

CHAPTER I - JUDGES & REFEREES

ARTICLE 1: Judges and Referees

Chief Referee, Referee, (Shushin), Corner Judges, (Fukushin) and Jury Table Judge / Arbitrator (Kansa)

- 1) The Chief Referee is appointed by the WJKA Executive Board (ExBo).
- 2) The WJKA ExBo, when necessary, may adopt other systems.

ARTICLE 2: Duties of Referees and Judges

The Chief Referee, Referee, Corner Judges and Jury Table Judge shall bear in mind the following points:

- 1) They must be objective, impartial and fair.
- 2) They must comport themselves with dignity and demonstrate respect for the competitors and other Officials alike.
- 3) Their movements taken during the Match must be vigorous, agile, refined, quick and precise, and maintain an attitude befitting a WJKA Official.
- 4) The Referee, Corner Judges and Jury Table Judge must concentrate their full attention on the Match, observe each contestant accurately and judge every action of the contestants correctly. During the Match they must not converse with anyone other than the Chief Referee, the other Judges and the contestants.

ARTICLE 3: Power and duty of the Chief Referee

The Chief Referee:

- 1) Has the ultimate responsibility of judgement,
- 2) Shall be responsible for seeing that the Match is conducted according to these Contest Rules and should any unusual incident occur, shall base his decision upon these Rules.
- 3) Shall appoint the Referee, Corner Judges and Jury Table Judge prior to the Match. Should it be necessary to replace one of them during a Match, the Chief Referee shall immediately halt the Match and select a substitute without loss of time.
- 4) Must be consulted whenever a Referee has any difficulties in his decisions.

ARTICLE 4: Power and duty of the Referee

The Referee shall have the power:

- 1) To conduct Matches, including start and stop.
- 2) To announce the decision of the panel of Judges.
- 3) To explain when necessary the grounds on which such decisions are awarded
- 4) To announce fouls.
- 5) To issue warnings (prior to, during, after the Match).
- 6) To take other disciplinary action (to dismiss or suspend a contestant from a Match).
- 7) To obtain advice from Corner Judges.
- 8) To decide victory by majority based on the table for judgement (Appendix III).
- 9) To extend the duration of the Match.

ARTICLE 5: Power and duty of the Corner Judges and the Mirror Judge

1) The Corner Judges shall have the power:

- a) To assist the Referee.
 - b) To give their opinion regarding different situations.
 - c) To signal their judgement regarding the conduct and development of Matches by means of flags, hands and/or whistle.
 - d) To exercise their right to vote in a decision of a Match.
- 2) The Judges shall carefully observe the actions of the contestants within their range of vision. In the following cases, they shall at once signal the Referee by means of whistle or flag, correctly giving their opinion.
- a) When they notice injury or illness of a contestant before the Referee notices it.
 - b) When they perceive an action which they consider should be awarded as Ippon or Waza-ari.
 - c) When a contestant appears about to commit, or has committed a prohibited act and / or technique.
 - d) When both or either of the contestants have moved out of the competition area.

- e) In all cases when it is necessary to call the attention of the referee.
- 3) Each Judge shall continuously evaluate the relative excellence of sportsmanship of the contestants and form their opinion independently.
- 4) When the Referee calls "Hantei", each of the Judges shall give their opinion in the prescribed manner. In 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, oppose the judgement of the Referee. In any case the decision will be made by majority.

ARTICLE 6: Jury Table Judge, Score-Keeper, Time-Keeper, Caller-Announcer

- 1) Persons will be appointed as Score-Keeper, Time-Keeper and Caller-Announcer to the Jury Table.
- 2) The Jury Table Judge (Kansa) is responsible of the official result of the Match.

ARTICLE 7: Terms and signs

The terms and signs to be used by the Referees and Judges in the operation of a Match as specified in Appendix I.

ARTICLE 8: Signals

- 1) The signals to be made by flags and/or whistle by Corner Judges during the Match shall be as specified in Appendix II.
- 2) Whistle signals used by the Referees shall have the following meanings:
 - a) Long/normal + short/strong = Hantei.
 - b) Short/strong = the command to lower the flags or the Score Boards.

ARTICLE 9: Decisions

- 1) When the Referee awards a decision on the basis of the signals given by the Corner Judges, the decision shall be governed by the Rules given in Appendix III.
- 2) Matters relating to judgement not prescribed in these rules shall be discussed between the Judges and the decision thus reached shall be referred to the Chief Referee. All officials will be notified of these decisions and a public announcement will be made if relevant.

CHAPTER II - GENERAL MATTERS

ARTICLE 1: Match area sizes

- 1) Kumite: The size of the Match area, in principle, shall be 8 metres square, with a 1 metre safety edge.
- 2) Kata: The size of the area shall be large enough so that participants are able to perform the Kata without any obstacles.
- 3) The Match area shall be border-lined. Kumite and Kata: see Appendix IV

ARTICLE 2: Outfit and presentation

- 1) The contestants shall wear a clean, white and unfigured Karate-Gi.
- 2) In Kumite Matches and in Kata Flag system, one of the contestants shall, for identification purposes, fasten a red band around their waist and the other contestant, a white band.
- 3) The contestant shall keep their nails short and shall not wear metallic objects or the like on their body, which may cause injury to their opponent.
- 4) The contestant is not allowed to wear bandages or supports, except with the Tournament Doctor's/ First Aid permission.
- 5) The following rules apply to the wearing of devices for protection:
 - a) Mitts, non coloured, are mandatory in Kumite, youth up to 15 years
 - b) Shin/instep protectors are forbidden.
 - c) Gum shields are compulsory in Kumite
 - d) Groin protectors are mandatory in Men Kumite
 - e) Chest protectors are mandatory in Ladies Kumite
 - f) Spectacles are not allowed in Kumite
 - g) Smooth, soft contact lenses may be worn at the contestants own risk
- 6) All protective equipment must be approved by the WJKA ExBo (see Appendix V).

ARTICLE 3: Official dress code.

- 1) Referees and Judges must wear the official uniform designated by the WJKA ExBo. This uniform must be worn at all tournaments, courses and examinations. The official uniform will be as follows:
 - a) A navy-blue blazer.
 - b) A white shirt.
 - c) An association tie.
 - d) Light grey trousers.
 - e) Dark blue or black socks.
 - f) Black shoes.
- 2) Contestants:
 - a) Contestants shall wear a clean, white and unfigured Karate-Gi.
 - b) A national badge may be worn.
 - c) In case of women, a plain white teeshirt may be worn beneath the karate jacket,
 - d) The jacket, when tightened around the waist with the belt (Obi), must be of an overall length that it covers the hips.
 - e) The sleeves of the jacket must reach at least half the way down the forearm and may not be rolled up. (can be rolled inside, providing no risk of injury can occur)
 - f) The trousers must be long enough to cover at least two-thirds of the shin.
 - g) The belt (Obi) must be of an overall length that leaves about 15 cm. of extra length on both ends after it has been properly tied around the waist.
 - h) Each contestant must keep their hair clean, and cut to such a length that does not obstruct the smooth conduct of the Match. Hachimaki will not be allowed.
 - j) Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents.
- 3) **Coaches:**

The Coach shall at all times during the tournament wear a karate-gi or tracksuit with an identifying badge upon it.
The WJKA-Officers or Tournament Director may disbar any official or competitor who does not comply with this regulation.

ARTICLE 4: Staff

1) Tournament Director/Committee:

The Tournament Director is appointed by the WJKA ExBo. He shall govern the conduct and development of the Matches as far as he does not interfere with the judging rules. He shall be assisted by the Tournament personnel.

2) Tournament Doctor:

The Tournament Doctor is appointed by the WJKA ExBo. He shall govern all medical matters during the tournament.

3) First Aid Team:

The First Aid team shall be prepared to act in case of accident or sickness, along with a Doctor.

4) Security Teams/ Barriers for Tatami.

ARTICLE 5: Match equipment

The types, quantity and usages of the equipment prepared by the Tournament Host will be as follows:

- a) Flags (red and white, 5 for Match area).
- b) Score boards (7 for Match area).
- c) Recording equipment (score sheets and recording forms, pens, calculators etc.),
- d) Red and white bands,
- e) Countdown clocks and time signalling devices.
- f) Where necessary, floor marking tape for area boundary/positions and suitable, safe tatami.(especially for kumite events)

ARTICLE 6: Protest against decision and revision of decision

The Contestant

- 1) The contestants cannot personally protest against the Judges' decision.

The Coach

- 2) Only when a decision given by the Referee and the Judges is thought to have violated the Rules of the Match or the Rules of Judging, the Coach of the team involved may protest to the Chief Referee against the decision immediately after it was detected.

The Chief Referee

- 3) When he receives a protest against a decision from the Coach of a team to which the contestant belongs, the Chief Referee himself shall review the complaint, and may call for an explanation from the Referees and/or Judge. If he finds the decision patently unreasonable, he may demand that the panel of Judges revise its decision. The final decision will be given after approval of the WJKA ExBo.

The Winner

- 4) To reduce any charting error, the winner of each Match must confirm their victory with the Jury Table Judge prior to leaving the area.

ARTICLE 7: Injuries or accidents during the Match

- 1) In the case of an injury of a contestant, the Referee shall at once halt the Match, assist the injured contestant and, at the same time, call the Tournament Doctor. The treatment of the injury may not significantly delay the Match.
- 2) When a contestant, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the Match or requests for permission to quit the Match, they shall be declared the loser AKA/SHIRO "NO KIKEN" AKA/SHIRO "NO KACHI".
- 3) In case an injury or injuries sustained during a Kumite Match for reasons not ascribable to either contestant, consequently disabled a contestant or in case both contestants are injured at the same time for reasons for which both are responsible, the contestant who quits the Match shall be declared the loser. In case both contestants quit and the reasons causing the injuries are not ascribable to either of the contestants, the Match shall be decided with Hantei.
- 4) In case a contestant is deemed unable to continue the Match owing to an injury or any other physical reasons, on the basis of the advice by the Tournament Doctor, the Referee shall terminate the Match and suspend the injured contestant from the Match. If the injury is ascribable to his opponent, he shall be declared the winner. If the injury is not ascribable to his opponent, he shall be declared the loser.
- 5) A contestant who wins a Match through disqualification of their opponent for causing injury, cannot fight again in the competition without permission from the Tournament Doctor.
- 6) Only the Tournament Doctor can take decisions concerning all matters about injuries, accidents or physical condition of the contestants.

ARTICLE 8: 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.

ARTICLE 9: Other matters

- 1) In case of a situation not foreseen in these Rules, or in case there is a doubt about the applicability of these rules to a given situation, the Jury Table Judge, Judges, Referee and Chief Referee shall consult among themselves to find a solution thereto. All officials will be notified of these decisions and a public announcement will be made, if relevant.
- 2) All Karate-ka, be the contestants (this includes Coaches, Manager or anybody connected with the contestant), Judges or other officials, must follow the Karate-Do ideals of Good Character, Sincerity, Effort, Etiquette and Self-Control.
- 3) Any behaviour likely to bring Karate into disrepute (this includes that of Coaches, Manager or anybody connected with the contestant), may result in a penalty or in the disqualification of the contestant and/or team. The Coach will be assigned a specific place near to the Tatami by the Tournament Director.

PART B : KUMITE AND KATA CONTEST RULES

CHAPTER I

THE RULES OF KUMITE MATCH

ARTICLE 1: Types of Match

The types of Match shall be as follows:

1) Individual Match:

The Individual Match is decided by either "Shobu Ippon", "Shobu Nihon" or "Shobu Sanbon". For example "Shobu Sanbon", three points Match, is a Match where the participants try to score three points before their opponent within the time limit.

2) Team Match:

a) The number of persons comprising a team (male and female) shall be either 3 + 1 reserve or 5 + 2 reserve. A team will be allowed to participate only when it comprises of a minimum of two/three competitors.

b) Before each team Match, a team representative must hand to the official table, an official form defining 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.

c) Matches between individual members of each team shall be held in the pre-determined order.

d) The winner of a team Match shall be decided on the basis of these individual Matches.

e) The criteria for deciding the winner of a team Match, on the basis of the number of winners of individual Matches, are the following (in order of descending importance):

1- Numbers of wins.

2- Numbers of Ippons and Awazewaza wins

3- Extra Match.

When a team ties with its opposing team under these methods of decision above, the decision shall be made on the basis of the result of an extra Match (Encho Sen) conducted between a representative of the contending teams. In case this extra Match is a draw, an extension (Sai Encho Sen) will take place. The extension (Sai Encho Sen) will be decided by the first score (sudden death Sakadori shobu). If there is still no score, a decision must be taken by the Judges panel.

ARTICLE 2: Starting, suspending and ending of Matches

1) Starting: at the start of a Kumite Match the Referee stands on the outside edge of the Match area. On his left and right stand the Judges. After the formal exchange of bows by contestants and Referee Panel (Shomen ni Rei - Otagai ni Rei), the Referee takes a step forward. The Match shall start with the announcement by the Referee of "Shobu ***** Hajime".

2) Suspending: by announcing "Yame" the Referee shall halt the Match temporarily and order the contestant back to their positions. When resuming the Match, the Referee announces "Tsuzukete Hajime".

3) The Time Keeper shall give signals by a gong or buzzer indicating Atoshibaraku, 30 seconds to go, (one signal) and time-up (two signals).

4) Ending: after halting the Match, the Referee shall end the Match by announcing " Yame Soremade". After the formal exchange of bows by contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei), the Match is deemed over.

ARTICLE 3: Duration of a Match

The duration of a Match shall be 2 minutes (effective time), and 3 minutes for finals. Before the Tournament the WJKA ExBo can modify the duration of the Matches.

ARTICLE 4: Extensions

- 1) In the event of a draw in an individual Match there will be an extension (Encho-Sen).
- 2) In the event of a further draw there shall be a further extension (Sai Encho-Sen)
- 3) This extension will be decided by the first score (sudden death).
- 4) If there is still no score, a decision must be taken, based on the Match and the extension.
- 5) All awards or penalties are carried into the extension.

ARTICLE 5: Victory or defeat

Victory or defeat shall be awarded on the basis of:

- a) Score
- b) Victory by decision
- c) Defeat due to a foul
- d) Disqualification
- e) Retirement.

ARTICLE 6: Scoring Areas

- 1) 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).
- 2) An effective technique delivered simultaneously after "YAME ", shall be counted into the score. An attack, even if effective, delivered after "YAME", shall not be recognised as such, nor shall it constitute a basis for decision.
- 3) Jogai: techniques delivered outside the prescribed Match area shall be invalid. However, if the contestant delivering such a technique was within the boundary of the Match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred. If Aka delivers a successful technique and then exits immediately afterwards, Yame should occur at the instant of score. The exit therefore occurs outside of Match time and may not be penalised.
- 4) If Aka's attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded. If Shiro exits just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded. If Shiro exits, or has exited as Aka's score is made (with Aka remaining within the area) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.
- 5) Scoring techniques of the same value simultaneously delivered by both contestants shall not score (Aiuchi). Rare situation - One technique is invariably superior.

ARTICLE 7: Criteria for deciding Ippon and Waza-ari

- 1) An Ippon is awarded on the basis of the following requirements:

When an exact and powerful technique, which is recognised as decisive, is delivered to the recognised scoring areas under the following conditions:

 - a) Good form
 - b) Good attitude
 - c) Strong vigour
 - d) Zanshin
 - e) Proper timing
 - f) Correct distancing.
- 2) Effective techniques delivered under the following conditions shall be considered as an Ippon:
 - a) When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
 - b) When an attack is delivered immediately the opponent was unbalanced by the attacker.

- c) When a combination of successive and effective attacks are used.
 - d) For combined use of tsuki and geri techniques.
 - e) For combined use of tsuki/geri and nage techniques.
 - f) When the opponent has lost their fighting spirit and turned their back to the attacker.
- Effective attacks delivered on the undefended parts of the opponent

3) A Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

ARTICLE 8: Criteria for decision (Hantei)

In the absence of either a Score win, or defeat due to disqualification, (Hansoku) or retirement (Kiken), during the prescribed time of Match, a decision (Hantei) is taken on the basis of the following considerations:

- a) Whether there have been Waza-aris/Ippons.
- b) Whether there have been warnings.
- c) The number of escapes outside the Match area.
- d) The comparative excellence in the fighting attitude.
- e) The ability and skill.
- f) The degree of the vigour and fighting spirit.
- g) The number of attacking moves.
- h) The comparative excellence in the strategy used.
- i) Fair play.

In the case of a contestant scoring at least one Waza-ari more than his opponent, he will be automatically declared the winner (Kachi).

3) In the case of a contestant scoring at least one Waza-ari and one Chui more than his opponent, Hantei must be called for. The decision may result in Kachi for the contestant with one Waza-ari more or Hikiwake.

ARTICLE 9: Prohibited acts and techniques

The following acts and techniques are prohibited:

- 1) Uncontrolled attacks.
- 2) Techniques which make excessive contact, having regard to the scoring area attacked.
- 3) Attacks to the upper and lower limbs.
- 4) Open hand techniques to the face, Empi Uchi, Hiza Geri and Atama Uchi.
- 5) Attacks to the groin.
- 6) Attacks to the hip joint, to the knee joints, the insteps and the shins.
- 7) Grabbing (unless immediately followed up by a technique), clinching or bodily contacting against the opponent unnecessarily.
- 8) Dangerous throws.
- 9) Time-wasting.
- 10) Any unsporting behaviour such as verbal abuses, provocation or needless utterances.
- 11) Any behaviour likely to bring Karate into disrepute (this includes Coaches, Manager and anybody connected with the contestant).
- 12) Lack of regard for the contestant's own safety (Mubobi).
- 13) Any disrespectful and unnecessary actions are strictly forbidden.
- 14) Exaggerated actions and reactions (i.e. faking injury) are forbidden and will be penalised.

ARTICLE 10: Penalties and disqualification

- 1) When a contestant is about to, or has already committed a prohibited act, the Referee shall issue warning or announce a penalty.
- 2) When a contestant avoids combat, the Referee shall issue a warning or announce a penalty.

- 3) In the case of a contestant displaying a lack of regard for their own safety the Referee shall issue a warning or announce a penalty.
- 4) In the case of a contestant, after having once been warned, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.
- 5) When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant: (Shikkaku)
 - a) Failing to obey the orders of the Referee.
 - b) If a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to their opponent.
 - c) If the act or the acts of a contestant are considered as malicious, wilfully violating the rules prohibiting them,
 - d) Other acts which are deemed in violation the Rules of the Match.
- 6) Warnings and penalties are the following:
 - a) Private warning: Atenai (without a penalty, Keikoku).
 - b) Official warning: Chui.
 - c) Disqualification: Hansoku. (Make)
- 7) If a contestant continually escapes out of the Match area:
 - a) After the first escape, the contestant must be given a private warning (Jogai).
 - b) After the second escape, the contestant must be given an official warning (Jogai Chui).
 - c) After the third escape, the contestant will be disqualified (Jogai Hansoku).
- 8) Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or team.
- 9) There will be no accumulation of punishment through:
 - a) Atenai, Chui, Hansoku.
 - b) Jogai, Jogai Chui, Jogai Hansoku.
- 10) Penalties must be accompanied by an increase in severity of the penalty imposed (except Atenai).
- 11) No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.

CHAPTER II - RULES OF KATA MATCH

ARTICLE 1: Types of Match

1) The types of Match shall be as follows:

- a) Individual Match.
- b) Team Match.

The system of Individual Match and Team Match shall be the following:

Point system: points shall be awarded to each participant and/or team separately and the winner will be the one with the highest total score. Announce Aka first, followed by Shiro.

- 3) The number of persons comprising a team shall be 3 + 1 reserve.
- 4) The system may be changed by the WJKA ExBo (i.e. Flag system)

ARTICLE 2: Judgement of a Match

- 1) The judgement of a Match shall be made by a Panel of Judges: one Referee and four or six Corner Judges.
- 2) All Matches shall be conducted exclusively upon the instructions of the Referee.

ARTICLE 3: Starting and ending of Matches

1) Starting.

- a) When called upon by the referee, the participant(s) will immediately proceed inside the Match area, bow to the Referee and will announce the name of the Kata to be performed clearly to the Judges.
- b) The Referee will clearly repeat the name of the Kata.
- c) The participant(s) then will commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.

2) Ending.

Upon completion of the Kata, the Referee shall call (Hantei) for the Corner Judge's decisions. Immediately the Referee and the Corner Judges will raise the Score Boards (simultaneously) with their decisions. The Announcer shall call out the Referee and each Corner Judges scores clearly to the Recorder.

- b) The Recorder shall record the announced score in proper forms, and calculate the final score as follows: out of seven (five) scores received, the highest and lowest shall be deleted and the remaining five (three) scores shall be totalled.
- c) The Announcer shall clearly announce the total score.
- d) After the announcement of the decision, the participant(s) will bow to the Referee and leave the Match area.

ARTICLE 4: Types of Kata

SHITEI Low grade referees compulsory choice Kata
SENTEI Advanced grade referees choice Kata
TOKUI Competitors choice Kata
Individual and Team Match.

- a) First Round: Flag system), with the 16 highest scoring competitors going through to the next round. The participant(s) must perform a scheduled Shitei/ Sentei Kata. The choice must be announced in advance in order to be recorded on the official sheet. If there are less than sixteen entries to the first round, then that round will be point system (score 5.0 – 6.0).
- b) Second Round (Score: 5.0 - 6.0): from the 16 competitors, 8 will go through to the final. The participant(s) must perform a scheduled Shitei/ Sentei Kata. The choice must be announced in order to be recorded on the official sheet. If there are less than 8 competitors, the second round will be used for starting positions in the 3rd round.
- c) Third Round (Final) (Score: 5.0 - 6.0): The participant(s) can perform his/their Tokui Kata. The Kata in the Final must be different from the Kata performed in the 1st and 2nd Round. The choice must be announced in advance in order to be recorded on the official sheet.

d) All scores from previous rounds will be not added up for the final result: each round will be considered and scored separately.

f) In the event of a tie in any round, the minimum score from the remaining 3 or 5 scores will be added to the total for that round. If the tie persists, the maximum score from the remaining 3 or 5 scores is added for the total scores for that round. In the event of a continuing tie, the contestants must perform a further Kata which was not performed by the competitors in this round. If there is still no winner, a decision must be taken by the Panel of Judges (based on the last Kata performed).

ARTICLE 5: Criteria for decision.

In a Kata Match, each performance will not be deemed simply good or bad, but judged according in the essential elements of each basis of judgement based on two different criteria:

1) Basic performance: The following basic points must appear in each performance of a Kata:

- a) Kata sequence.
- b) Control of power.
- c) Control of tension and contraction.
- d) Control of speed and rhythm.
- e) Direction of movements.
- f) Understanding Kata technique.
- g) Ceremony
- h) Embusen.
- i) Vision.
- j) Stances.
- k) Coordination.
- l) Stability and balance.
- m) Perfection.
- n) Harmony.
- o) Pauses.
- p) Kiai.
- q) Breathing.
- r) Concentration.
- s) Spirit.

2) Advanced performance. Judges will note the specific points and the degree of difficulty of the performed Kata. Judgement will be based on:

- a) The mastery of techniques by the contestant.
- b) The degree of difficulty and risk in the performance of the Kata.
- c) The budo attitude of the contestant.

ARTICLE 6: Minus points and disqualification

1) Minus points. Points will be deducted in these cases:

- a) For a momentary hesitation in the smooth performance of the Kata quickly remedied, 0.1 should be deducted from the final score.
- b) For a momentary but a discernible pause, 0.2 points should be deducted.
- c) For a momentary slight imbalance, and quickly remedied, 0.1 - 0.2 points should be deducted.

2) Disqualification:

- a) If the contestant performs the wrong Kata.
- b) If the Kata is varied.
- c) If the contestant stops the Kata.
- d) If the contestant loses balance completely and/or falls.

APPENDICES

APPENDIX 1:

The Terminology

Term Meaning Method of signalling

Shobu Ippon / Nihon/ Sanbon Hajime - Start the Match. The Referee stands on the official line and announces.

Shobu Hajime - Start the extended Match. The Referee stands on the official line and announces.

Atoshi Baraku - 30 seconds before the end of the Match, an audible signal will be given by the timekeeper, and repeated by the referee.

Yame - Temporary halt of Match. The Referee chops downwards with one hand. The timekeeper stops the clock.

Tsuzukete - Continue fighting. Ordered after an unauthorized interruption has occurred.

Tsuzukete Hajime - 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 with the command.

Soremade - End of the Match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.

Motonoichi - Referee orders the contestants to their original positions. The Referee and Judges return to their respective standing lines.

Fukushin Shugo - Judges called. The Referee beckons with one/two arm(s) to the Judges, as required.

Hantei - The Referee calls for judgment by blowing their whistle, and the Judges render their decision by flag signal.

Ippon - The Referee extends their arm higher than their shoulders, towards the relevant contestant.

Waza-ari - The Referee extends their arm slightly downwards to the side towards the relevant contestant.

Awasete Ippon - Two Waza-ari recognised As Waza-ari + Ippon. valued as one Ippon.

Aiuchi - Simultaneous scoring techniques. No point awarded. The Referee brings his fists together in front of the chest and announces.

Hikiwake - A draw. The Referee extends both arms to the side and slightly downwards with palms facing up and announces.

Aka (Shiro) no Kachi - Victory of red (white). The Referee obliquely raises an arm on the side of the winner.

Encho-sen – Match Extension. Referee restarts the Match with the command "Shobu Hajime".

Torimassen - Not acceptable as scoring. Gesture as Hikiwake, but hand position culminating with the palms facing downwards.

Atenai / Keikoku - Private warning.

Chui - Official warning. The Referee points with the index finger to the feet of the offender at an angle of 45 degrees.

Hansoku - Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces hansoku, then announces a victory for the opponent.

Jogai - 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.

Ukete Imasu - Technique blocked. An open hand touching the elbow of the opposite arm.

Nukete Imasu - Technique missed. A closed hand crossing in front of the body.

Yowai - Technique too weak. An open hand descending downwards.

Hayai - Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.

Maai - Bad distance. Technique out of range, both the hands are arranged open and parallel to the floor, and facing each other.

Mubobi - 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 and announces.

Kiken - Renunciation. The Referee points with the index finger towards the contestant and announces SHIRO (AKA) NO KIKEN, AKA (SHIRO) NO KACHI

Shikkaku - Disqualification from the tournament. The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, and outside the area.

Appendix II:

Judges and referees signals (photo)

[View page 1](#)

[View page 2](#)

Appendix III:

The table for judgement

SHIRO (AKA) NO KACHI or HIKIWAKE

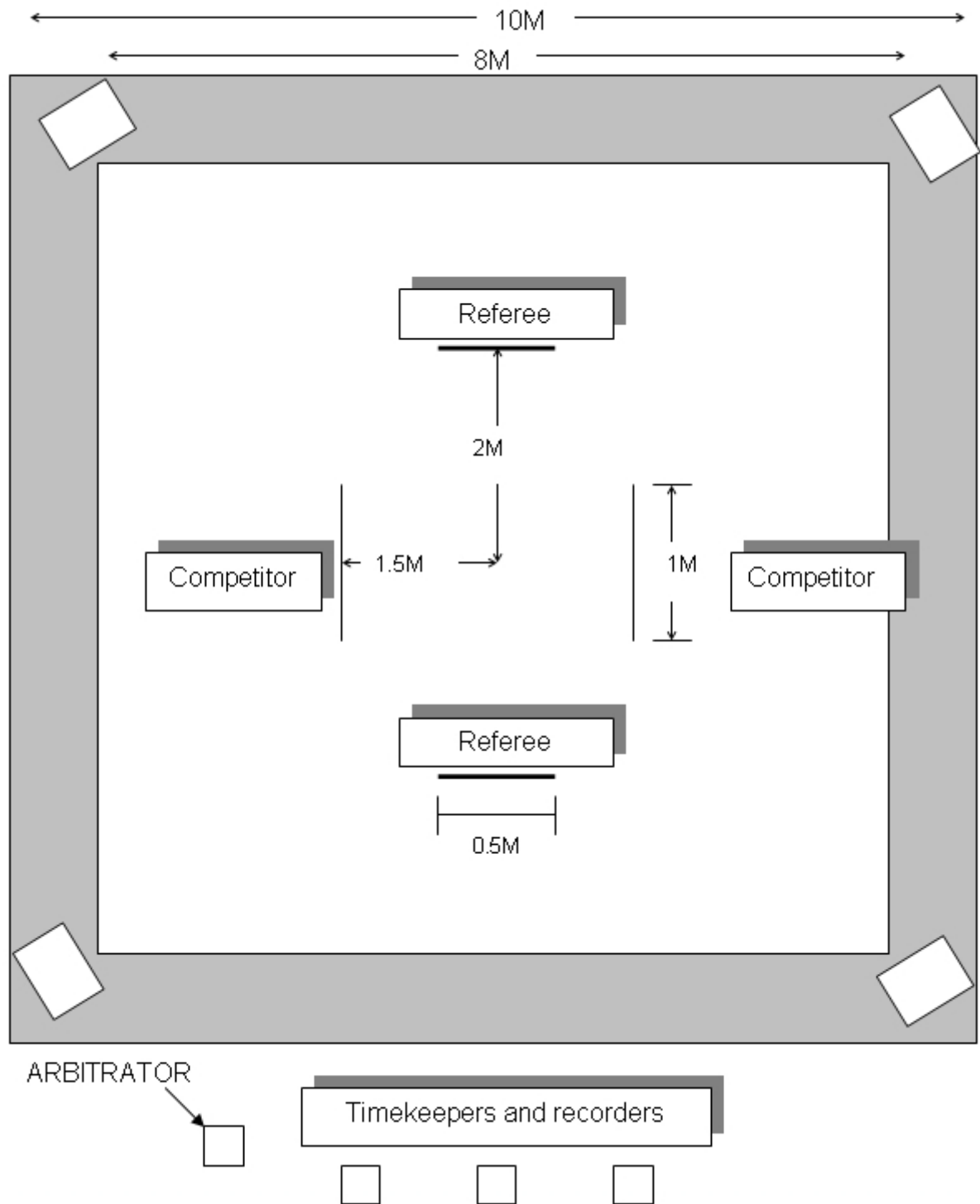
When the judges are required to indicate a winner, one vote by the referee and one vote by the judges are equally regarded as a vote of the same quality.

S	Shiro	A	Aka	X	Draw
1)	S	S	S	S	Victory of Shiro
2)	S	S	S	A	Victory of Shiro
3)	S	S	S	X	Victory of Shiro
4)	S	S	X	X	Victory of Shiro or a Draw; it depends on the judgement of the referee.
5)	A	A	A	A	Victory of Aka
6)	A	A	A	S	Victory of Aka
7)	A	A	A	X	Victory of Aka
8)	A	A	X	X	Victory of Aka or a Draw; it depends on the judgement of the referee.
9)	X	X	X	X	Draw
10)	A	X	X	S	Draw
11)	A	A	S	S	Draw, victory of Shiro or victory of Aka it depends on the judgement of the referee.
12)	S	X	X	X	Draw
13)	A	X	X	X	Draw
14)	S	S	A	X	Victory of Shiro or draw, it depends on the judgement of the referee.
15)	A	A	S	X	Victory of Aka or Draw, it depends on the judgement of the referee

Appendix IV

MATCH AREA

Safety Area is to be a minimum of 1 meter round to Shia-jo



Appendix V:

Equipment

Mitts:

Mitts must be covered with white cloth or smooth leather. The fingers must be uncovered. The maximum thickness is 2 cm.

Gum shields:

Gum shields must be white or clear.

Groin protectors:

Groin protectors must be made of plastic or leather. Metallic material is not allowed.

Chest protectors:

Chest protectors must protect the chest and side of the chest, not just the bosom.

Note:

Spectacles may not be worn, Soft contact lenses are permitted

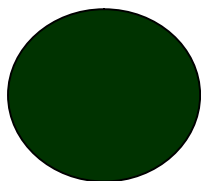
Hachimaki or any other adornments may not be worn

Appendix VI

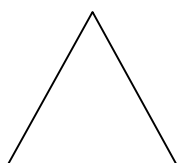
Scoring Symbols

The following are internationally recognised symbols, which should be used to record scores and sanctions in competitions

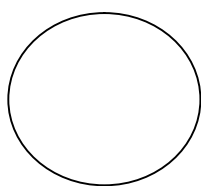
IPPON



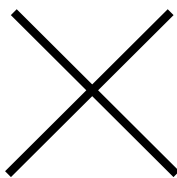
WAZA-ARI



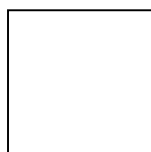
WIN



LOSE



DRAW



HC = Hansoku Chui H = Hansoku Make

MC = Mubobi Chui J = Jogai

JC = Jogai Chui

Appendix VII:

Age Categories

Age categories for the competition should be:

For individual events – KATA and KUMITE

YOUTH = 7 years of age up to and including 11 years

CADET II = 12 years of age up to and including 13 years.

CADET I = 14 years of age up to and including 15 years.

JUNIOR I = 16 years of age up to and including 18 years.

SENIOR = 19 years of age up and over.

VETERANS = 40 years of age and over

For team events – KATA and KUMITE

YOUTH = 7 years of age up to and including 11 years

CADET = 12 years of age up to and including 15 years.

SENIOR = 16 years and over

Note:

The Executive of the WJKA reserves the right to amend these rules to include further categories at their discretion, such as VETEREAN categories.

Also, in order to cater for the different Laws, regulations, etc. that may exist in the various countries.

The APPENDIX VII to the rules does not intend to replace or impose these rules on individual member countries belonging to the WJKA organizing and running a competition.

Some of important rules for competition

1. The kumite competition is run on traditional JKA rules
2. Four corner judges, one main centre referee.
3. Kata will be judged by the point system, depending on the number of rounds. The chief referee will pick from the heian kata for the first two rounds. After this, it will be kata of choice. Different kata in final.
4. All referees are requested to wear the correct attire, white shirt, tie, blazer and grey trousers.
5. All countries sending a squad of competitors must have a team manager. He will be totally responsible for the behaviour, etiquette and attitude while they compete.
6. The squad manager is the only person allowed at the fighting area (one meter behind area line) when his team or individual are competing.
7. The squad manager is the only person who can lodge a complaint to the arbitrator or chief referee.
8. Any bad behaviour or interference from spectators or country officials, while their squad is competing, can result in the disqualification of the whole squad.
9. Any judge or referee who leaves his position while working will result in his dismissal.
10. A team manager will not be allowed to judge or referee.
11. All countries are requested to give the names of their team managers, judges, referee or VIP's on return of entry forms and confirmed on the day.
12. Any individual officiating, refereeing or competing seen to be talking Alcohol or Drugs will be dismissed from the competition and will not have any future invitations. Anybody stopped by the Dutch Authorities would be arrested and prosecuted.
13. All spectators are asked to remain in their seats and keep the competition areas clear.
14. The heads of the karate Associations of their country are totally responsible for their whole parties behaviour.