausing the match
Tsuzukete	-	Resume the fight when the contestants assume by mistake a break of the match
Tsuzukete Hajime	-	Resume after pausing the match
Atoshi Baraku	-	30 seconds left
Encho-Sen	-	Extra time
Moto no Ichi	-	Return to start positions
Yogai	-	Leaving the match area, not caused by an opponent's technique
Yogai chui	-	Leaving the match area again
Atenai Yo Ni	-	Warning for too hard contact
Atatta	-	hit with too hard contact
Mubobi	-	self-endangering behaviour
Shido	-	Admonition
Chukoku	-	Warning, first minor infringement in this category
Keikoku	-	Warning, second minor or first moderate infringement in this category
Hansoku Chui	-	Warning, third minor or first severe infringement in this category, last warning before disqualification
Hansoku	-	Disqualification from the fight and score set to 0, opponent scoring 8
Shikkaku	-	Disqualification from the whole tournament, all successes so far are revoked, the referee commission sets the dimension of the disqualification (e.g. suspension a.s.o.)
Hansoku/Shikkaku Make	-	Defeat through disqualification
Aka	-	Red
Ao	-	Blue
Aka / Ao no Kachi	-	Red / Blue wins
Aka / Ao Ippon	-	1 Point for Red / Blue
Aka / Ao Nihon	-	2 Points for Red / Blue
Aka / Ao Sanbon	-	3 Points for Red / Blue
Kachi	-	Win
Make	-	Defeat
Hiki Wake	-	Tie
Ai-Uchi	-	Simultaneous hitting by both opponents
Nuketa	-	Technique ran past, no hit
Torimasen	-	No score
Kiken	-	Resign of a contestant by him/herself, a physician or the MRef
Maitta	-	"I resign!"
Shugo	-	Calling all referees of the match to the MRef
Shobu	-	Win or Loss
Fusen Sho	-	Win by default

Appendix II - Referee gestures

Shomen ni Rei

The MRef elongates his arms forward, palms front.



O tagai ni Rei

The MRef lets the contestants bow to each other.



Shobu Sanbon Hajime / Tsuzukete Hajime

“Begin to fight!”/ “Go on fighting!” After the command the MRef takes a step back to a forward stance.

When saying “Shobu Sanbon” / “Tsuzukete” his arms go straight sideways, palms to the contestants.

When saying “Hajime” he turns the palms to himself and rapidly moves them together while stepping back.



Yame

“Stop!” Pausing or ending the fight.

With this command the MRef makes a cutting movement with his arm.



Ippon (1 Point)

The MRef elongates his arm by 45° towards the scoring contestant.



Nihon (2 Points)

The MRef elongates his arm on shoulder level on the scoring contestant's side.



Sanbon (3 Points)

The MRef raises his arm by 45° on the scoring contestant's side.



Taking back the last decision

If a score or penalty was given by mistake the MRef turns towards the contestant, addressing him as "AKA" or "AO", crossing his arms and making a cutting movement with the palms turned downwards to show that the previous decision is taken back.



Aka/Ao no Kachi (Win for Aka/Ao)

At the end of the fight the MRef announces "AKA (or AO) no Kachi" and raises his arms by 45° at the winner's side.



Kiken

„Resign“ The Mref points with his index finger to the start line of the resigning fighter and announces the win of the opponent.



Shikkaku

“Disqualification, expulsion from the area” The MRef points upwards by 45° towards the concerned contestant and then back- and outwards with the command “AKA (AO) SHIKKAKU!”, then he announces the win of the opponent.



Hikiwake

„Tie“ (only in team matches) If scores are drawn after the match time the MRef crosses his arms and opens them with palms facing front.



Infringement Category 1 (without additional signal for Chukoku)

The MRef crosses his arms before his chest so that the wrists touch each other.



Infringement Category 2 (without additional signal for Chukoku)

The MRef points to the face of the concerned contestant with a bent arm.



Keikoku

„Warning“ The MRef shows an infringement of category 1 or 2 at first, then he points down by 45° towards the concerned contestant.



Hansoku Chui

„Warning short before disqualification“ At first the MRef shows an infringement in category 1 or 2, then he points horizontally towards the concerned contestant.



Hansoku

„Disqualification“ The MRef shows an infringement in category 1 or 2, then points with the index finger up by 45° towards the concerned contestant, after this he announces the opponent the winner.



Passivity

The MRef rotates his fists around each other in front of his chest to show an infringement in category 2.



Torimasen

“No score, warning or penalty” The MRef crosses his arms and makes a cutting movement downwards with his palms facing to the ground.



Too hard contact

The MRef shows too hard contact or another infringement in category 1.



Feigning or exaggerating an injury

The MRef holds his face with both hands in order to show an infringement in category 2.



Yogai

„Leaving the area“ The MRef shows that one contestant left the area by tracing the edge on the side of the concerned contestant.



Mubobi (Self-endangering)

The MRef touches his face with his hand, then turns the side of his hand front and sways it in order to show that the contestant has endangered himself.



Declining the fight

The MRef circles his hand with a downwards pointing index finger to show an infringement in category 2.



Pushing, grappling or standing chest-to-chest without technique within 2 seconds

The MRef holds his fist on shoulder level and pushes forward with open hands to show an infringement in category 2.



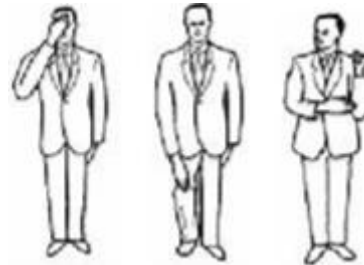
Dangerous and uncontrolled attacks

The MRef leads his fist past his face and ear to show an infringement in category 2.



Faked attacks with head, knee or elbow

The MRef touches his forehead, elbow or knee with the open hand to show an infringement in category 2.



Talking to or stinging of the opponent or impolite behaviour

The MRef lays his index finger on his lips to show an infringement in category 2.



Shugo

“Calling the referees” The MRef calls the mirror referee towards him by elongating his arm, palm upwards, then bending his arm so that his palm is before his face.

