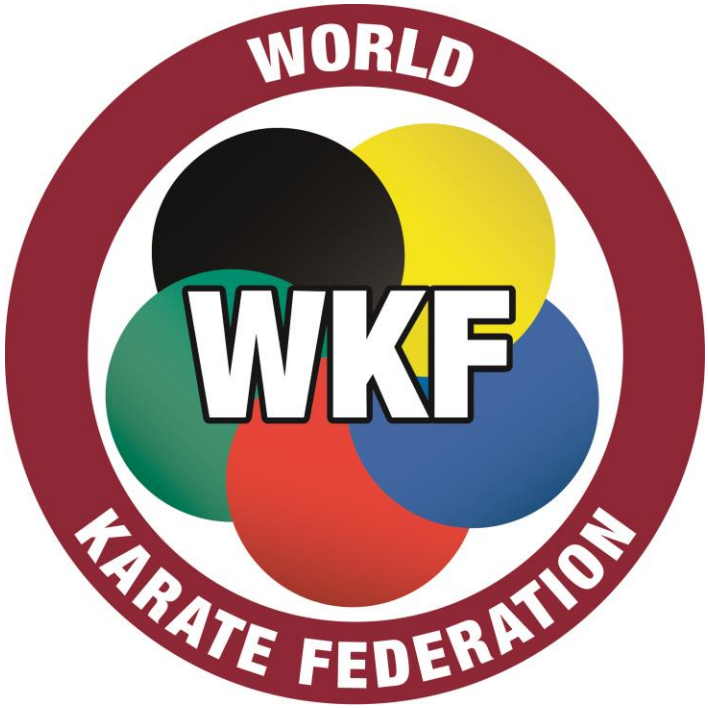

World Karate Federation

KARATE COMPETITION RULES

EFFECTIVE FROM 1.1.2020

CONTENTS

ARTICLE 1: KUMITE COMPETITION AREA - 5 -

ARTICLE 2: OFFICIAL DRESS - 6 -

ARTICLE 3: ORGANISATION OF KUMITE COMPETITIONS - 8 -

ARTICLE 4: THE REFEREE PANEL - 10 -

ARTICLE 5: DURATION OF BOUT - 11 -

ARTICLE 6: SCORING - 11 -

ARTICLE 7: CRITERIA FOR DECISION - 14 -

ARTICLE 8: PROHIBITED BEHAVIOUR - 15 -

ARTICLE 9: WARNINGS & PENALTIES - 19 -

ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION - 21 -

ARTICLE 11: OFFICIAL PROTEST - 22 -

ARTICLE 12: POWERS AND DUTIES OF OFFICIALS - 24 -

ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES - 28 -

ARTICLE 1: KATA COMPETITION AREA - 31 -

ARTICLE 2: OFFICIAL DRESS - 31 -

ARTICLE 3: ORGANISATION OF KATA COMPETITION - 33 -

ARTICLE 4: THE JUDGING PANEL - 36 -

ARTICLE 5: CRITERIA FOR EVALUATION - 38 -

ARTICLE 6: OPERATION OF MATCHES - 42 -

ARTICLE 7: OFFICIAL PROTEST - 43 -

APPENDIX 1: THE TERMINOLOGY - 46 -

APPENDIX 2: GESTURES AND FLAG SIGNALS - 48 -

ANNOUNCEMENTS AND GESTURES OF THE REFEREE *- 48 -*

THE JUDGE´S FLAG SIGNALS *- 55 -*

APPENDIX 3: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES - 58 -

APPENDIX 4: SCOREKEEPERS MARKS - 61 -

APPENDIX 5: LAYOUT OF THE KUMITE COMPETITION AREA - 62 -

APPENDIX 6: LAYOUT OF THE KATA COMPETITION AREA - 63 -

APPENDIX 7: THE KARATEGI - 64 -

APPENDIX 8: WORLD CHAMPIONSHIPS: CONDITIONS & CATEGORIES - 65 -

APPENDIX 9: REFEREES AND JUDGES TROUSERS COLOUR GUIDE - 66 -

APPENDIX 10: KARATE COMPETITION FOR THOSE UNDER 14 YEARS OF AGE - 67 -

APPENDIX 11: VIDEO REVIEW - 69 -

APPENDIX 12: OFFICIAL PROTEST FORM - 74 -

APPENDIX 13: WEIGH-IN PROCEDURES - 76 -

APPENDIX 14: ROUND-ROBIN COMPETITION (KUMITE) - 78 -

APPENDIX 15: ORGANISATION OF OLYMPIC KATA COMPETITION - 81 -

APPENDIX 16: PREMIER LEAGUE KATA COMPETITION **- 91 -**

KUMITE RULES

ARTICLE 1: KUMITE COMPETITION AREA

1. The competition area will be a WKF Approved matted square, with sides of eight metres (measured from the outside) with an additional one metre on all sides as a safety area. There will be a clear safety area of two metres on each side. Where an elevated competition area is used, the safety area should be of an additional one (1) metre on each side.

2. Two mats are inverted with the red side turned up in one metre distance from the mat centre to form a boundary between the Competitors. When starting or resuming combat the Competitors will be standing front and centre on the mat facing each other.

3. The Referee will be standing centred between the two mats facing the Competitors at a distance of two metres from the safety area.

4. Each Judge will be seated at the corners on the mat in the safety area. The Referee may move around the entire tatami, including the safety area where the Judges are seated. Each Judge will be equipped with a red and a blue flag.

5. The Match Supervisor will be seated just outside the safety area, behind, and to the left or right of the Referee. He/she will be equipped with a red flag or sign, and a whistle.

6. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.

7. Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table. Where the tatami area is elevated, the Coaches will be placed outside the elevated area.

8. The one metre border must be in a different colour from the rest of the matted area.

   NOTE: See also APPENDIX 5: LAYOUT OF THE KUMITE COMPETITION AREA

EXPLANATION:

I. *There must be no advertisement hoardings, walls, pillars etc. within one metre of the safety area's outer perimeter.*

II. *The mats used should be non-slip where they contact the floor proper but have a low co-efficient of friction on the upper surface. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard. The mats must be WKF Approved.*

ARTICLE 2: OFFICIAL DRESS

1. Competitors and their Coaches must wear the official attire as herein defined.

2. The Referee Commission may disbar any official or Competitor who does not comply with this regulation.

REFEREES

1. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments, briefings, and courses.

2. The official uniform will be as follows:
   A single-breasted navy-blue blazer (colour code 19-4023 **TPX**).
   A white shirt with short sleeves.
   An official tie, worn without tiepin.
   A black whistle.
   A discreet white cord for the whistle.
   Plain light-grey trousers without turn-ups. (Appendix 9).
   Plain dark blue or black socks and black slip-on shoes for use on the match area.
   Religiously mandated headwear that is WKF approved.
   Referees and Judges may wear a plain wedding band.
   Female Referees and Judges may wear a hairclip and discreet earrings.

3. For Olympic Games, Youth Olympic Games, Continental Games and other multisport events where a cross-sport uniform is provided for Referees at the cost of the LOC with the feel & look of the specific event, the official uniform for Referees might be substituted by that common uniform, provided that it is requested in writing to the WKF by the event organiser and formally approved by the WKF.

COMPETITORS

1. Competitors must wear a white karategi without stripes, piping or personal embroidery other than specifically allowed by the WKF EC. The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm (see Appendix 7). Only the original manufacturer's labels may be displayed on the gi. In addition, identification issued by the Organising Committee will be worn on the back. One Competitor must wear a red belt and the other a blue belt. The red and blue belts must be around five centimetres wide and of a length sufficient to allow fifteen centimetres free on each side of the knot but not longer than three-quarters thigh length. The belts are to be of plain red and blue colour, without any personal embroideries or advertising or markings other than the customary label from the manufacturer.

2. Notwithstanding paragraph 1 above, the Executive Committee may authorise the display of special labels or trademarks of approved sponsors.

3. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. Female Competitors may wear a plain white T-shirt beneath the Karate jacket. Jacket ties must be tied. Jackets without ties may not be used.

4. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up. The jacket ties holding the jacket in place must be tied at the beginning of the bout. If they are torn off during the match, the Competitor is not required to change the jacket.

5. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.

6. Competitors must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed. Should the Referee consider any Competitor's hair too long and/or unclean, he/she may disbar the Competitor from the bout. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet rubber bands on a single ponytail is permitted.

7. Competitors may use WKF Approved religiously mandated head-wear: A black plain fabric head scarf covering the hair, but not the throat area.

8. Competitors must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Tournament Doctor. The Competitor accepts full responsibility for any injury.

9. The following protective equipment is compulsory:
   9.1. WKF approved mitts, one Competitor wearing red and the other wearing blue.
   9.2. Gum shield.
   9.3. WKF approved body protection (for all Competitors) plus chest protector for female Competitors.
   9.4. WKF approved shin pads, one Competitor wearing red and the other wearing blue.
   9.5. WKF approved foot protection, one Competitor wearing red and the other wearing blue.

   Groin Guards are not mandatory but if worn must be WKF approved.

10. Glasses are forbidden. Soft contact lenses can be worn at the Competitor's own risk.

11. The wearing of unauthorised apparel, clothing or equipment is forbidden.

12. All protective equipment must be WKF homologated.

13. It is the duty of the Match Supervisor to ensure before each match or bout that the Competitors are wearing the approved equipment. (In the case of Continental Federation, International, or National Federation Championships it should be noted that WKF approved equipment, must be accepted and cannot be refused).

14. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Tournament Doctor.

COACHES

1. Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification with the exception of bouts for medals of official WKF events, where male Coaches are required to wear a dark suit, shirt and tie, while female Coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours. Coaches may wear WKF Approved religiously mandated headwear for Referees and Judges.

EXPLANATION:

I. The Competitor must wear a single belt. This will be red for AKA and blue for AO. Belts of grade should not be worn during the bout.

II. Gum shields must fit properly.

III. If a Competitor comes into the area inappropriately dressed, he/she will not be immediately disqualified; but will instead be given one minute to remedy matters.

IV. If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.

ARTICLE 3: ORGANISATION OF KUMITE COMPETITIONS

1. A Karate tournament may comprise Kumite competition and/or Kata competition. The Kumite competition may be further divided into the team match and the individual bout. The individual bout may be further divided into age and weight divisions. Weight divisions are divided ultimately into bouts. The term “bout” also describes the individual Kumite competitions between opposing pairs of team members.

2. For WKF World and Continental Championships, the four medal winners (gold, silver and two bronze) of the previous event are seeded. For Karate 1- Premier League, the eight top ranked Competitors in the WKF World Ranking as per the day before the competition are seeded. The right to seeding does not downflow to lower places in the absence of Competitors eligible for seeding.

3. The elimination system with repechage will be applied unless otherwise is specifically determined for a competition. Where a round-robin system is used, it is to follow the structure described in APPENDIX 14: ROUND-ROBIN COMPETITION (KUMITE).

4. Weigh-in procedures are found in APPENDIX 13: WEIGH-IN PROCEDURES.

5. In individual competition no Competitor may be replaced by another after the drawing has taken place.

6. Individual Competitors or teams that do not present themselves when called will be disqualified (KIKEN) from that category. In team matches the score for the bout not taking place will then be set to 8-0 in favour of the other team. Disqualification by KIKEN means that the Competitors are disqualified from that category, although it does not affect participation in another category.

7. Male teams comprise seven members with five competing in a round. Female teams comprise four members with three competing in a round.

8. The Competitors are all members of the team. There are no fixed reserves.

9. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team of seven, or four members, and their fighting order can be changed for each round provided the new fighting order is notified before the round, but once notified; it cannot then be changed until that round is completed. The team will be disqualified (SHIKKAKU) if any of its members or its Coach changes the team's composition or fighting order without written notification prior to the round. In team matches where an individual loses on account of receiving Hansoku or Shikkaku, any score for the disqualified Competitor will be set to nil, and a score of 8-0 will be recorded for that bout in favour of the other team.

EXPLANATION:

I. *A "round" is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty percent of Competitors within it, counting byes as Competitors. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix, or "round robin" competition, a round allows all Competitors in a pool one bout against each of the other Competitors.*

II. *Note that "a bout" refers to an individual bout between two Competitors, while "a match" is the total of all bouts between the members of two teams.*

III. *The use of only Competitors' names causes problems of pronunciation and identification. WKF ID numbers should be allotted and used.*

IV. *When lining up before a match, a team will present the actual fighters for that round. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.*

V. *In order to compete male teams must present at least three Competitors and female teams must present at least two Competitors. A team with less than the required number of Competitors will forfeit the match (Kiken).*

VI. *When announcing disqualification by KIKEN the Referee will signal by pointing his finger towards the side of the missing Competitor or team, announcing "Aka/Ao Kiken", and then "Aka/Ao no Kachi" giving the signal for Kachi (win) for the opponent.*

VII. *The fighting order form can be presented by the Coach or a nominated Competitor from the team. If the Coach hands in the form, he/she must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the country or club the belt colour allotted to the team for that match and the fighting order of the team members. Both the Competitors' names and their tournament numbers must be included, and the form signed by the Coach, or a nominated person.*

VIII. *Coaches must present their accreditation together with that of their Competitor or team to the official table. The Coach must sit in the chair provided and must not interfere with the smooth running of the* bout *by word or deed.*

IX. If, through an error in charting, the wrong Competitors compete, then regardless of the outcome, that bout/match is declared null and void. To reduce such errors the winner of each bout/match must confirm victory with the control table before leaving the area.

ARTICLE 4: THE REFEREE PANEL

1. The Refereeing Panel for each bout shall consist of one Referee (SHUSHIN), four Judges (FUKUSHIN), and one Match Supervisor (KANSA).

2. The Referee, Judges and Match Supervisor (KANSA) of a Kumite bout must not have the nationality or be from the same National Federation of either of the participants.

3. Referees and Judges Deployment and panel allocation:

- For the eliminatory rounds the RC Secretary will facilitate to the software system technician handling the electronic drawing system a list containing the Referees and Judges available per Tatami. This list is done by the RC Secretary once the Competitors draw is finished and at the end of the Referees Briefing. This list must only contain Referees present at the Briefing and must comply with the above-mentioned criteria. Then for the Referees draw, the technician will enter the list in the system and 4 Judges, 1 Referee and 1 Match Supervisor (KANSA) out of each Tatami deployment will be randomly allocated as Referee Panel for each bout.

- For medal bouts the Tatami Managers will provide the RC Chairman and Secretary with a list containing 8 officials from their own Tatami after the last bout of the eliminatory rounds is finished. Once the list is approved by the RC Chairman it will be given to the software technician for to be entered in the system. The system will then randomly allocate the Referee panel, which will only contain 5 out of the 8 officials from each tatami.

4. In addition, for facilitating the operation of bouts/matches, 2 Tatami Managers, 1 Tatami Manager Assistant, 1 Score Supervisor and 1 Score Keeper shall be appointed. An exception is Olympic events where there will be only 1 Tatami Manager.

EXPLANATION:

I. At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and 2, and on the right stands Judges numbers 3 and 4.

II. After the formal exchange of bows by Competitors and the Referee panel, the Referee takes a step back, the Judges and the Referee turn inwards, and all bow together. All then take up their positions.

III. When changing the Judges, the departing Officials, except the Match Supervisor, take up position as at the start of the bout or match, bow to each other, and then leave the area together.

IV. When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.

V. In team matches, provided that the entire panel holds the required qualification, the positions of Referee and Judges may be rotated between each bout.

ARTICLE 5: DURATION OF BOUT

1. Duration of the Kumite bout is defined as 3 minutes for Senior Male and Female Kumite (both teams and individuals). Under 21 years is 3 minutes for both the Male and the Female categories. Cadet and Junior bouts will be 2 minutes for both genders.

2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "YAME".

3. The timekeeper shall give signals by a clearly audible bell, or buzzer, indicating "15 seconds to go" and "time up". The "time up" signal marks the end of the bout.

4. Competitors are entitled to a rest period between bouts, equal to the standard duration time of the bout. The exception is in the case of change of equipment colour, where this time is extended to five minutes.

ARTICLE 6: SCORING

1. Scores are as follows:

a) **IPPON** Three points
b) **WAZA-ARI** Two points
c) **YUKO** One point

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

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

3. **IPPON** is awarded for:

a) Jodan kicks.
b) Any scoring technique delivered on a thrown or fallen opponent.

4. **WAZA-ARI** is awarded for:

a) Chudan kicks.

5. **YUKO** is awarded for:

a) Chudan or Jodan Tsuki.
b) Jodan or Chudan Uchi.

6. Attacks are limited to the following areas:

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

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

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

EXPLANATION:

In order to score, a technique must be applied to a scoring area as defined in paragraph 6 above. The technique must be appropriately controlled with regard to the area being attacked and must satisfy all six scoring criteria in paragraph 2 above.

VOCABULARY	TECHNICAL CRITERIA
Ippon (3 points) is awarded for:	1. Jodan kicks. Jodan being defined as the face, head and neck. 2. Any scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.
Waza-Ari (2 points) is awarded for:	Chudan kicks. Chudan being defined as the abdomen, chest, back and side.
Yuko (1 point) is awarded for:	1. Any punch (Tsuki) delivered to any of the seven scoring areas. 2. Any strike (Uchi) delivered to any of the seven scoring areas.

I. For reasons of safety, throws where the opponent is grabbed below the waist, thrown without being held onto, or thrown dangerously, or where the pivot point is above hip level, are prohibited and will incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as de ashi-barai, ko uchi

gari, kani waza etc. After a throw has been executed the Competitor must immediately attempt a scoring technique for a score to be valid.

II. *When a Competitor is thrown according to the rules, slips, falls, or for other reason have the torso of the body touching the mat and is then scored upon by the opponent the score will be IPPON.*

III. *A technique with "**Good Form**" is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.*

IV. ***Sporting Attitude** is a component of good form and refers to a non-malicious attitude of great concentration, obvious during delivery of the scoring technique.*

V. ***Vigorous Application** defines the power and speed of the technique and the palpable will for it to succeed.*

VI. ***Zanshin** is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the Competitor maintains awareness of the opponent's potentiality to counter-attack. I.e.: He/she does not turn his/her face away during delivery of the technique, and remains facing the opponent afterwards.*

VII. ***Good Timing** means delivering a technique when it will have the greatest potential effect.*

VIII. ***Correct Distance** similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus, if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.*

IX. ***Distancing** also relates to the point at which the completed technique comes to rest on or near the target. A punch or kick that comes somewhere between skin touch and 5 centimetres from the face, head, or neck may be said to have the correct distance. However, Jodan techniques, which come within 5 centimetres distance of the target and which the opponent makes no attempt to block or avoid will be scored, provided the technique meets the other criteria. In Cadet and Junior competition no contact to the head, face, or neck, is allowed other than a very light touch (previously known as a "skin touch") for Jodan kicks and the scoring distance is increased up to 10 centimetres.*

X. *A worthless technique is a worthless technique - regardless of where and how it is delivered. A technique, which is badly deficient in good form, or lacking power, will score nothing.*

XI. *Techniques, which land below the belt, may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact to the throat is permitted, although a score may be awarded for a properly controlled technique, which does not touch.*

XII. *A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.*

XIII. *The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the Competitors leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Disciplinary and Legal Commission.*

XIV. If two Competitors hit each other at the exact same time, the scoring criterion of "good timing" has by definition not been met, and the correct judgement is to not award a point. Both Competitors may however receive points for their respective scores if they each have two flags in their favour, and the scores both happen before "Yame" – and the time signal.

XV. If a Competitor scores with more than one consecutive technique before the bout has been stopped, the Competitor will be awarded the successful scoring technique of the higher point value, regardless of in which sequence the techniques scored. Example: If a kick followed a successful punch, the points for the kick would be awarded regardless if the punch scored first - as the kick has a higher point value.

ARTICLE 7: CRITERIA FOR DECISION

1. The result of a bout is determined by a Competitor obtaining a clear lead of eight points, or at time-up, having the highest number of points, first unopposed point advantage (SENSHU), obtaining a decision (HANTEI), or by a HANSOKU, SHIKKAKU, or KIKEN, imposed against a Competitor.

2. Individual bouts can normally not be declared a tie. Only in team competition, or in round robin competition, when a bout ends with equal scores, or no scores, and neither Competitor has obtained SENSHU, will the Referee announce a tie (HIKIWAKE).

3. In any bout, if after full time the scores are equal, but one Competitor has obtained 'first unopposed score advantage' (SENSHU), that Competitor will be declared the winner. In any individual bout, where no score has been obtained by either Competitor, or the score is equal without any Competitor has obtained 'first unopposed score' advantage', the decision will be made by a final vote of the four Judges and the Referee, each casting their vote. A decision in favour of one or the other Competitor is obligatory and is taken on the basis of the following criteria:

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

4. Should a Competitor that has been awarded SENSHU receive a Category 2 warning for avoiding combat for the following incidents: Jogai, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout – the Competitor will automatically forfeit this advantage. The Referee will then first show the type of infraction the Competitor did to solicit the support of the Judges. Once the Referee is supported by minimum two flags, he/she will show the sign for the applicable Category 2 warning followed by the sign for SENSHU, and finally the sign for annulment (TORIMASEN) At the same time announcing AKA/AO SENSHU TORIMASEN.

   If SENSHU is withdrawn when it is less than 15 seconds left of the bout, <u>*no*</u> further SENSHU can be awarded to either Competitor.

In cases where SENSHU has been awarded, but a successful video protest determines that also the other opponent scored, and that a score in fact is not unopposed, the same procedure is used for nullification of SENSHU.

The winning team is the one with the most bout victories including those won by SENSHU. Should the two teams have the same number of bout victories, then the winning team will be the one with the most points, taking both winning and losing bouts into account. The bout stops the moment the point difference becomes eight or more.

5. If the two teams have the same number of bout victories and points, then a deciding bout will be held. Each team may nominate any one Competitor of their team for purpose of fighting the extra bout, regardless if that person already has fought in a previous bout between the two teams. If the extra bout does not produce a winner based on superiority on points, nor any of the Competitors receive SENSHU, the extra bout will be decided based on HANTEI according to the same procedure as for individual bouts. The result of the HANTEI for the extra bout will then also determine the result of the team match.

6. In team matches when a team has won sufficient bout victories or scored sufficient points as to be the established winner, then the match is declared over, and no further bouts will take place.

7. In instances where both AKA and AO are disqualified in the same bout by Hansoku, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by HANTEI, unless one of the Competitors has SENSHU.

EXPLANATION:

I. *When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the Referee will move to the bout area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time indicate his vote by hand signal. The Referee will then give a short blast on his whistle, return to his original position and announce the decision and will then indicate the winner in the normal way.*

II. *By 'first unopposed score advantage' (SENSHU) is understood that one Competitor has achieved the first instance of scoring on the opponent without having the opponent also score before the signal. In instances where both Competitors score before the signal, no 'first unopposed score advantage' is awarded and both Competitors retain the possibility of SENSHU later in the bout.*

ARTICLE 8: PROHIBITED BEHAVIOUR

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

CATEGORY 1

1. *Techniques* which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open hand techniques.
4. Dangerous or forbidden throwing techniques.

CATEGORY 2

1. Feigning, or exaggerating injury.
2. Exit from the competition area (JOGAI) not caused by the opponent.
3. Self-endangerment by indulging in behaviour, which exposes the Competitor to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Passivity – not attempting to engage in combat. (Cannot be given after there is less than 15 seconds left of the bout.)
6. Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
8. Grabbing the opponent's arm or karategi with one hand without immediately attempting a scoring technique or takedown.
9. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
10. Simulated attacks with the head, knees, or elbows.
11. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other breaches of etiquette.

EXPLANATION:

I. *Karate competition is a sport, and for that reason some of the most dangerous techniques are banned and all techniques must be controlled. Trained adult Competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin and joints are particularly susceptible to injury. Therefore, any technique, which results in injury, may be penalised unless caused by the recipient. The Competitors must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed. Particular care must be exercised in Cadet and Junior competition.*

II. ***FACE CONTACT — SENIORS:*** *For Senior Competitors, non-injurious, light, controlled "touch" contact to the face, head, and neck is allowed (but not to the throat). Where contact is deemed by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUKOKU) may be given. A second contact under the same circumstances will result in KEIKOKU. A further offence will result in HANSOKU CHUI. Any further contact, although not significant enough to influence the opponent's chances of winning, will still result in HANSOKU.*

III. ***FACE CONTACT — CADETS AND JUNIORS:*** *for Cadet and Junior Competitors no contact to the head, face, or neck, is allowed with hand techniques. Any contact, no matter how light, will be warned or penalised, as in paragraph II above, unless caused by the recipient (MUBOBI). Jodan kicks may make the lightest touch ("skin touch") and still score. Any more than a skin touch will*

require a warning or penalty unless caused by the recipient (MUBOBI). For Competitors under 14 years of age; see also APPENDIX 10 for further restrictions.

IV. The Referee must continue to observe the injured Competitor until the bout is resumed. A short delay in giving a Judgement allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the Competitor to aggravate slight injury for tactical advantage. Examples of this are blowing violently through an injured nose or rubbing the face roughly.

V. Pre-existing injury can produce symptoms out of all proportion to the degree of contact used and Referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact could result in a Competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout. Before the start of a match or bout, the Tatami Manager must examine the medical cards and ensure that the Competitors are fit to fight. The Referee must be informed if a Competitor has been treated for injury.

VI. Competitors who over-react to light contact, in an effort to have the Referee penalise their opponent, such as holding the face and staggering about, or falling unnecessarily, will be immediately penalised themselves.

VII. The correct penalty for ***feigning an injury*** *when the Referee Panel have determined that the technique in fact was a score is minimum HANSOKU CHUI and in more severe cases HANSOKU or SHIKKAKU. Feigning an injury, which does not exist, is a serious infraction of the rules. SHIKKAKU will be imposed on the Competitor feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor.*

VIII. ***Exaggerating the effect of an actual injury*** *is less serious but still regarded as unacceptable behaviour and therefore the first instance of exaggeration will receive a minimum warning of HANSOKU CHUI. More serious exaggeration such as staggering around, falling on the floor, standing up and falling down again and so on may receive HANSOKU directly depending on the severity of the offence.*

IX. Competitors, who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the WKF Medical Commission, who will carry out an immediate examination of the Competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Referee Commission whom in turn will submit their report to the EC in the event that they deem further sanction is warranted. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.

X. The throat is a particularly vulnerable area and even the slightest contact will be warned or penalised, unless it is the recipient's own fault.

XI. Throwing techniques are divided into two types. The established "conventional" karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off-balance or thrown without being grabbed first — and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. The only instance where a throw may be performed while holding onto the opponent with both hands is when trapping the opponent's kicking leg. The pivotal point of the throw must not be above the thrower's hip level and the

opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as seoi nage, kata guruma etc., are expressly forbidden, as are so-called "sacrifice" throws such as tomoe nage, sumi gaeshi etc. It is also forbidden to grab the opponent below the waist and lift and throw them or to reach down to pull the legs from under them. If a Competitor is injured as a result of a throwing technique, the Judges will decide whether a warning or penalty is called for.

The Competitor may seize the opponent's arm or karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques. Holding on with one hand when immediately executing a scoring technique or takedown or to break a fall. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for the purpose of executing a takedown.

XII. Open hand techniques to the face are forbidden due to the danger to the Competitor's sight.

XIII. JOGAI relates to a situation where a Competitor's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the Competitor is physically pushed or thrown from the area by the opponent. Note that a warning must be extended for the first instance of JOGAI. The definition for JOGAI is no longer "repeated exits", but merely "exit not caused by the opponent". If however, there is less than fifteen seconds to go, the Referee will, as a minimum, directly impose HANSOKU CHUI on the offender.

XIV. A Competitor who delivers a scoring technique and then exits the area before the Referee calls "YAME" will be given the value of the score and JOGAI will not be imposed. If the Competitor's attempt to score is unsuccessful the exit will be recorded as a JOGAI.

XV. If AO exits just after AKA scores with a successful attack, then "YAME" will occur immediately on the score and AO's exit will not be recorded. If AO exits, or has exited as AKA's score is made (with AKA remaining within the area), then both AKA's score will be awarded and AO's JOGAI penalty will be imposed.

XVI. It is important to understand that "Avoiding Combat" refers to a situation where a Competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behaviour. The Competitor who constantly retreats without effective counter, who holds, clinches, or exits the area rather than allow the opponent an opportunity to score must be warned or penalised. This often occurs during the closing seconds of a bout. If the offence occurs with fifteen seconds or more of the bout time remaining, and the Competitor has no previous Category 2 warning, the Referee will warn the offender by imposing CHUKOKU. If there has been a previous Category 2 offence or offences, this will result in KEIKOKU being imposed. If however, there is less than fifteen seconds to go, the Referee will directly impose HANSOKU CHUI on the offender (whether there has been a previous Category 2 KEIKOKU or not). If there has been a previous Category 2 HANSOKU CHUI the Referee will penalise the offender with HANSOKU and award the bout to the opponent. However, the Referee must ensure that the Competitor's behaviour is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalised.

XVII. Passivity refers to situations where both of the Competitors do not attempt to exchange techniques over an extended period of time.

XVIII. An example of MUBOBI is the instance in which the Competitor launches a committed attack without regard for personal safety. Some Competitors throw themselves into a long reverse-punch, and are unable to block a counter. Such open attacks constitute an act of MUBOBI and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the Referee's attention to their technique. This is also a clear act of MUBOBI. Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and decline to give a penalty to the opponent.

XIX. Any discourteous behaviour from a member of an official delegation can earn the disqualification of a Competitor, the entire team, or delegation from the tournament.

ARTICLE 9: WARNINGS & PENALTIES

CHUKOKU: CHUKOKU is imposed for the first instance of a minor infraction for the applicable category.

KEIKOKU: KEIKOKU is imposed for the second instance of a minor infraction for that category, or for infractions not sufficiently serious to merit HANSOKU-CHUI.

HANSOKU-CHUI: This is a warning of disqualification usually imposed for infractions for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.

HANSOKU: This is the penalty of disqualification following a very serious infraction or when a HANSOKU CHUI has already been given. In team matches the fouled Competitor's score will be set at eight points and the offender's score will be zeroed.

SHIKKAKU: This is a disqualification from the entire tournament including any subsequent category the offender may have been registered for. SHIKKAKU may be invoked when a Competitor fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honour of Karate, or when other actions are considered to violate the rules and spirit of the tournament. In team matches the fouled Competitor's score will be set at eight points and the offender's score will be zeroed.

<u>To facilitate the flow of the bout Referees may, provided that there is more than 15 seconds left of the bout, informally urge the Contestants to commence activity by gesturing (same as is customary for making the Contestants stepping on to the mat or stepping forward on the mat) combined with the order "TSUZUKETE" and break-up of clinches (using the same gesture as is customary for making the Competitors step back on the mat) combined with given the order "WAKARETE", both without stopping the time.</u>

These measures are not meant to replace warnings for obvious infringements or if the contestants do not immediately respond to the orders.

EXPLANATION:

I. There are three degrees of warning; CHUKOKU, KEIKOKU and HANSOKU CHUI. A warning is a correction given to the Competitor making it clear that the Competitor is in violation of the competition rules, but without imposing an immediate penalty.

II. There are two degrees of penalties: HANSOKU and SHIKKAKU, both causing the Competitor violating the rules to be disqualified from i) the bout (HANSOKU) - or ii) from the bout and the entire tournament (SHIKKAKU). In the case of SHIKKAKU further sanctions may still be imposed by the Legal and Disciplinary Commission based on the outcome of complaints.

III. Category 1 and Category 2 warnings do not cross-accumulate.

IV. A warning can be directly imposed for a rules-infraction, but once given; repeats of that category of infraction must be accompanied by an increase in severity of warning or disqualification as may be appropriate. It is not, for example, possible to give a warning for excessive contact, then give another warning of the same degree for a second instance of excessive contact.

V. CHUKOKU is normally imposed for the first instance of an offence that has not reduced a Competitor's chances of winning by the opponent's foul.

VI. KEIKOKU is normally imposed where the Competitor's potential for winning is slightly diminished (in the opinion of the Judges) by the opponent's foul.

VII. A HANSOKU CHUI may be imposed directly or following a KEIKOKU - and is used where the Competitor's potential for winning has been seriously reduced (in the opinion of the Judges) by the opponent's foul.

VIII. A HANSOKU is imposed for cumulative warnings but can also be imposed directly for serious rules infractions. It is used when the Competitor's potential for winning has been reduced virtually to zero (in the opinion of the Judges) by the opponent's foul.

IX. Any Competitor who receives HANSOKU for causing injury, and who has in the opinion of the Judges and Tatami Manager, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for WKF competition, will be reported to the Referee Commission. The Referee Commission will decide if that Competitor shall be suspended from the rest of that competition and/or subsequent competitions.

X. A SHIKKAKU can be directly imposed, without warnings of any kind. If the Referee believes that a Competitor has acted maliciously, regardless of whether or not actual physical injury has been caused, SHIKKAKU and not HANSOKU, is the correct penalty.

XI. When the Referee considers that a Coach is interfering with the bout in progress, he/she will stop the bout (YAME), approach the Coach and show the signal for discourteous behaviour. After that the Referee will re-start the bout (TSUZUKETE HAJIME). If the Coach continues to interfere, the Referee will stop the bout, approach the Coach again and ask him/her to leave the tatami. The

Referee will not re-start the bout until the Coach has left the Tatami area. This is not considered as a SHIKKAKU situation and the expulsion of the Coach is only for that particular bout or match.

XII. A public announcement of SHIKKAKU must be made.

ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION

1. KIKEN or forfeiture is the decision given, when a Competitor or Competitors fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions. Forfeiture by KIKEN means that the Competitors are disqualified from that category, although it does not affect participation in another category.

2. If two Competitors injure each other or are suffering from the effects of previously incurred injuryand are declared by the Tournament Doctor to be unable to continue, the bout is awarded to the Competitor who has amassed the most points. In Individual Bouts if the points score is equal, then a vote (HANTEI) will decide the outcome of the bout, unless one of the Competitors has SENSHU. In Team Matches the Referee will announce a tie (HIKIWAKE), unless one of the Competitors has SENSHU. Should the situation occur in an extra bout for deciding a Team Match, then a vote (HANTEI) will determine the outcome, unless one of the Competitors has SENSHU.

3. An injured Competitor who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.

4. An injured Competitor who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the tournament doctor.

5. When a Competitor is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorised to diagnose and treat injury only.

6. A Competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the Competitor shall be declared unfit to fight (Article 13, Paragraph 8d), or whether an extension of treatment time shall be given.

7. Any Competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a Competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will call the doctor, and at the same time start a verbal count to ten in the English language indicating his count showing a finger for each second. In all cases where the 10 second count has been started the doctor will be asked to examine the Competitor before the bout can resume. For incidents falling under this 10 second rule, the Competitor may be examined on the mat.

EXPLANATION:

I. When the doctor declares the Competitor unfit, the appropriate entry must be made on the Competitor's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels.

II. A Competitor may win through disqualification of the opponent for accumulated minor Category 1 infractions. Perhaps the winner has sustained no significant injury.

III. The Referee should call the doctor when a Competitor is injured and needs medical treatment by raising his hand and verbally call out "doctor".

IV. If physically able to do so, the injured Competitor should be directed off the mat for examination and treatment by the doctor.

V. The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured Competitor.

VI. The Judges will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.

VII. In team matches, should a team member receive KIKEN, or be disqualified (HANSOKU or SHIKKAKU), their score for that bout, if any, will be zeroed and the opponent's score will be set at eight points.

ARTICLE 11: OFFICIAL PROTEST

1. No one may protest about a Judgement to the members of the Refereeing Panel.

2. If a Refereeing procedure appears to contravene the rules, the Competitor's Coach or its official representative are the only ones allowed to make a protest.

3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction. The Tatami Manager should be notified immediately the administrative malfunction is detected).

4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for.

5. Any protest concerning application of the rules must be announced by the Coach no later than one minute after the end of the bout. The Coach will request the official protest form from the Tatami Manager and will have four minutes to have it completed, signed and submitted to Tatami Manager with the corresponding fee. The Tatami Manager will immediately hand the completed protest form to a representative of the Appeals Jury that will have five minutes to render a decision.

6. The complainant must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with a representative of the Appeals Jury.

7. **Composition of the Appeals Jury**
   The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission (RC). No two members may be appointed from the same National Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically

will replace any of the originally appointed Appeals Jury members in a conflict of interest situation where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the Refereeing panel involved in the protested incident.

8. **Appeals Evaluation Process**
It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.

Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest. Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

9. **Declined Protests**
If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word "DECLINED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Chief Referee.

10. **Accepted Protests**
If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:

- Reversing previous judgments that contravene the rules
- Voiding results of the affected bouts in the pool from the point previous to the incident
- Redoing such bouts that have been affected by the incident
- Issuing a recommendation to the RC that involved Referees are evaluated for sanction

The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome.

The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word "ACCEPTED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return the protest fee to the protestor, and in turn forward the protest document to the Chief Referee.

11. **Incident Report**
Subsequent to handling the incident in the above prescribed manner, the Jury Panel will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Secretary General.

12. **Power and Constraints**
The decision of the Appeals Jury is final and can only be overruled by a decision of the Executive Committee.

The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.

13. **Special provision for use of Video Review**

NOTE: This special provision to be interpreted as separate and independent of other provisions of this Article 11, and the pertaining explanation

In WKF Senior World Championships, Olympic Games, Youth Olympic Games, Continental Games, World Games and multisports games of this nature, the use of video review of bouts is required. Use of video review is also recommended for other competitions whenever possible. The procedure for video review is enclosed as APPENDIX 11.

EXPLANATION:

I. *The protest must give the names of the Competitors, the Judges officiating, and the* ***precise details of what is being protested****. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*

II. *The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.*

III. *If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The protest fee deposited will be refunded by the Treasury.*

IV. *If the protest is held by the Appeals Jury to be invalid, it will be rejected - and the deposit forfeited to WKF.*

V. *Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Match Supervisor, to ensure that the bout or match has been conducted in accordance with the Rules of Competition.*

VI. *In case of an administrative malfunction during a bout in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Referee.*

ARTICLE 12: POWERS AND DUTIES OF OFFICIALS

REFEREE COMMISSION

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

1. To ensure the correct preparation for each given tournament in consultation with the Organising Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, bout/match operation and supervision, safety precautions, etc.

2. To appoint and deploy the Tatami Managers (Chief Referees) and Tatami Manager Assistants to their respective areas and to act upon and take such action as may be required by the reports of the Tatami Managers.
3. To supervise and co-ordinate the overall performance of the Refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final Judgement on matters of a technical nature which may arise during a given bout or match and for which there are no stipulations in the rules.

TATAMI MANAGERS AND TATAMI MANAGER ASSISTANTS

The Tatami Managers powers and duties shall be as follows:

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1. To delegate, appoint, and supervise the Referees and Judges, for all bouts and matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the bout when the Match Supervisor signals a contravention of the Rules of Competition.
4. To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.
5. To appoint 2 Referees with WKF **Referee A** Qualification to act as Video Review Supervisors (VRS).

COACH SUPERVISORS

The duties of the Coach Supervisors are described in APPENDIX 11 – VIDEO REVIEW.

REFEREES

The Referee's powers shall be as follows:

1. The Referee (“SHUSHIN”) shall have the power to conduct bouts/matches including announcing the start, the suspension, and the end of the bout or match.
2. To award points based on the decision of the Judges.
3. To stop the bout when an injury, illness or inability of a Competitor to continue is noticed.
4. To stop the bout when it in the Referee’s opinion has been a foul committed, or to ensure the safety of the Competitors.
5. To stop the bout when two or more Judges have indicated a score or Jogai.
6. To indicate fouls observed (including Jogai), thus requesting the consent of the Judges.
7. To request confirmation of the Judges’ verdict in instances where there may, in the Referee’s opinion, be grounds for the Judges to re-evaluate their call for warning or penalty.
8. To call the Judges for conference (SHUGO) to recommend Shikkaku.
9. To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a Judgement.
10. To issue warnings and impose penalties based on the decision of the Judges.
11. To announce and start an extra bout when required in team matches.
12. To conduct voting of the Judges, including his own vote (HANTEI) and announce the result.
13. To resolve ties.
14. To announce the winner.

15. The authority of the Referee is not confined solely to the competition area but also to its entire immediate perimeter including controlling the conduct of Coaches, other Competitors, or any part of the Competitors' entourage, present on the competition floor.
16. The Referee shall give all commands and make all announcements.

JUDGES

The Judges (FUKUSHIN) powers shall be as follows:

1. To signal points scored and Jogai on their own initiative.
2. To signal their Judgement on warnings or penalties indicated by the Referee.
3. To exercise their right to vote on any decision to be taken.

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

a) When a score is observed.
b) When a Competitor has stepped out of the competition area (Jogai)
c) When requested by the Referee to pass Judgement on any other foul.

MATCH SUPERVISORS

The Match Supervisor (KANSA) will assist the Tatami Manager by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Match Supervisor will immediately raise the red flag and blow his/her whistle. The Tatami Manager will instruct the Referee to halt the match or bout and correct the irregularity.

Records kept of the match shall become official records subject to the approval of the Match Supervisor.

Before the start of each match or bout the Match Supervisor will ensure that Competitors' equipment and Karategi are in accordance with the WKF rules of competition. Even if the organiser has a check-up of equipment before line-up, it is still Kansa´s responsibility to ensure that the equipment is in accordance with the rules. The Match Supervisor will not rotate during Team matches.

Guideline

In the following situations Kansa will raise the red flag and blow his/her whistle:

- *The Referee forgets to indicate Senshu.*
- *The Referee forgets to remove the Senshu.*
- *The Referee gives a score to the wrong Competitor.*
- *The Referee gives warning/penalty to the wrong Competitor.*
- *The Referee gives a score to a Competitor and exaggeration Cat. 2 to the other.*
- *The Referee gives a score to a Competitor and Mubobi to the other.*
- *The Referee gives a score for a technique done after Yame or after the time is up.*
- *The Referee gives a score made by a Competitor when he/she is outside the Tatami.*
- *The Referee gives a warning or penalty for passivity during Ato Shibaraku.*
- *The Referee gives the wrong warning or penalty Cat.2 during Ato Shibaraku.*

- *The Referee doesn't stop the bout and there are two or more flags showing point or Jogai for the same Competitor.*
- *The Referee doesn't stop the bout when a Video Review is requested by a Coach.*
- *The Referee doesn't follow the majority of flags.*
- *The Referee doesn't call the doctor in a 10 seconds rule situation.*
- *The Referee does Hantei/Hikiwake but Senshu has been obtained.*
- *A Judge(s) is holding the flags in the wrong hand.*
- *The score board is not showing the right information.*
- *The technique requested by the Coach was done after Yame or after the time was up.*

In the following situations Kansa will not get involved with the Referee Panel's decision:

- *The Judges don't flag for a score.*
- *The Judges don't flag for Jogai.*
- *The Judges don't support the Referee when asking for a Cat.1 or Cat.2 warning or penalty.*
- *The degree of contact Cat. 1 that the panel decide.*
- *The degree of warning or penalty Cat. 2 that the panel decide.*
- *Kansa has no vote or authority in matters of judgments such as whether a score was valid or not.*
- *In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle, not Kansa.*

SCORE SUPERVISORS

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeeper and scorekeeper.

EXPLANATION:

I. *When two or more Judges indicate a score or Jogai for the same Competitor, the Referee will stop the bout and render the decision accordingly. Should the Referee fail to stop the bout the Match Supervisor will raise the red flag and blow his/her whistle. When the Referee decides to halt the bout for any other reason than a signal given by two, or more, of the Judges he/she will call "YAME" at the same time using the required hand signal. The Judges will then signal their opinions and the Referee will render the decisions for which there is agreement between two or more Judges.*

II. *In the event that both Competitors have a score, warning or penalty indicated by two or more Judges, both Competitors will be awarded their respective points, warnings or penalties.*

III. *If one Competitor has a score, warning or penalty indicated by more than one Judge and the score or penalty is different between the Judges, the lower score, warning or penalty, will be applied if there is not a majority for one level of score, warning or penalty.*

IV. *If there is majority, but dissent, among the Judges for one level of score, warning or penalty, the majority opinion will overrule the principle of applying the lowest score, warning or penalty.*

V. *At HANTEI the four Judges and the Referee each have one vote.*

VI. *The role of the Match Supervisor is to ensure that the match or bout is conducted in accordance with the Rules of Competition. he/she is not there as an additional Judge. he/she has no vote, nor has he/she any authority in matters of Judgement, such as whether a score was valid or if JOGAI occurred. His/her sole responsibility is in matters of procedure. The Match Supervisor will not rotate during Team matches.*

VII. *In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his/her whistle.*

VIII. *When explaining the basis for a Judgement after the bout or match, the Judges may speak to the Tatami Manager, the Referee Commission, or the Appeals Jury. They will explain themselves to no one else.*

IX. *A Referee may, based solely on his/her own Judgement, ban from the competition floor any Coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the bout, and postpone the continuation of a bout until the Coach complies. The same authority of the Referee extends to other members of the Competitor's entourage present on the competition floor.*

ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES

1. The terms and gestures to be used by the Referee and Judges in the operation of a bout/match shall be as specified in Appendices 1 and 2.

2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the Competitors whom are positioned at the front on their assigned mats nearest their opponent; the Referee will announce "SHOBU HAJIME!" and the bout will commence.

3. The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the Competitors to take up their original positions (MOTO NO ICHI).

4. When the Referee returns to his position, the Judges will indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the Competitor (AKA or AO), the area attacked, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "TSUZUKETE HAJIME".

5. When a Competitor has established a clear lead of eight points during a bout, the Referee shall call "YAME" and order the Competitors back to their starting points as he/she returns to his/her. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "AO (AKA) NO KACHI". The bout is ended at this point.

6. When time is up, the Competitor who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring "AO (AKA) NO KACHI". The bout is ended at this point.

7. In the event of a tied vote at the end of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the bout by HANTEI.

8. When faced with the following situations, the Referee will call "YAME!" and halt the bout temporarily.
   a. When either or both Competitors are out of the match area.
   b. When the Referee orders the Competitor to adjust the karategi or protective equipment.
   c. When a Competitor has contravened the rules.
   d. When the Referee considers that one or both of the Competitors cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.
   e. When a Competitor seizes the opponent and does not perform an immediate technique or throw.
   f. When one or both Competitors fall or are thrown and neither Competitor manages to immediately follow up with a scoring technique.
   g. When both Competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique.
   h. When both Competitors stand chest to chest without immediately attempting a throw or other technique.
   i. When both Competitors are off their feet following a fall or attempted throw and begin to wrestle.
   j. When a score or Jogai is indicated by two or more Judges for the same Competitor.
   k. When, in the opinion of the Referee, there has been a foul committed – or the situation calls for halting the bout for safety reasons.
   l. When requested to do so by the Tatami Manager.

<u>EXPLANATION:</u>

I. When beginning a bout, the Referee first calls the Competitors to their starting lines. If a Competitor enters the area prematurely, they must be motioned off. The Competitors must bow properly to each other — a quick nod is both discourteous and insufficient. The Referee can call for a bow where none is volunteered by motioning as shown in Appendix 2 of the rules.

II. When restarting the bout, the Referee should check that both Competitors are on their lines and properly composed. Competitors jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.

Competitors will bow to each other at the start and end of each bout.

KATA RULES

ARTICLE 1: KATA COMPETITION AREA

1. The competition area will be a WKF Approved matted square, with sides of minimum eight metres (measured from the outside) with an additional one metre on all sides as a safety area. There will be a clear safety area of two metres on each side. Where an elevated competition area is used, the safety area should be of an additional one (1) metre on each side.

2. The mats are to be of uniform colour with the exception that outer meter of the 8 x 8 metre mats that must be of a different colour.

3. Judges and the Software Technician are placed side by side at a table at the end of the mat facing the Competitors with the Chief Judge (Judge no.1) closest to the Software Technician whom sits at the far end of the table.

EXPLANATION:

I. There must be no advertisement hoardings, walls, pillars etc. within one metre of the safety area's outer perimeter.

II. The mats used should be non-slip where they contact the floor proper but have a low co-efficient of friction on the upper surface. The Tatami Manger must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard. The mats must be WKF approved.

ARTICLE 2: OFFICIAL DRESS

1. Competitors and their Coaches must wear the official attire as herein defined.

2. The Referee Commission may disbar any official or Competitor who does not comply with this regulation.

JUDGES

1. Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments, briefings, and courses.

2. The official uniform will be as follows:
   A single-breasted navy-blue blazer (colour code 19-4023 **TPX**).
   A white shirt with short sleeves.
   An official tie, worn without tiepin.
   A black whistle.
   A discreet white cord for the whistle.

Plain light-grey trousers without turn-ups. (Appendix 9).
Plain dark blue or black socks and black slip-on shoes for use on the match area.
Religiously mandated headwear that is WKF approved and discreet earrings.
Judges may wear a plain wedding band.
Female Judges may wear a hairclip and discreet earrings.

3. For Olympic Games, Youth Olympic Games, Continental Games and other multisport events where a cross-sport uniform is provided for Judges at the cost of the LOC with the feel & look of the specific event. The official uniform for Judges might be substituted by that common uniform, provided that it is requested in writing to the WKF by the event organiser and formally approved by the WKF.

COMPETITORS

1. Competitors must wear a white karategi without stripes, piping or personal embroidery other than specifically allowed by the WKF EC. The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm (see Appendix 7). Only the original manufacturer's labels may be displayed on the gi. In addition, identification issued by the Organising Committee will be worn on the back. Competitors must wear a plain red or blue belt, as per designated pool of competitors. The belts must be around five centimetres wide and of a length sufficient to allow fifteen centimetres free on each side of the knot, but not longer than three-quarters thigh length. The belts are to be without any personal embroideries or advertising or markings other than the customary label from the manufacturer.

2. Notwithstanding paragraph 1 above, the Executive Committee may authorise the display of special labels or trademarks of approved sponsors.

3. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. Female Competitors may wear a plain white T-shirt beneath the Karate jacket. Jacket ties must be tied. Jackets without ties may not be used.

4. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up.

5. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.

6. Competitors must keep their hair clean and cut to a length that does not obstruct smooth conduct of the kata performance. Hachimaki (headband) will not be allowed. Should the Referee consider any Competitor's hair too long and/or unclean, he/she may disbar the Competitor from the bout. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet rubber bands on a single ponytail is permitted.

7. Competitors may use WKF approved religiously mandated headwear: A black plain fabric head scarf covering the hair, but not the throat area.

8. Competitors must not wear metallic or other objects.

9. Glasses are forbidden. Soft contact lenses can be worn at the Competitor's own risk.

10. The wearing of unauthorised apparel, clothing or equipment is forbidden.

11. It is the duty of the Match Supervisor to ensure before each performance that the Competitors are wearing the approved attire. (In the case of Continental Federation, International, or National Federation Championships it should be noted that WKF approved attire, must be accepted and cannot be refused).

12. The use of bandages, padding, or supports because of injury must be approved by the Chief Judge on the advice of the Tournament Doctor.

COACHES

1. Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification with the exception of bouts for medals of official WKF events, where male Coaches are required to wear a dark suit, shirt and tie- while female Coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours. Coaches may wear WKF Approved religiously mandated headwear, the same as approved for Referees and Judges.

EXPLANATION:

I) If a Competitor comes into the area inappropriately dressed, he/she will not be immediately disqualified; but will instead be given one minute to remedy matters.

II) If the Referee Commission agrees, Officials may be allowed to remove their blazers.

III) The karategi jacket may not be removed during the performance of Kata.

ARTICLE 3: ORGANISATION OF KATA COMPETITION

NOTE: Organisation of Olympic kata competition differs from this Article 3 and is subject to the organisational procedure described in ATTACHMENT 15.

1. Kata competition takes the form of team and individual bouts. Team matches consist of competition between three-person teams. Each team is exclusively male, or exclusively female. The Individual Kata competition consists of individual performance in separate male and female divisions.

2. For WKF World and Continental Championships, the four medal winners (gold, silver and two bronze) of the previous event are seeded. For Karate 1- Premier League, the eight top ranked Competitors in the WKF World Ranking as per the day before the competition are seeded. The right to seeding does not downflow to lower places in the absence of Competitors eligible for seeding.

3. The electronic kata judging system should randomly determine the order of performance within the group after the initial round up to, but excluding, the medal bouts.

4. The number of Competitors will determine the number of groups to facilitate the elimination rounds.

5. The elimination system used for kata is dividing the Competitors (individuals or teams) in equal number groups of eight (with the exceptions explained for less than 11 or more than 96) and for each round reduce the number of Competitors per group to 4 passing on to the next round - until only two groups of Competitors (individual or teams) remains, whereupon the Competitors with the highest score in each of the two respective groups are pitted against each other competing for 1st place (the loser taking 2nd place) and the Competitors having the second highest score in each of the two groups are pitted against the third highest score in the other group to compete for the two 3rd places (bronze finals).

   - In the event that there are 3 or less Competitors a single kata is performed to determine 1st through 3rd place.
   - With 4 competitors two groups of two are formed for the first round and the two winners meet to compete for 1st while the two losers are placed 3rd.
   - With 5-10 competitors two groups and the three highest scoring of each group go on to medal matches. The group will then follow the normal procedure that the highest scoring Competitor for each group will compete for 1st and 2nd place - and number 2 will meet number 3 from the other group and vice versa – unless there is only 5 Competitors total – in which case the number 3 competitor in the larger group will win his/her 3rd place on bye (walk-over).
   - If the number of competitors is 11-24, two groups are formed. After the first kata the 4 top competitors form two groups of four after which the second kata will determine the ranking for the 6 competitors (3 from each group) that will proceed to compete in the third round for the medals in the normal manner.
   - If the number of competitors is 25-48, four groups are formed. After the first Kata the top 4 competitors from each group will pass to the second round. In the second round, 16 contestants are divided in 2 groups in 2 Tatami (8 contestants for each group) and the second Kata will be performed. After the second round the 4 best competitors for each group (eight in total) will pass to the third round. In the third round, these 8 contestants are divided into 2 groups (4 contestants for each group) and perform the third kata. After the third round the 3 best competitors of each group will pass to the medal bouts, performing the fourth Kata.

6. The basic number of Competitors per group is 8 – but where the number of Competitors exceeds 64, but is under 97, the number of Competitors exceeding 64 are distributed over the *8* groups to a maximum of 12 per group.

7. Should the number of Competitors be 97 to 192 the number of groups are doubled to 16 - giving a reduced number of Competitors per group - but still selecting the first four of each group leaving 8 groups of 8 Competitors (a total of 64 Competitors) for the next round.

8. Should the number of Competitors be 193 or more the number of groups are again doubled to 32 to reduce the number of competitors per group, still selecting the first four of each group leaving 16 groups of a total of 128 Competitors for the next round.

9. The same panel of Judges must be deployed for all Competitors in a group for any single round.

10. There will be no repechage applied unless otherwise specifically determined for a competition.

11. Individual Competitors or teams that do not present themselves when called will be disqualified (KIKEN) from that category. Disqualification by KIKEN means that the Competitors are disqualified from that category, although it does not affect participation in another category.

12. In the bouts for medals of Team Kata Competition, the Teams will perform their chosen Kata in the usual way. They will then perform a demonstration of the meaning of the Kata (BUNKAI). The total time allowed for the KATA & BUNKAI demonstration combined, is 5 minutes. The official timekeeper will start the countdown clock as the team members perform the bow upon starting the kata and will stop the clock at the final bow after the BUNKAI performance. A team which does not perform the bow at the beginning and completion of the performance, or which exceeds the five-minute period allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed.

EXPLANATION:

I. The following table summarise the number of pools and groups according to number of Competitors:

Number of Competitors	Number of groups	Number of Kata performed to win	Competitors in the second round
2	1	1	Zero (No second round)
3	1	1	Zero (No second round)
4	2	2	Medal Bout (only for gold)
5 to 10	2	2	Medal Bout
11 to 24	2	3	8 Competitors
25 to 48	4	4	16 Competitors
49 to 96	8	4	32 Competitors
97 to 192	16	5	64 Competitors
193 or more	32	6	128 Competitors

MANUAL ADAPTATION OF THE KATA JUDGING SYSTEM

For competitions where the electronic kata judging system is not available the use of manual hand- held scoreboard may be used. In such instances the signal to display the scoreboard would be given by the Chief Judge by blowing his/her whistle, and the giving a second signal of the whistle once the announcer has announced all the scores. The seven judges for the judging panel is selected by the Tatami Manager or the Tatami Manager Assistant.

Furthermore, provided that this is announced in the invitation of the tournament, the organiser may elect to use only one score include both technical and athletic performance. In such instances the Judges must themselves keep in mind the performance should be weighed 70% for the technical performance and 30% for the athletic performance.

Any tie using a manual system is having the Competitors (or teams) in question perform an additional and different kata where the Judges will be obliged to differentiate their score to break the tie.

ARTICLE 4: THE JUDGING PANEL

1. For all official WKF competitions the panel of seven Judges for each round will be designated by designated by random selection deploying a computer program.

2. For medal bouts, none of the judges may have the same nationality as the competitors.

3. For each mat, one Judge is designated as the Chief Judge and will assume the lead in conducting any required communication with the Software technician and handle any unanticipated issue among the Judges.

4. Judges-deployment and panel allocation for the eliminatory rounds: The RC Secretary will facilitate to the Software technician handling the electronic drawing system a list containing the Judges available per tatami. This list is done by the RC Secretary once the Competitors draw is finished and at the end of the Referees' briefing. This list must only contain Judges present at the briefing and must comply with the above-mentioned criteria. Then for the Judges' draw the Software Technician will enter the list in the system and seven Judges out of each tatami deployment will be randomly selected as judging panel.

   For medal bouts the Tatami Managers will provide the RC Chairman and the RC Secretary with a list containing available officials from their own tatami after the last bout of the eliminatory round is finished. Once the list is approved by the RC Chairman, it will be given to the Software Technician for it to be entered into the system.

   The system will then randomly allocate the Judging panel, which will only contain the 7 officials for each tatami.

5. In addition to the Software Technician, and the Announcer of results - for team competitions, the panel for medal rounds are also assisted by a Time Keeper keeping track of the maximum performance time.

6. As found expedient, the Announcer and the Software Technician operating the electronic judging system may be the same person.

7. Furthermore, the organizers have to provide Runners for each competition area familiar with the WKF kata list to collect and record the chosen kata of the Competitors before each round and bring the listing to the Software technician. The Tatami Manager is responsible for overseeing the operation of the Runner(s).

8. For competitions not counting for WKF ranking, the number of Judges per panel may be reduced to five. In such instances, only the highest and lowest score is eliminated from the total.

EXPLANATION:

I. All Judges and the Software Technician are placed in line in front of the official table, preferably behind a single table.

II. The Chief Judge will sit closest to the Software Technician whom will sit at the far end of the table.

ARTICLE 5: CRITERIA FOR EVALUATION

5.1 Official kata list

Only kata from the official kata list may be performed:

1	Anan	35	Jiin	69	Passai
2	Anan Dai	36	Jion	70	Pinan Shodan
3	Ananko	37	Jitte	71	Pinan Nidan
4	Aoyagi	38	Juroku	72	Pinan Sandan
5	Bassai	39	Kanchin	73	Pinan Yondan
6	Bassai Dai	40	Kanku Dai	74	Pinan Godan
7	Bassai Sho	41	Kanku Sho	75	Rohai
8	Chatanyara Kusanku	42	Kanshu	76	Saifa
9	Chibana No Kushanku	43	Kishimoto No Kushanku	77	Sanchin
10	Chinte	44	Kousoukun	78	Sansai
11	Chinto	45	Kousoukun Dai	79	Sanseiru
12	Enpi	46	Kousoukun Sho	80	Sanseru
13	Fukyugata Ichi	47	Kururunfa	81	Seichin
14	Fukyugata Ni	48	Kusanku	82	Seienchin (Seiyunchin)
15	Gankaku	49	Kyan No Chinto	83	Seipai
16	Garyu	50	Kyan No Wanshu	84	Seiryu
17	Gekisai (Geksai) 1	51	Matsukaze	85	Seishan
18	Gekisai (Geksai) 2	52	Matsumura Bassai	86	Seisan (Sesan)
19	Gojushiho	53	Matsumura Rohai	87	Shiho Kousoukun
20	Gojushiho Dai	54	Meikyo	88	Shinpa
21	Gojushiho Sho	55	Myojo	89	Shinsei
22	Hakucho	56	Naifanchin Shodan	90	Shisochin
23	Hangetsu	57	Naifanchin Nidan	91	Sochin
24	Haufa (Haffa)	58	Naifanchin Sandan	92	Suparinpei
25	Heian Shodan	59	Naihanchi	93	Tekki Shodan
26	Heian Nidan	60	Nijushiho	94	Tekki Nidan
27	Heian Sandan	61	Nipaipo	95	Tekki Sandan
28	Heian Yondan	62	Niseishi	96	Tensho
29	Heian Godan	63	Ohan	97	Tomari Bassai
30	Heiku	64	Ohan Dai	98	Unshu
31	Ishimine Bassai	65	Oyadomari No Passai	99	Unsu
32	Itosu Rohai Shodan	66	Pachu	100	Useishi
33	Itosu Rohai Nidan	67	Paiku	101	Wankan
34	Itosu Rohai Sandan	68	Papuren	102	Wanshu

Note: Names of some kata are duplicated due to the variations customary in spelling in Romanization. In several instances a kata may be known under a different name from style (Ryu-ha) to style, - and in exceptional instances an identical name may in fact be a different kata from style to style.

5.2 Assessment

In assessing the performance of a Competitor or team, the Judges will evaluate the performance based on the two major criteria (technical performance and athletic performance).

The performance is evaluated from the bow starting the kata until the bow ending the kata with the exception of team medal matches, where the performance, as well as the timekeeping starts at the bow in the beginning of the kata and ends when the performers bow after completing the Bunkai.

Slight variation as taught by the Competitor's style (Ryu- Ha) of Karate will be permitted.

Competitors must perform a different Kata in each round. Once performed a Kata may not be repeated - even if used as tie-breaker. Only kata listed in the above kata list are permitted.

5.3 Point system

Technical Performance and Athletic Performance are given separate score using the same scale from 5.0 to 10.0 in increments of .2 - where 5.0 represents the lowest score possible for a kata that is accepted as performed and 10.0 represents a perfect performance. A disqualification is indicated by a 0.0 score.

The system will eliminate the two highest and two lowest scores for respectively technical performance and athletic performance and calculate the total score which is weighed 70% for technical performance and 30% for athletic performance.

Bunkai are to be given equal importance as the kata itself.

5.4 Resolving ties

In the event that Competitor obtain the same number of points, the tie should be resolved according to the following procedure embedded in the electronic judging system:

Step 1:	Compare TECHNICAL scores before the multiplication factor (70%). The Highest win.
Step 2:	Compare ATHLETIC scores before the multiplication factor (30%). The Highest win.
Step 3:	Compare TECHNICAL scores, comparing the lowest score not excluded. The highest win.
Step 4:	Compare TECHNICAL scores, comparing the highest score not excluded. The highest win.
Step 5:	Compare ATHLETIC scores, comparing the lowest score not excluded. The highest win.
Step 6:	Compare ATHLETIC scores, comparing the highest score not excluded. The highest win.
Step 7:	Compare TECHNICAL scores, comparing the highest score among the lowest scores excluded. The highest win.
Step 8:	Compare TECHNICAL scores, comparing the lowest score among the highest scores excluded. The highest win.
Step 9:	Compare TECHNICAL scores, comparing the lowest score among the lowest scores excluded. The highest win.
Step 10:	Compare ATHLETIC scores, comparing the highest score among the lowest scores excluded. The highest win.
Step 11:	Compare ATHLETIC scores, comparing the lowest score among the highest scores excluded. The highest win.
Step 12:	Compare ATHLETIC scores, comparing the lowest score among the lowest scores excluded. The highest win.
Step 13:	Compare TECHNICAL scores, comparing the highest score among the highest scores excluded. The highest win.
Step 14:	Compare ATHLETIC CRITERIA, comparing the highest score among the highest scores excluded. The highest win.

Step15:	When all the criteria are considered in the previous cases does not determine the winner the tie will be resolved by electronic coin toss.

5.5 Criteria for evaluation

Kata Performance	**Bunkai Performance** (applicable to team bouts for medals)
1. Technical performance a. Stances b. Techniques c. Transitional movements d. Timing e. Correct breathing f. Focus (KIME) g. Conformance: Consistence in the performance of the KIHON of the style (Ryu-ha) in the kata.	**1. Technical performance** a. Stances b. Techniques c. Transitional movements d. Timing e. Control f. Focus (KIME) g. Conformance (to kata): Using the actual movements as performed in the kata.
2. Athletic performance a. Strength b. Speed c. Balance	**2. Athletic performance** a. Strength b. Speed c. Balance

5.6 Disqualification

A Competitor or a team of Competitors may be disqualified for any of the following reasons:

1. Performing the wrong kata or announcing the wrong kata.
2. Failing to bow at the beginning and completion of the kata performance.
3. A distinct pause or stop in the performance.
4. Interference with the function of the Judges (such as the Judge having to move for safety reasons or making physical contact with a Judge).
5. Belt falling off during the performance.
6. Exceeding the total time limit of 5 minutes duration for Kata and Bunkai.
7. Performing a scissor takedown technique to the neck area in Bunkai (Jodan Kani Basami)
8. Failure to follow the instructions of the Chief Judge or other misconduct.

5.7 Fouls

The following fouls, if apparent, must be considered:

a) Minor loss of balance.

b) Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.

c) Asynchronous movement, such as delivering a technique before the body transition is completed, or in the case of team kata; failing to do a movement in unison.

d) Use of audible cues (from any other person, including other team members) or theatrics such as stamping the feet, slapping the chest, arms, or karategi, or inappropriate exhalation, must be considered very serious fouls by the Judges in their evaluation of the performance of the kata – on the same level as one would penalize a temporary loss of balance.

e) Belt coming loose to the extent that it is coming off the hips during the performance.

f) Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.

g) Causing injury by lack of controlled technique during Bunkai.

<u>EXPLANATION:</u>

I. *Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.*

II. *Playing unconscious while performing Bunkai is inappropriate: After being downed the competitor should either raise to one knee or stand up.*

III. *In Team Kata, all three team members must start the Kata facing in the same direction and towards the Judges.*

IV. *The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronisation.*

V. *It is the sole responsibility of the Coach or in the absence of a Coach, the Competitor, to ensure that the Kata as notified to the Runner is appropriate for that particular round.*

VI. *Although performing a scissor takedown technique to the neck (Kani Basami) area in performing Bunkai is prohibited, a scissor takedown to the body is permitted.*

VII. When resolving draws the Competitors original score is retained. Considerations of other scores for determining the winner between equally scoring Competitors does not change the official score.

VIII. Sample of result of assessment:

	JUDGE 1	JUDGE 2	JUDGE 3	JUDGE 4	JUDGE 5	JUDGE 6	JUDGE 7	TOTAL	FACTOR	RESULT
Technical performance	8.0	8.2	~~7.8~~	~~7.8~~	~~8.4~~	~~8.4~~	8.2	24.4	0.7	**17.10**
Athletic performance	~~7.8~~	8.2	~~7.8~~	8.2	8.2	~~8.4~~	~~8.4~~	24.6	0.3	**7.38**
										TOTAL: 24.48

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IX. For competitions not counting for WKF World Ranking or Olympic standing, the number of judges may be reduced to 5 - in which case only the highest and lowest score of a Competitor is eliminated instead of the two highest and two lowest.

ARTICLE 6: OPERATION OF MATCHES

1. The Competitors – or teams – are assigned in groups of eight (or maximum 12) per competition area.

2. Before each round the Competitors or teams must submit their chosen kata to the assigned Runners whom will relay the information to the Software Operator of the electronic judging system. The sequence of performance within a group is randomly determined with the exception of any applicable seeding in the first round of elimination.

3. At the start of each round the Competitors, or teams, will line up at the match area perimeter facing the Judges. (A round is to be understood as one performance of all the Competitors of a group.) Following the bows, initially "SHOMEN NI REI" - and subsequently; "OTAGAI NI REI", the Competitors will then step back out of the Match Area.

4. When called, each Competitor – or team – will step up to the starting point for the Kata.

5. The starting point for the performance is anywhere within the perimeter of the competition area.

6. After the bow the Competitor must announce clearly the name of the Kata that is to be performed and then start the performance.

7. At the end of the performance, which is defined as the final bow in the kata, the Competitor must wait for the announcement of the evaluation, bow, and then leave the Tatami.

8. In the end of each group all the Competitors of that group will line up - and the operator (speaker) will announce the top four that will pass to the next round. The name of the top four will be shown on the monitor. The Competitors will then bow and leave the mat.

9. Before the medal bouts, the operator will announce the top 3 Competitors of each of the two groups that will go to the medal bouts.

EXPLANATION:

I. The starting point for Kata performance is within the perimeter of the competition area.

II. For schematic illustration of places obtained in kata competition according to regular WKF rules see APPENDIX 16: PREMIER LEAGUE KATA COMPETITION.

ARTICLE 7: OFFICIAL PROTEST

1. No one may protest about a judgement to the members of the Judging Panel.

2. If a Judging procedure appears to contravene the rules, the Competitor's Coach or its official representative are the only ones allowed to make a protest.

3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction. The Tatami Manager should be notified immediately the administrative malfunction is detected).

4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for.

5. Any protest concerning application of the rules must be announced by the Coach no later than one minute after the end of the performance. The Coach will request the official protest form from the Tatami Manager and will have four minutes to have it completed, signed and submitted to Tatami Manager with the corresponding fee. The Tatami Manager will immediately hand the completed protest form to a representative of the Appeals Jury that will have five minutes to render a decision.

6. The complainant must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with a representative of the Appeals Jury.

7. **Composition of the Appeals Jury**
The Appeals Jury is comprised of three Senior WKF Referee representatives appointed by the Referee Commission (RC). No two members may be appointed from the same National Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict of interest situation where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the Judging panel involved in the protested incident.

8. Appeals Evaluation Process

It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.

Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest. Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

9. Declined Protests

If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word "DECLINED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General.

10. Accepted Protests

If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:

- Reversing previous judgments that contravene the rules
- Issuing a recommendation to the RC that involved Judges are evaluated for sanction

The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome.

The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word "ACCEPTED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return the protest fee to the protestor, and in turn forward the protest document to the Chief Referee.

11. Incident Report

Subsequent to handling the incident in the above prescribed manner, the Jury Panel will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Chief Referee.

12. Power and Constraints

The decision of the Appeals Jury is final and can only be overruled by a decision of the Executive Committee.

13. The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.

EXPLANATION:

I) The protest must give the names of the Competitors, the Judges officiating, and the ***precise details of what is being protested****. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*

II) The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.

III) If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The protest fee deposited will be refunded by the Treasury.

IV) If the protest is held by the Appeals Jury to be invalid, it will be rejected, and the deposit forfeited to WKF.

V) Ensuing that rounds will not be delayed, even if an official protest is being prepared. It is the responsibility of the Chief Judge to ensure that the round has been conducted in accordance with the Rules of Competition.

VI) In case of an administrative malfunction during a round in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Chief Judge.

APPENDIX 1: THE TERMINOLOGY

SHOBU HAJIME	Start the Match or Bout	After the announcement, the Referee takes a step back.
ATO SHIBARAKU	A little more time left	An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce “Ato Shibaraku”.
YAME	Stop	Interruption, or end of the bout. As he/she makes the announcement, the Referee makes a downward chopping motion with his hand.
MOTO NO ICHI	Original position	Competitors and Referee return to their starting positions.
TSUZUKETE	Fight on	Resumption of fighting ordered when an unauthorised interruption occurs or when the Referee gives an informal order to commence fighting due to lack of activity
TSUZUKETE HAJIME	Resume fighting – Begin	The Referee stands in a forward stance. As he/she says “Tsuzukete” he/she extends his/her arms, palms outwards towards the Competitors. As he/she says “Hajime” he/she turns the palms and brings them rapidly towards one another, at the same time stepping back.
SHUGO	Judges called	The Referee calls the Judges at the end of the match or bout, or to recommend SHIKKAKU.
HANTEI	Decision	Referee calls for a decision at the end of an inconclusive bout. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote by raising his arm.
HIKIWAKE	Draw	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.
AKA (AO) NO KACHI	Red (Blue) wins	The Referee obliquely raises his/her arm on the side of the winner.
AKA (AO) IPPON	Red (Blue) scores three points	The Referee raises his/her arm up at 45 degrees on the side of the scorer.
AKA (AO) WAZA-ARI	Red (Blue) scores two points	The Referee extends his/her arm at shoulder level on the side of the scorer.

AKA (AO) YUKO	Red (Blue) scores one point	The Referee extends his/her arm downward at 45 degrees on the side of the scorer.
CHUKOKU	Warning	The Referee indicates a Category 1 or 2 offence.
KEIKOKU	Warning	The Referee indicates a Category 1 or 2 offence then points with his/her index finger downwards at 45 degrees in the direction of the offender.
HANSOKU-CHUI	Warning of disqualification	The Referee indicates a Category 1 or 2 offence then points with his/her index finger horizontally in the direction of the offender.
HANSOKU	Disqualification	The Referee indicates a Category 1 or 2 offence then points with his/her index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent.
JOGAI	Exit from the match area not caused by the opponent	The Referee points his/her index finger on the side of the offender to indicate to the Judges that the Competitor has moved out of the area.
SENSHU	First unopposed point advantage	After awarding the point in the regular fashion, the Referee calls "Aka (Ao) Senshu" while holding lifting his/her bent arm with the palm facing the Referee' s own face.
SHIKKAKU	Disqualification "Leave the Area"	The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "AKA (AO) SHIKKAKU!" he/she then announces a win for the opponent.
TORIMASEN	Annulment	The point or decision is annulled. The Kumite Referee or Kata Chief Judge crosses his/her hands in a downward movement.
KIKEN	Renunciation	The Referee points downwards at 45 degrees in the direction of the Competitor's or team's side of the mat.
MUBOBI	Self Endangerment	The Referee touches his/her face then turning his/her hand edge forward, moves it back and forth to indicate to the Judges that the Competitor endangered himself.
WAKARETE	"Separate"	The Referee motions for the Competitors to separate from a clinch, or standing chest to chest, by separating his hands with a motion with the palms outward while giving the verbal order.

APPENDIX 2: GESTURES AND FLAG SIGNALS

ANNOUNCEMENTS AND GESTURES OF THE REFEREE

SHOMEN-NI-REI

The Referee extends his/her arms palms to the front.

OTAGAI-NI-REI

The Referee motions to the Competitors to bow to the others.

SHOBU HAJIME

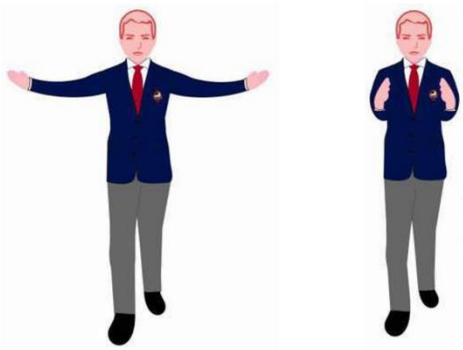
"Start the Bout"
After the announcement, the Referee takes a step back.

YAME

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

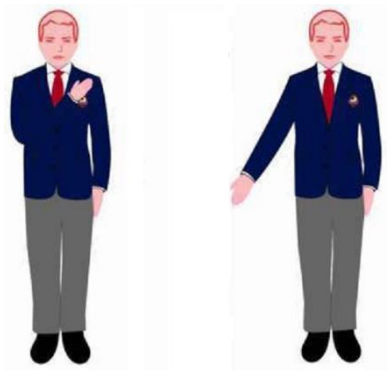
TSUZUKETE HAJIME

"Resume fighting—Begin"
As he/she says "Tsuzukete", and standing in a forward stance, the Referee extends his/her arms outward with his/her palms facing the Competitors. As he/she says "Hajime" he/she turns the palms and brings them rapidly towards one another at the same time stepping back. The order "Tsuzukete" combined with the same motion of the hands is also used to informally urge activity while the Referee is in motion.



YUKO (One point)

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



WAZA-ARI (Two Points)

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

IPPON (Three Points)

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

TORIMASEN / CANCEL DECISION

When an award or penalty has been given in error the Referee turns towards the Competitor, announces "AKA" or "AO", crosses his/her arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.

SENSHU (First unopposed score)

The Referee holds the hand facing inwards, with the arm bent, towards the Competitor to indicate the first unopposed point scored.

NO KACHI (Win)

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

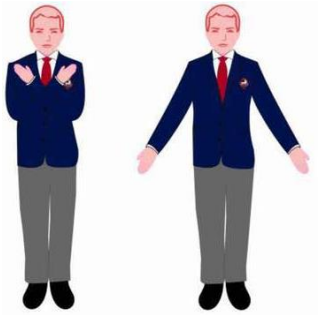
KIKEN

“Renunciation”
The Referee points with the index finger towards the renouncing Competitor's line and then announces a win fo the opponent.

SHIKKAKU

“Disqualification, Leave the Area”.
The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement “AKA (AO) SHIKKAKU!” he/she then announces a win for the opponent.

HIKIWAKE



"Draw" (Only applicable to team matches and round robin).
When time is up and scores are equal, or no scores have been awarded.
The Referee crosses his/her arms then extends them with the palms showing to the front.

WAKARETE

The Referee makes a motion for the Competitors to break apart from a clinch or standing chest to chest. (The motion is the same as is used for making the Competitors return to the starting point on the mat.)

CATEGORY 1 OFFENCE
(used without further signal for CHUKOKU)

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

CATEGORY 2 OFFENCE
(used without further signal for CHUKOKU)

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

KEIKOKU

"Warning".
The Referee indicates a Category 1 or 2 offence then points with his/her index finger downwards at 45 degrees in the direction of the offender's feet.

HANSOKU CHUI

"Warning of disqualification".
The Referee indicates a Category 1 or 2 offence then points with his/her index finger horizontally in the direction of the offender's abdomen.

HANSOKU

"Disqualification"
The Referee indicates a Category 1 or 2 offence then points with his/her index finger upwards at 45 degrees in the direction of the offender's face, and awards a win to the opponent.

PASSIVITY

The Referee rotates his fist around each other in front of his/her chest to indicate a Category 2 offence.

EXCESSIVE CONTACT

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

EXAGGERATING INJURY

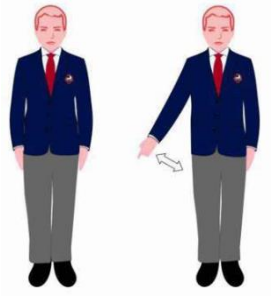
The Referee holds both hands to his/her face to indicate to the Judges a Category 2 offence.

FEIGNING INJURY

The Referee holds both hands to the side of his/her face to indicate a Category 2 offence.

JOGAI

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



MUBOBI (Self Endangerment)

The Referee touches his/her face, then moves his/her hand across the face from right to left indicating the Judges that the Competitor has endangered him or herself.

AVOIDING COMBAT

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

PUSHING, GRABBING OR STANDING CHEST TO CHEST WITHOUT ATTEMPTING ANIMMEDIATE TECHNIQUE OR TAKEDOWN

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

DANGEROUS AND UNCONTROLLED ATTACKS

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

SIMULATED ATTACKS WITH THE HEAD KNEES OR ELBOWS

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

TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR

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

SHUGO

"Judges Called"
The Referee calls the Judges at the end of the match or bout or to recommend SHIKKAKU.

THE JUDGE´S FLAG SIGNALS

Note that, Judge #1 and #4, will hold the red flag in the right hand and Judge #2 and #3 will hold the flag in the left hand. For kata Judge #1, 2, and 5 will have the red flag in their right hand – Judge # 3 and 4 in the left.

YUKO

WAZA-ARI

IPPON

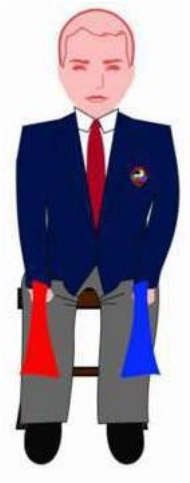
FAULT

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

CATEGORY 1 OFFENCE

The flags are crossed and extended with the arms straight or towards AKA (AO) depending on who the offender is.

JUDGE SEATING POSITION



CATEGORY 2 OFFENCE

The Judge points the flag with arm bent.

JOGAI

Tapping the floor with the flag.

KEIKOKU

HANSOKU CHUI

HANSOKU

APPENDIX 3: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES

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

EXCESSIVE CONTACT

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

EXCESSIVE CONTACT AND EXAGGERATION

Karate is a Martial Art and a high standard of behaviour is expected from Competitors. It is unacceptable that Competitors, who receive a light contact, rub their faces, walk or stagger around, bend over, pull or spit out their gum-shields, and otherwise pretend that the contact is severe in order to convince the Referee to give a higher penalty to the opponent. This kind of behaviour is cheating and demeans our sport; it should be quickly penalised.

When a Competitor makes pretence of having received an excessive contact and the Referee Panel decide instead that the technique in question was controlled, satisfying all six scoring criteria, then a score will be awarded and a Category 2 penalty for feigning will be issued. The correct penalty for feigning an injury when the Referee Panel have determined that the technique in fact was a score is minimum HANSOKU CHUI and in more severe cases HANSOKU or SHIKKAKU. A Competitor should not be penalized for being winded (loss of breath as a consequence of a technique) or simply reacting to an impact even if the technique merited a point by the opponent. Competitors that are winded as a result of an impact should be allowed time to catch their breath before the bout is resumed.

More difficult situations occur when a Competitor receives a stronger contact and falls to the floor, sometimes standing up (in order to stop the 10 second clock) and then falling down again. The Referees and Judges must remember that a Jodan kick is worth 3 points and as the number of teams and individual Competitors receiving financial reward for winning medals increases the temptation to stoop to unethical behaviour becomes stronger. It is important to recognise this and apply the appropriate warnings or penalties.

MUBOBI

A warning or penalty for Mubobi is given when a Competitor **is hit or injured through his or her own fault or negligence**. This may be caused by turning their back on the opponent, attacking with a long, low Gyaku Tsuki chudan without regard for the opponent's Jodan counterattack, stopping fighting before the Referee calls "Yame", dropping their guard or concentration and repeated failure or refusal to block the opponent's attacks. *Explanation XVIII* of Article 8 states:

Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and decline to give a warning or penalty to the opponent.

A Competitor who is hit through their own fault and exaggerates the effect in order to mislead the Judges may receive a warning or penalty for Mubobi as well as an **additional** penalty for exaggeration, since two offences have been committed.

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

ZANSHIN

Zanshin is described as a state of continued commitment in which the Competitor maintains total concentration, observation, and awareness of the opponent's potentiality to counter-attack. Some Competitors after delivering a technique will turn their body partially away from the opponent but are still watching and ready to continue the action. The Judges must be able to distinguish between this continued state of readiness and one where the Competitor has turned away, dropped their guard and concentration, and in effect has ceased fighting.

CATCHING A CHUDAN KICK

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

Provided that the kicking Competitor maintains ZANSHIN there is no reason why this technique cannot score provided that it contains all six of the scoring criteria. Theoretically, in a real fight scenario, a full power kick would be deemed to have disabled the opponent and therefore the leg would not be grabbed. Appropriate control, the target area, and satisfaction of all six criteria, are the deciding factors as to whether any technique can be awarded a score or not.

THROWING AND INJURIES

Since grabbing hold of the opponent and throwing is allowed under certain conditions it is incumbent upon all Coaches to ensure that their Competitors are trained in and are able to use break-fall/safe landing techniques.

A Competitor who attempts a throwing technique must comply with the conditions imposed in the Explanations in Article 6 and Article 8. If a Competitor throws their opponent in full compliance with the stated requirements and an injury results due to the opponent failing to make a proper break-fall, then the injured party is responsible, and the thrower should not be penalised. Self-caused injury can result when a Competitor is being thrown, instead of making a break-fall land on an extended arm or elbow, or holds onto the thrower and pulls them down on top of themselves.

A potentially dangerous situation occurs when a Competitor grabs both legs to throw the opponent onto their back or when a Competitor ducks down and bodily lifts the opponent up before throwing him. The Article 8, *Explanations XI* states that *"…and the opponent must be held onto throughout, so that a safe landing can be made."* Since it is difficult to ensure a safe landing, throws such as this fall into the prohibited category.

SCORING ON A FALLEN OPPONENT

When a Competitor is thrown or swept off their feet and is scored upon when their torso (upper body or trunk) is on the tatami then the score will be IPPON.

Should the Competitor be hit by a technique whilst still actually falling the Judges will take into account the direction of falling since if the Competitor is falling away from the technique it will be considered ineffective and will not be scored.

Should the Competitor's upper body not be on the tatami when an effective, scoring technique is made, then the points awarded will be as stated in Article 6. Therefore, the point(s) awarded when a Competitor is scored upon in the act of falling, sitting, kneeling, standing, or jumping in the air, and all situations where their torso is not on the tatami will be as follows:

1. Jodan Kicks, three points (IPPON)
2. Chudan Kicks, two points (WAZA-ARI)
3. Tsuki and Uchi, one point (YUKO)

VOTING PROCEDURES

When the Referee halts the bout he/she will call "YAME", at the same time using the required hand signal. As the Referee returns to his/her starting line, the Judges will signal their opinions concerning points and Jogai, and if requested by the Referee they will signal their opinion concerning other prohibited behaviour. The Referee will render the decision accordingly. Since the Referee is the only one able to move around the area, to directly approach the Competitors, and to speak to the doctor, Judges must seriously consider what the Referee is communicating to them before giving their final decision, as no re-consideration is allowed.

In situations where there are more than one reason for stopping the bout, the Referee will deal with each situation in turn. For example, where there has been a score from one Competitor and a contact from the other, or where there has been a MUBOBI and an exaggeration of injury from the same Competitor.

Where video review is used, the video review panel will only change a decision if both members of the panel are in agreement. After review they will immediately convey their ruling to the Referee who will announce any changes to the original ruling, if applicable.

JOGAI

Judges must remember that when indicating Jogai, they are required to tap the floor with the appropriate flag. As the Referee stops the bout and returns to his/her position they will signal their opinion indicating a Category 2 infringement.

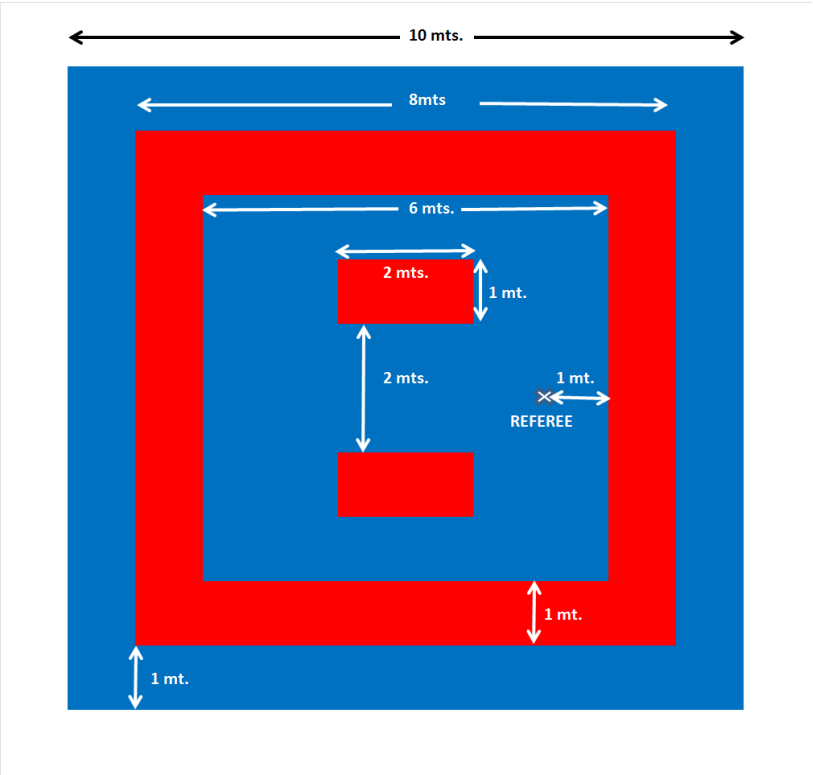
INDICATION OF RULES INFRINGEMENTS

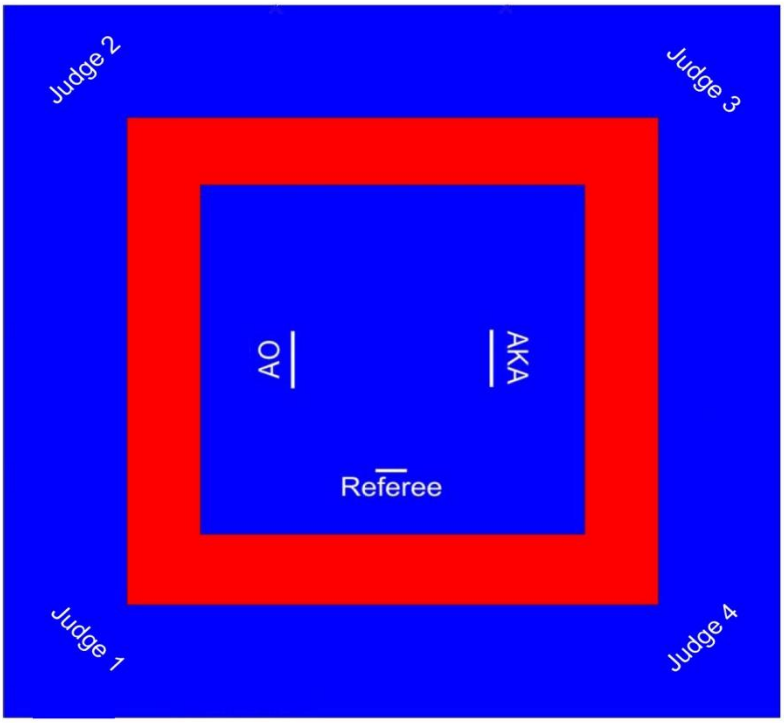
For Category 1 infringements Judges should extend the crossed flags to the side of AKA, putting the red flag in front, or for AO, putting the blue flag in front. This enables the Referee to clearly see which Competitor is regarded as the offender.

APPENDIX 4: SCOREKEEPERS MARKS

●—○	**IPPON**	**Three Points Score**
○—○	**WAZA-ARI**	**Two Points Score**
○	**YUKO**	**One Point Score**
✓	**SENSHU**	**First unopposed point advantage**
□	**KACHI**	**Winner**
x	**MAKE**	**Loser**
▲	**HIKIWAKE**	**Draw (Tie)**
C1C	**Category 1 Foul — CHUKOKO**	**Warning**
C1K	**Category 1 Foul — KEIKOKU**	**Warning**
C1HC	**Category 1 Foul — HANSOKU CHUI**	**Warning of disqualification**
C1H	**Category 1 Foul — HANSOKU**	**Disqualification**
C2C	**Category 2 Foul — CHUKOKU**	**Warning**
C2K	**Category 2 Foul — KEIKOKU**	**Warning**
C2HC	**Category 2 Foul — HANSOKU CHUI**	**Warning of disqualification**
C2H	**Category 2 Foul — HANSOKU**	**Disqualification**
KK	**KIKEN**	**Forfeiture**
S	**SHIKKAKU**	**Serious Disqualification**

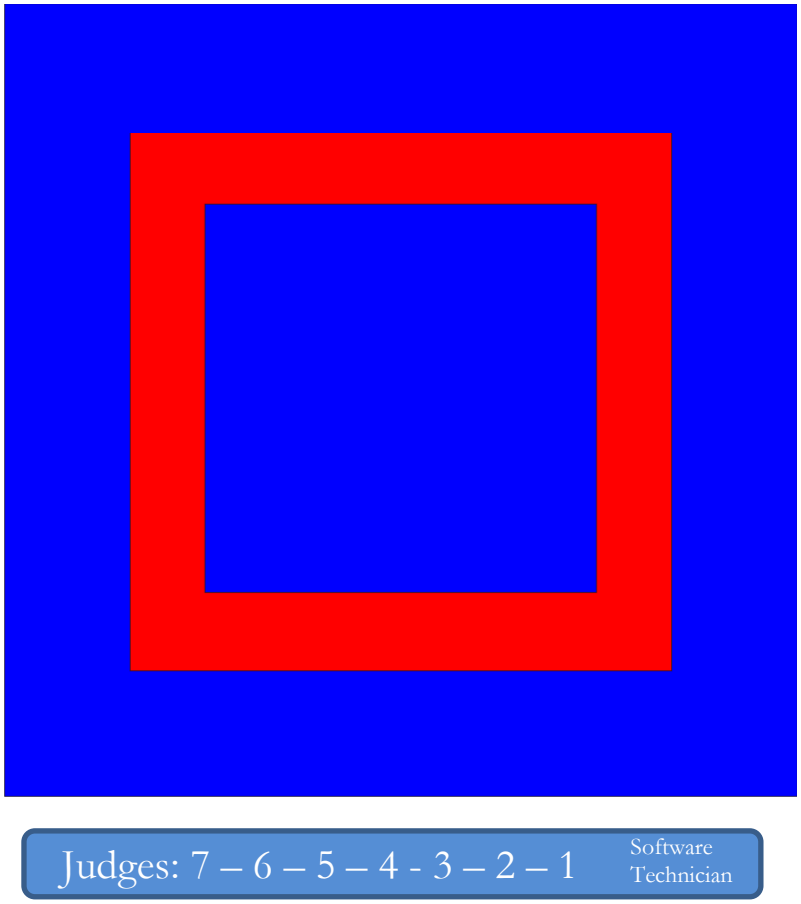
APPENDIX 5: LAYOUT OF THE KUMITE COMPETITION AREA





APPENDIX 6: LAYOUT OF THE KATA COMPETITION AREA

COMPETITORS' SIDE



APPENDIX 7: THE KARATEGI

ADVERTISING SPACE FOR THE WKF OF 20 x 10 cm
AD

ADVERTISING SPACE FOR THE N.F. OF 15 x 10 cm

Karate
ABC

BACK RESERVED FOR THE ORGANISING FEDERATION OF 30 x 30 cm
DISPLAY THREE LETTER COUNTRY CODE

EMBLEM OF THE NATIONAL FEDERATION OF 12 x 8 cm

SPACES FOR THE MANUFACTURERS TRADEMARK OF 5 x 4 cm

APPENDIX 8: WORLD CHAMPIONSHIPS: CONDITIONS & CATEGORIES

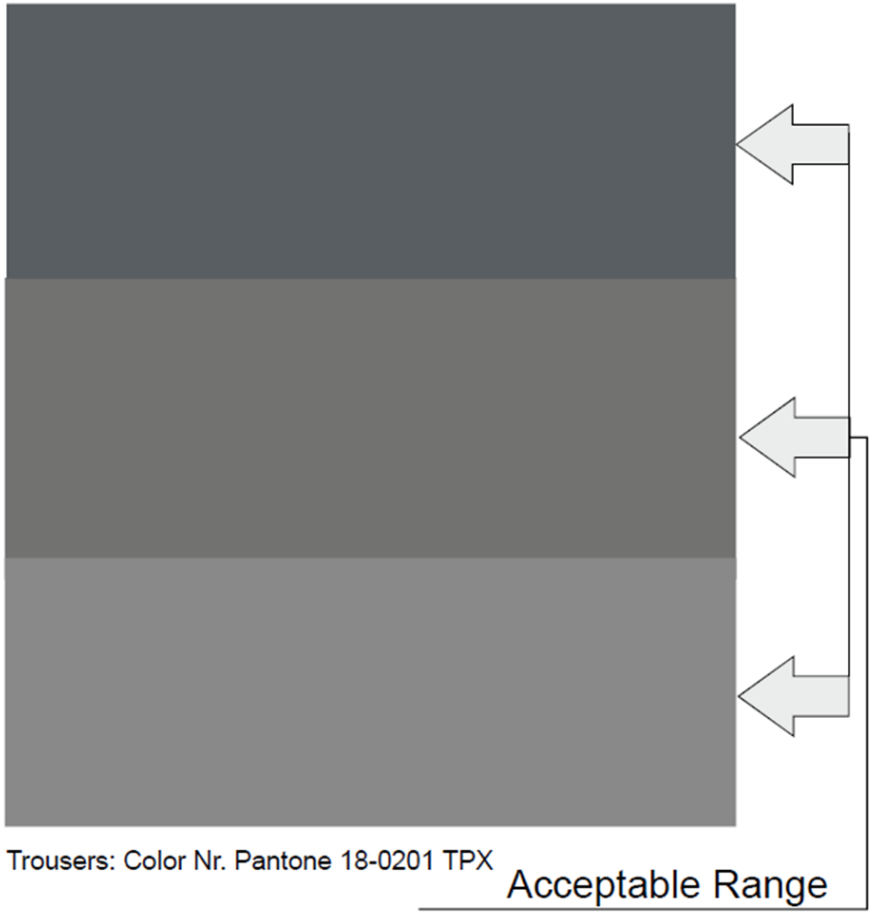
WORLD CADET, JUNIOR & UNDER 21 CHAMPIONSHIPS

GENERAL	CATEGORIES		
	UNDER 21	**CADET**	**JUNIOR**
❖ The competition will last for 5 days. ❖ Each National Federation can register maximum one (1) Competitor per category. ❖ At the draw, the four finalists of the previous championships will be split as much as possible. (The Competitors in the case of individual events and the National Federations in the case of the team events). ❖ The Championships will be displayed in five (5) or six (6) competition areas, depending on the stadium's features. ❖ **Kumite bouts duration is 2 minutes for Juniors and 3 minutes for Under 21 and Senior.** ❖ Bunkai in Kata team (male & female) to be performed in the bouts for medals .	***Individual Kata (age 18, 19, 20)***	***Individual Kata (age14/15)***	***Individual Kata (age 16/17)***
	Male Female	Male Female	Male Female
	Male Individual Kumite (age 18, 19, 20)	***Male Individual Kumite (age 14/15)***	***Male Individual Kumite (age 16/17)***
	-60 Kg. -67 Kg. -75 Kg. -84 Kg. +84 Kg.	-52 Kg. -57 Kg. -63 Kg. -70 Kg. +70 Kg.	-55 Kg. -61 Kg. -68 Kg. -76 Kg. +76 Kg.
	Female Individual Kumite (age 18, 19, 20)	***Female Individual Kumite (age 14/15)***	***Female Individual Kumite (age 16/17)***
	-50 Kg. -55 Kg. -61 Kg. -68 Kg.	-47 Kg. -54 Kg. +54 Kg.	-48 Kg. -53 Kg. -59 Kg. +59 Kg.
	+68 Kg.	/	***Team Kata (age 14/17)***
	/	/	Male Female
Total	**12**	**10**	**13**

WORLD SENIOR CHAMPIONSHIPS

GENERAL	CATEGORIES
❖ The competition will last for 6 days. ❖ Team Kumite eliminations will be held after the individual eliminations. ❖ Each National Federation can register one (1) Competitor per category. ❖ At the draw, the four finalists of the previous Championships will be split as much as possible. (The Competitors in the case of individual events and the National Federations in the case of team events). ❖ The Championships will be displayed in four (4) competition areas in line (3 days) and in one (1) elevated area for the medal bouts and the finals (2 days) ❖ For catering service of Referees and officials, specific areas and timetables must be provided. ❖ **Kumite bouts duration will be 3 minutes for all categories.** ❖ Bunkai in Kata team (male & female) to be performed in the final and bouts when the round is to determine the winner of a medal.	***Individual Kata (age +16)***
	Male Female
	Male individual Kumite (age +18)
	-60 Kg. -67 Kg. -75 Kg. -84 Kg. +84 Kg.
	Female individual Kumite (age +18)
	-50 Kg. -55 Kg. -61 Kg. -68 Kg. +68 Kg.
	Team Kata (age +16)
	Male Female
	Team Kumite (age +18)
	Male Female
	16

Note: Allocation to age category is determined by the age of the Competitor at the first day of the championship.



Trousers: Color Nr. Pantone 18-0201 TPX

Jacket: Color navy blue Color Nr. 19-4023 TPX

Compulsory for the WKF Youth Camp and WKF Youth League
Recommended for WKF Continental and National Federations

Categories used for those under 14 years of age

U12 Male Kumite (10 and 11-year-olds):	-30 kg, -35 kg, -40 kg, -45 kg, +45 kg.
U12 Female Kumite (10 and 11-year-olds):	-30 kg, -35 kg, -40 kg, + 40 kg.
U12 Male Kata (10 and 11-year-olds)	
U12 female Kata (10 and 11-year-olds)	
U14 Male Kumite (12 and 13-year-olds):	-40 kg, -45 kg, -50 kg, -55 kg, +55 kg.
U14 Female Kumite (12 and 13-year-olds):	-42 kg, -47kg, +47kg
U14 Male Kata (12 and 13-year-olds)	
U14 Female Kata (12 and 13-year-olds)	

Modifications to competition rules for those under 14 years of age

Kumite for children between 12 and 14 years of age:

- For techniques to the head and neck (Jodan area) no contact is allowed.
- Any contact to the jodan area, however slight, in principle will be penalized.
- A correctly performed technique to the head or neck in principle will be considered a score at a distance up to 10 cm.
- The bout duration is one and a half minute.
- No use of protective equipment that is not WKF approved.
- WKF Facemask and Chest Protector for Children are used.

Kumite for children under 12 years of age:

- Techniques to all scoring areas (Jodan and Chudan) are all to be controlled short of target.
- Any contact to the jodan area, however slight, in principle will be penalized.
- A correctly performed technique to any scoring area in principle will be considered a score at a distance up to 10cm.
- Even controlled techniques to the body (chudan area) in principle will not be considered a score if they make contact beyond surface touch.
- No sweeping, or other takedown techniques, are allowed.
- The bout duration is one and a half minute.
- The fighting area may be reduced from 8x8 mts. to 6x6 mts. if desired by the organizer of the event.
- Participants should participate in a minimum of two bouts per competition.
- No use of protective equipment that is not WKF approved.
- WKF Facemask and Chest Protector for Children are used.

For children under the age of 10, kumite competition is arranged as competition pair against pair demonstrating one and half minute of sparring where each pair cooperate to display techniques. The performances are Judged pair versus pair, by Hantei based on the usual criteria for Hantei decision in kumite bouts - but here evaluating one pair's performance against the other.

Kata competition for those under 14 years of age:
There are no specific deviations from the standard rules, but a limitation to the kata list to less advanced kata may be used.

Kata competition for those under 12 years of age:
There are no specific deviations from the standard rules, but a limitation to the kata list to less advanced kata may be used.

Participants failing to complete their kata should be given the option of a second attempt without reduction of score.

Video Review Rules in WKF Kumite Competitions

(Individual and Team)

Video Review

Definition	Abbreviation	Eliminations	Medal bouts
Video Review Table	VRT	2	2
Video Review Supervisor	VRS	2	2
Coach Supervisor	CS	1	2

1. **Prior to the beginning of the competition**, the Tatami Managers will appoint 2 Referees-A to act as Video Review Supervisors (VRS) in each tatami. Both VRS members will be seated on the Video Review table where the Video Review Operating System and Screens are available. The Video Review Supervisors (2 VRSs) are also equipped with a red (rejected) and a green (approved) physical cards. Only the two VRSs can be present around Video Review (VR) table.

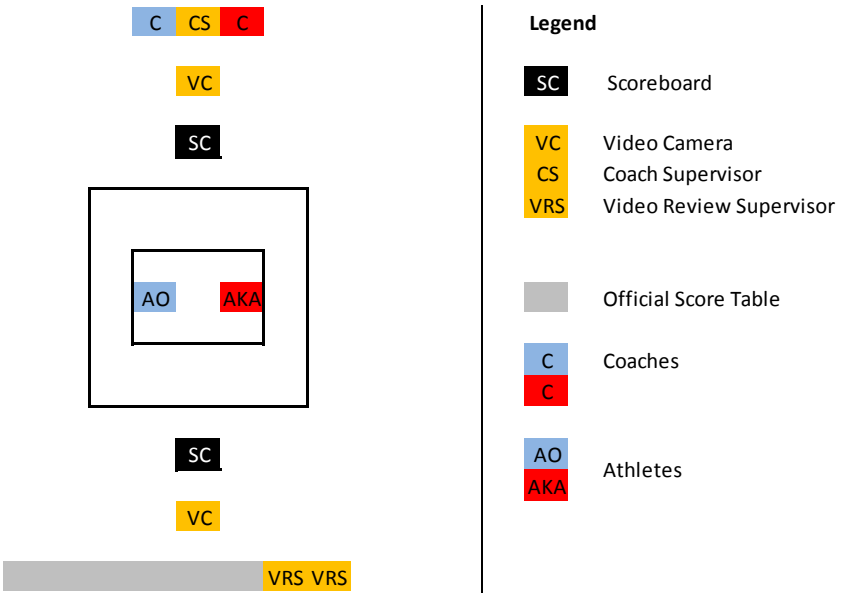
2. **Prior to each bout**, the Coach Supervisor (CS) will hand over a joystick with one button to the corresponding Coaches. The CS will be sitting between the two Coaches during the bout. During the finals, the number of CS will be doubled, assigning one CS to each of the Coaches, sitting next to their side. On the scoreboard an orange electronic card with the initials "VR" can be seen in the scoreboard at the left side of the Competitors scoring numbers. The CS and both VRS will be equipped with a two-way radio for communication purposes. Should the joy stick button present any functioning problem, the traditional system of physical red (AKA) and blue (AO) cards will be used by the CS.

3. The procedure for a VR request applies only when a Coach believes that his/her Competitor's scoring technique was ignored. In order for the bout not to be unduly delayed, it is the responsibility of the VRS to ensure that the protest is handled in a time-efficient manner.

4. Point(s) can only be given if the technique(s) of one or both Competitors is (are) made before the Referee stops the bout "Yame".

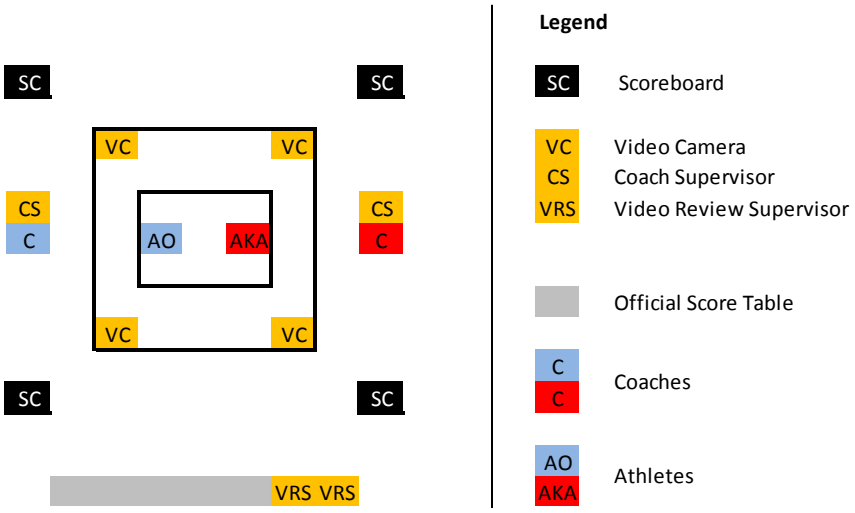
5. For video review purposes, when a VR is used on a multiple tatami display, only 2 video cameras will be used in each tatami (please see image for video camera positions).

Multiple Tatamis Display



When only one single tatami is used (e.g. Olympic Games / Youth Olympic Games) and 4 video cameras with all the pertaining auxiliary equipment will be used in each tatami. The cameras shall be located in the corners close to the safety area. This equipment will be operated by a VRO.

Single Tatami Display

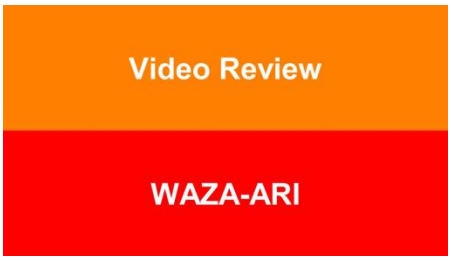


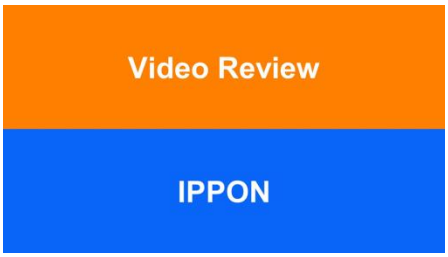
6. Video Review Request sequence

- The Coach requesting a Video Review will push the joy stick's button and simultaneously a buzzer from the scoreboard will sound - and the VR card displayed on the scoreboard will start flashing.

- The Referee will immediately stop the bout and the VRO will stop filming.

- The CS shall inform immediately through the radio, the subject of the Coach's VR request to the VRS. The scoreboard will then display the requested action and the pertaining Competitor. Should there be a double request at the same time, the scoreboard will display both simultaneously.





- The VRS will rewind the tape back to the beginning of the disputed sequence.

- The VRS will examine, analyse and take a decision in the shortest time possible.

- The decision to award a point must be unanimous, otherwise it is considered as rejected. The decision will be announced by one of the VRS standing up and raising the green (YES) or the red (NO) cards. If the green card is raised, the VRS will also show, with the other hand, the kind of point the Referee should give. At the same time the decision will be showing in the scoreboard as follows: If the Video Review Request is approved the scoreboard will show a green sign together with the validated technique. If the Video Request is rejected the scoreboard will show a red cross sign together with the validated technique

- If the VR request is rejected the orange card in the scoreboard will automatically disappear and the Coach will not have the possibility of VR request for all remaining bouts in the relevant category for that particular Competitor, with exception of semi-finals or medal bouts. In order to grant this action the CS will remove the joy stick or the back up card from the Coach.

- Should the Competitor lose the VR request during the eliminations round but classify for any medal bout, an additional VR request option will be granted.

- When a coach raises the card for the video review, and the review does not make it possible to see if the protest is valid or not, the reviewer will not show a card for Yes or No, but stand up and show the sign that was previously used for MIENAI (covering both eyes with the tip of the fingers) and the card will be returned to the coach.

MIENAI

- If one coach shows the card for video review and the other coach wants a review of the same instance, the second coach must raise his card before the review starts in order not to lose his right to request video review for that instance. The video review is considered started when the Referee makes the gesture.

7. When using the Round Robin system (without bouts for medals) if the protest is rejected the Coach will not be able to request a VR for that particular Competitor for the remaining bouts in the pool, but can do it again if the Competitor goes to the semi-final or medal bouts.

8. The VR request rejection does not stop the Coach or the team leader from issuing a written protest (Article 11 in the WKF Kata and Kumite Competition Rules).

9. If a Competitor signals or verbally communicates to the Coach to do a VR request, this will be considered a category 2 offence and a warning or penalty must be applied. In this situation if the Coach does the VR request the procedure will not be stopped and the VR will take place even if the Competitor is penalized with a category 2 warning or penalty.

10. If a Competitor signals to the Coach not to request VR because the technique was not good enough, this will also be considered a category 2 offence and a warning or penalty must be applied.

11. If a Coach pushes the joy stick's button and then immediately regrets it, the procedure will not be stopped, and the video review will take place accordingly.

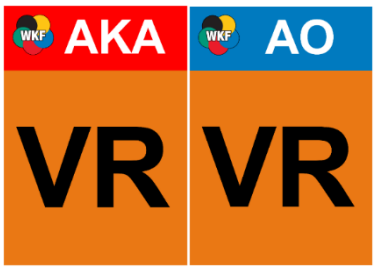
12. If a Coach requests VR and at the same time two or more Judges show a score for the same Competitor, the Competitor's electronic orange card will remain in the scoreboard.

13. If a Coach requests VR, but in the opinion of the Referee panel the technique was uncontrolled or too hard, a category 1 warning or penalty must be applied; the Competitor's orange electronic card will remain in the scoreboard.

14. In the case that the VR Team, because of technical problems (electricity, camera or computer malfunctions etc.) are not able to analyse the video and take a decision, the Competitor's right for a VR request will remain. Please refer to Nr. 2, in the case of a joystick malfunctioning problem.

15. The minimum size of the VR cards for the VRS is an A5 format, following this design:

16. The minimum size of the VR cards for the CS is an A5 format, with the following design:



APPENDIX 12: OFFICIAL PROTEST FORM

OFFICIAL PROTEST FORM

(Current filing fee will appear here)

The protest must be prepaid

DATE	COMPETITION	PLACE
...../ ...../		

COMPETITOR'S COUNTRIES	
AO	AKA

PROTEST'S DESCRIPTION
.....
.....
.....
.....
.....
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.....
.....
.....
.....
.....
.....

To be continued on the other side of this page

NAME		Valid as received by WKF
SIGNATURE		

FOR OFFICIAL USE ONLY :

TATAMI N°			MS/Kansa:		
PANEL	REFEREE	JUDGE 1	JUDGE 2	JUDGE 3	JUDGE 4
NAME					
COUNTRY					

OFFICIAL PROTEST FORM (KATA)

(Current filing fee will appear here)

The protest must be prepaid

DATE	COMPETITION	PLACE
...../...../.....		

YOUR COMPETITOR	COUNTRY

PROTEST DESCRIPTION

To be continued on the other side of this page

NAME	Valid as received by WKF
SIGNATURE	

FOR OFFICIAL USE ONLY:

PANEL:	Chief Judge	Judge 2	Judge 3	Judge 4	Judge 5	Judge 6	Judge 7
NAME:							
COUNTRY:							

Rehearsal weighing

Competitors shall be allowed to check their weight on the official weigh-in scales (that will be used for the official weigh-in) from one hour before the official weigh-in commences. There is no limit to the numbers of times each Competitor may check his weight during the time of the unofficial weigh in.

Official weighing

Place:
The weight control will take place always in only one place. The possibilities to host this control are the competition venue, the official hotel or the village (TBC for each event). Organizers must provide separate rooms for men and women.

Scales:
The host NF should provide enough calibrated electronic scales (at least 4 units) showing only one decimal place i.e. 51.9 Kg, 154.6 kg. The scale should be placed on a solid floor that is not carpeted.

Time:
Weigh-in must take place at the latest the day before the day of competition for the category, unless specified otherwise for a specific competition. The official weigh-in time for WKF events will be duly announced on the bulletin. For any other events this information will be distributed in advance through the OC communication channels. It is responsibility of the Competitor to be aware of this information. A Competitor that does not turn up for the weigh-in period or fails to weigh within the prescribed limits for the category in which the Competitor is registered, will be disqualified (KIKEN).

Tolerance:
The tolerance admitted for any category is 0,200 kg.

Procedure:
A minimum of two WKF officials are required at the weigh-in for each gender. One to check the accreditation/passport of the Competitor and one to record the exact weight on the official weigh-in list. An additional six staff members (official/volunteers) supplied by the host NF should also be available to control the flow of Competitors. Twelve chairs should be supplied. To protect the privacy of the Competitors, officials as well as the staff members supervising the weigh-in, must be of the same gender as the Competitors.

1. The official weigh-in will be done category by category and Competitor by Competitor.
2. All Coaches and other team delegates must leave the weigh-in room before the start of the official weigh-in.
3. The Competitor is allowed to stand on the scales only once during the official weigh-in period.
4. Each Competitor shall bring to the weigh-in their accreditation card issued for the event and shall present it to the official, who will verify the identity of the Competitor.
5. The official then invites the Competitor to stand on the scales.
6. The Competitor shall weigh-in wearing only underclothing (men/boys – underpants, women/girls – underpants and bra). Any socks or additional complements must be removed.

7. The Competitors are allowed to remove their underclothing – without stepping off the scales – to ensure they reach the minimum or the maximum weight limit of the weight category in which they are entered.
8. The official supervising the weigh-in shall note and record the Competitor's weight in kilograms (accurate to one decimal point of a kilogram)
9. The Competitor steps off the scales.

NOTE: Photography or filming is not permitted in the weigh-in area. This includes the use of mobile phones and all other devices.

1. Competition format

Round-robin is used for Olympic Kumite competition and otherwise for competitions with a very limited number of participants. This is a form of competition where all the Competitors in a pool all meet each other in order to determine the winners.

The variation of the round-robin system used by WKF entail the use of two separate pools independently completing the cycle of round-robin with their pool. WKF is using this format as qualification for the medal matches where the winner of each pool will meet the runner-up of the other pool for the semi-finals.

Should there be an odd number of participants (due to forfeiture or injury) that place will be considered as a bye for the Competitors for the bouts that do not take place. Should this happen during the competition itself - any bouts already fought against the Competitor not completing the round-robin should be considered a bye for the previous opponents.

The winner and runners-up of each pool is determined by the most won bouts by counting wins as two pints each, a draw as 1 point - and a loss as zero.

The winners of the semi-finals will then go on the final where they compete for gold and silver while the two losers of the semi-finals both win bronze medals.

2. Seeding

The requirement for seeding in round-robin competition is as follows:

- For Olympic competition nr. 1 to nr. 4. in the Olympic Standing are put in different pools.
- For other competitions (including Continental Games using round-robin) the two Competitors with the highest WKF Ranking the day before the competition are put in different pools

3. Tie breaks

In cases where there is a tie between 2 or more Competitors, having the same number of total points, the criteria below will be applied in the specified order. This means, if a winner is found after one of the criteria, the following criteria will not have to be applied.

1. Winner(s) of the bout(s) between the 2 or more relevant Competitors
2. Higher number of total scores obtained in favour through all bouts
3. Lower number of total scores got against through all bouts
4. Higher number of Ippons in favour through all bouts
5. Lower number of Ippons against through all bouts
6. Higher number of Waza-Aris in favour through all bouts
7. Lower number of Waza-Aris against through all bouts
8. Higher number of Yukos in favour through all bouts

9. Lower number of Yukos against through all bouts

10 a. In Olympic competition: The highest Olympic standing per the day, as defined in the Qualification System

10 b. In any other competition: The winner of an additional bout to break the tie

In case of 3 or more athletes when we have the first 2 athletes that go to the semi-finals, the tie-resolution has to be considered from the very beginning.

4. **Contestant injured during Elimination Round**

If a contestant is injured during the Elimination Round and cannot continue, the scores of completed or current bouts are declared NIL (results nullified), and its points forfeited unless it is the last bout of the round-robin elimination, in which case all the previous results and points remain unchanged.

5. Disqualification of a contestant during the elimination rounds

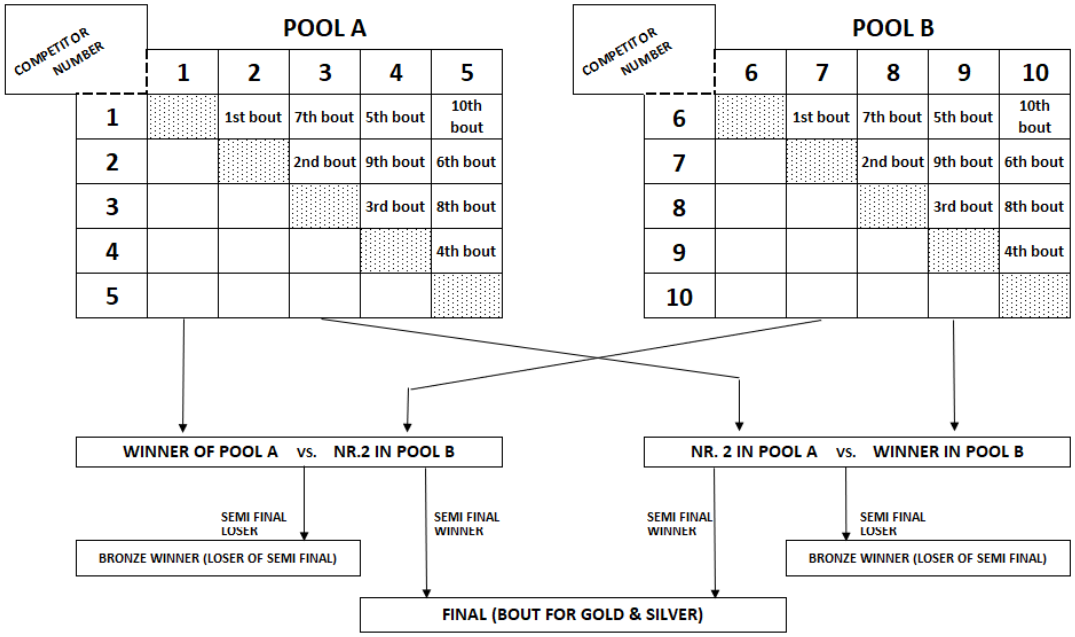
It is possible for a contestant to be disqualified from a bout and continue the competition. In this case, his opponent wins that bout by either by 4-0 or for any score obtained exceeding 4 points (i.e 5-0, 6-0 etc.) and the other results remain. It is possible for a contestant to be disqualified from the entire competition, in which case the results of all bouts (completed, current and pending) are declared NIL (results nullified), and its points forfeited unless it is the last bout of the round-robin elimination, in which case all the previous results and points remain unchanged.

If an already qualified contestant is disqualified for misconduct at the end of the Elimination round (Shikkaku):

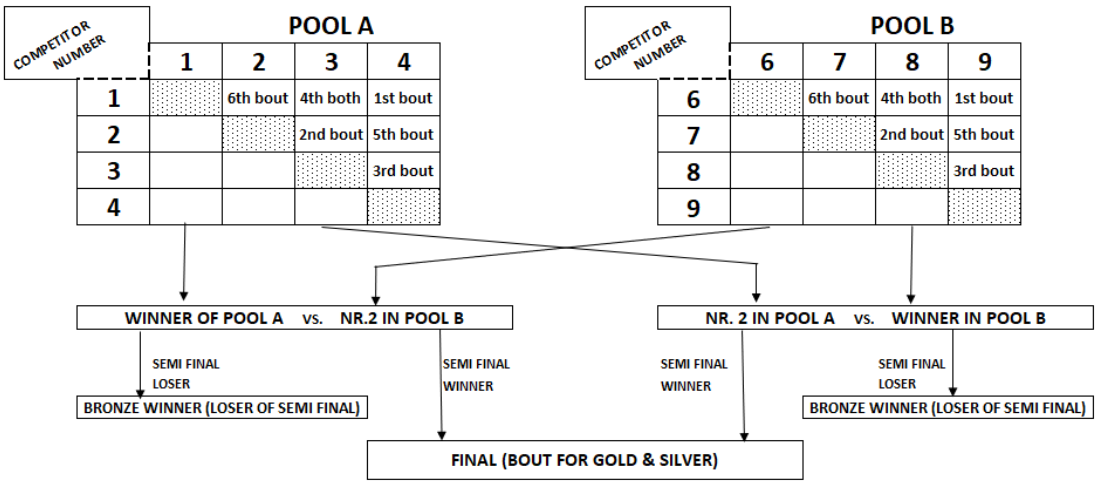
- The semi-final opponent will access to the final by "walkover"
- The two other contestants will compete in the other Semi-final
- Only one bronze medal will be awarded

<u>EXPLANATION:</u>

I. The following figure illustrates the competition format for a competition with ten participants:



II. The following figure illustrates the format for a competition with eight participants:



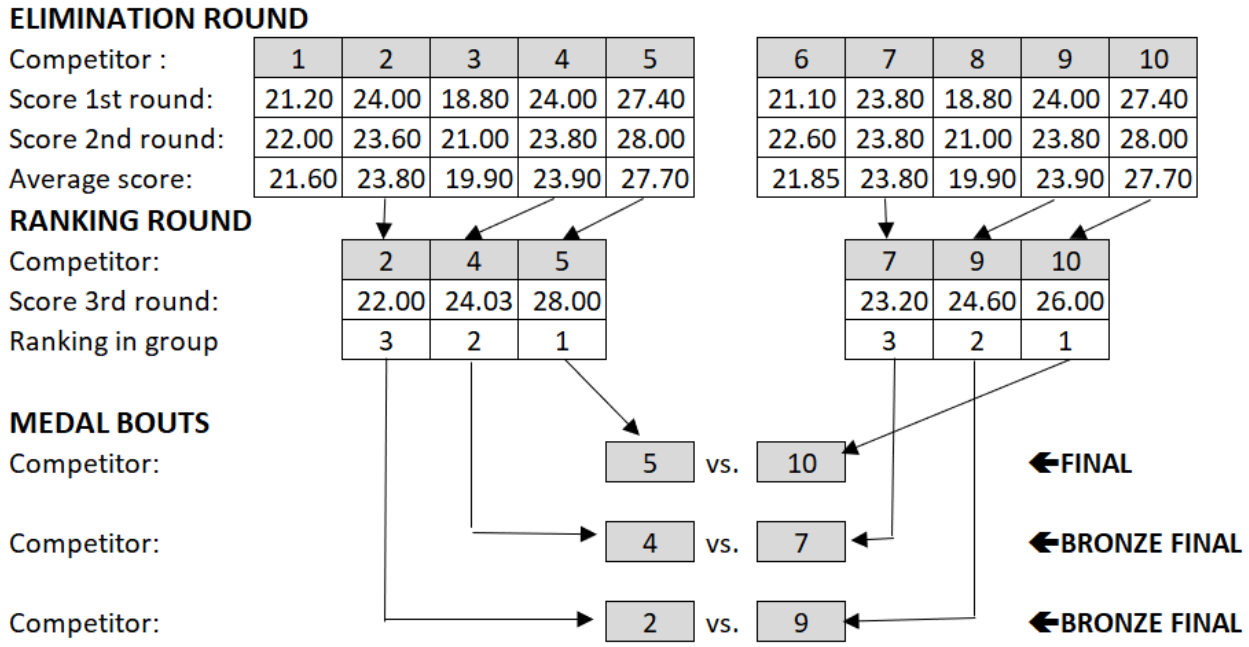
APPENDIX 15: ORGANISATION OF OLYMPIC KATA COMPETITION

This Appendix 15 replaces Article 3: ORGANISATION OF KATA COMPETITION of the Kata Competition Rules for the purpose of Olympic Kata Competition. This Appendix 15 is based on the quota of 10 Competitors per category allowed by IOC for the 2020 Tokyo Olympic Games. Olympic Kata Competition is organised according the following procedure:

1. The 10 Competitors in each category are divided in 2 groups.
2. Each Competitor performs a first kata and receives the evaluation of the 7 judges.
3. Each Competitor performs a second kata and receives the evaluation of the 7 judges.
4. For each Competitor the average score of the two rounds are calculated.
5. Any ties are determined by the process described in this Appendix 15. The tie-break will not change the score registered.
6. In each of the two groups the two participants with the lowest score in their group is eliminated and the top three Competitors go on to a third round where the previous scores are disregarded.
7. In the third round the three Competitors in each of the two groups are given a new score for their third kata and deterring the ranking from 1 through 3 with the group.
8. In the fourth round, the medal bouts, the first place winners of the two groups are pitted against each other competing for 1st and 2nd place - and the Competitors placing second in their group are pitted against the Competitors placing third in the other group for competing for the 3rd places.
9. All other rules not specifically mentioned in this Appendix 15 are as per the Kata Competition Rules excluding Article 3.

<u>EXPLANATION:</u>

The following table illustrates the Organisation of Olympic Kata Competition:



Resolution of ties:

If 2 or more contestants have the same score, it will be considered several criteria to decide who have a better position in the ranking, following the criteria below.

Step 1:

Whoever has the highest score of the second kata in the elimination round wins. If the score in the second kata also are the same the subsequent steps are applied to the second kata preformed in the elimination round:

Step 2:

When the TOTAL SCORE of the second kata is equal, the following criteria will be considered:

- the total score of the TECHNICAL CRITERIA before the multiplication for the factor (70%). The Highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

TECHNICAL SCORE:

1.	~~8.6~~	~~8.8~~	8.6	~~8.4~~	8.6	**8.6**	~~8.2~~	= **25.8** TOT (BEST POSITION)
2.	~~8.8~~	8.8	**8.0**	8.8	~~8.4~~	~~8.8~~	~~8.0~~	= **25.6** TOT

In this case competitor N°. 1 has a better position in the competition ranking than competitor N° 2.

Step 3:

When the criteria considered in case 1 is the same, we must consider the following:

- the total score of the ATHLETIC CRITERIA before the multiplication for the factor (30%). The Highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

ATHLETIC SCORE:

1.	~~8.6~~	~~8.8~~	8.4	~~8.4~~	8.6	**8.6**	~~8.2~~	= **25.6** TOT (BEST POSITION)
2.	~~8.8~~	8.4	**8.2**	8.8	~~8.2~~	~~8.8~~	~~8.0~~	= **25.4** TOT

In this case competitor N°. 1 has a better position in the competition ranking than competitor N° 2.

Step 4:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the TECHNICAL CRITERIA**, comparing the lowest score not excluded.
- The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

TECHNICAL **SCORE:**

1. ~~8.6~~ ~~8.8~~ 8.6 ~~8.4~~ 8.6 **8.4** ~~8.2~~ = **25.6** TOT (BEST POSITION)
2. ~~8.8~~ 8.6 **8.2** 8.8 ~~8.2~~ ~~8.8~~ ~~8.0~~ = **25.6** TOT

In this case competitor N°. 1 has a better position in the competition ranking than competitor N° 2.

CAPTION:
~~8.8~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded

Step 5:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the TECHNICAL CRITERIA**, comparing the highest score not excluded.
- The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

TECHNICAL SCORE:

1. ~~8.6~~ ~~8.8~~ 8.6 ~~8.4~~ 8.6 **8.4** ~~8.2~~ = **25.6** TOT

2. ~~8.8~~ 8.8 **8.4** 8.4 ~~8.4~~ ~~8.8~~ ~~8.0~~ = **25.6** TOT (BEST POSITION)

In this case competitor N°. 2 will has a better position in the competition ranking than competitor N° 1.

CAPTION: ~~8.8~~ = highest score ~~8.2~~ = lowest score **8.4** = lowest score not excluded 8.8 = highest score not excluded

Step 6:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the ATHLETIC CRITERIA**, comparing the lowest score not excluded.
- The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

ATHLETIC **SCORE:**
1. ~~8.6~~ ~~8.8~~ 8.6 ~~8.4~~ 8.6 **8.4** ~~8.2~~ = **25.6** TOT (BEST POSITION)
2. ~~8.8~~ 8.6 **8.2** 8.8 ~~8.2~~ ~~8.8~~ ~~8.0~~ = **25.6** TOT

In this case competitor N°. 1 has a better position in the competition ranking than competitor N° 2.

CAPTION: ~~8.8~~ = highest score ~~8.2~~ = lowest score **8.4** = lowest score not excluded

Step 7:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the ATHLETIC CRITERIA**, comparing the highest score not excluded.
- The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

ATHLETIC SCORE:

1. ~~8.6~~ ~~8.8~~ 8.6 ~~8.4~~ 8.6 **8.4** ~~8.2~~ = **25.6** TOT
2. ~~8.8~~ 8.8 **8.4** 8.4 ~~8.4~~ ~~8.8~~ ~~8.0~~ = **25.6** TOT (BEST POSITION)

In this case competitor N°. 2 will have a better position in the competition ranking than competitor N° 1.CAPTION: ~~8.8~~ = highest score ~~8.2~~ = lowest score **8.4** = lowest score not excluded 8.8 = highest score not excluded

Step 8:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the TECHNICAL CRITERIA**, comparing the highest score among the lowest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

TECHNICAL SCORE:

1. ~~8.8~~ ~~8.8~~ 8.8 ~~8.4~~ 8.4 **8.4** ~~8.2~~ = **25.6** TOT (BEST POSITION)
2. ~~8.8~~ 8.8 **8.4** 8.4 ~~8.2~~ ~~8.8~~ ~~8.0~~ = **25.6** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
~~8.8~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded.

Step 9:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the TECHNICAL CRITERIA**, comparing the lowest score among the highest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

TECHNICAL SCORE:

1.	~~8.8~~	~~8.8~~	8.6	~~8.4~~	8.4	**8.4**	~~8.2~~	= **25.4** TOT (BEST POSITION)
2.	~~8.6~~	8.6	**8.4**	8.4	~~8.4~~	~~8.8~~	~~8.2~~	= **25.4** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
~~8.8~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded.
~~8.8~~ = score among the highest scores excluded

Step 10:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the TECHNICAL CRITERIA**, comparing the lowest score among the lowest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

TECHNICAL SCORE:

1. ~~8.8~~ ~~8.6~~ 8.6 ~~8.4~~ 8.4 **8.4** ~~8.2~~ = **25.4** TOT (BEST POSITION)
2. ~~8.6~~ 8.6 **8.4** 8.4 ~~8.4~~ ~~8.8~~ ~~8.0~~ = **25.4** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
~~8.8~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded
~~8.8~~ = score among the highest scores excluded
~~8.2~~ = lowest score among the lowest scores excluded

Step 11:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the ATHLETIC CRITERIA**, comparing the highest score among the lowest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

ATHLETIC SCORE:

1. ~~8.8~~ ~~8.8~~ 8.8 ~~8.4~~ 8.4 **8.4** ~~8.2~~ = **25.6** TOT (BEST POSITION)
2. ~~8.8~~ 8.8 **8.4** 8.4 ~~8.2~~ ~~8.8~~ ~~8.0~~ = **25.6** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
~~8.8~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded.

Step 12:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the ATHLETIC CRITERIA**, comparing the lowest score among the highest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

ATHLETIC SCORE:

1. ~~8.8~~ ~~8.8~~ 8.6 ~~8.4~~ 8.4 **8.4** ~~8.2~~ = **25.4** TOT (BEST POSITION)
2. ~~8.6~~ 8.6 **8.4** 8.4 ~~8.4~~ ~~8.8~~ ~~8.2~~ = **25.4** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
~~8.8~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded.
~~8.8~~ = highest score among the highest scores excluded

Step 13:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the ATHLETIC CRITERIA**, comparing the lowest score among the lowest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

ATHLETIC SCORE:

1. ~~8.8~~ ~~8.8~~ 8.6 ~~8.4~~ 8.4 **8.4** ~~8.2~~ = **25.4** TOT (BEST POSITION)
2. ~~8.8~~ 8.6 **8.4** 8.4 ~~8.4~~ ~~8.8~~ ~~8.0~~ = **25.4** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
~~8.8~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded
~~8.8~~ = highest score among the highest scores excluded
~~8.2~~ = lowest score among the lowest scores excluded

Step 14:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the TECHNICAL CRITERIA**, comparing the highest score among the highest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

TECHNICAL SCORE:

1. ~~9.0~~ ~~8.8~~ 8.8 ~~8.4~~ 8.4 **8.4** ~~8.2~~ = **25.6** TOT (BEST POSITION)
2. ~~8.8~~ 8.8 **8.4** 8.4 ~~8.2~~ ~~8.8~~ ~~8.2~~ = **25.6** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
9~~.0~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded
~~8.8~~ = highest score among the highest scores excluded
~~8.2~~ = lowest score among the lowest scores excluded
9~~.0~~ = highest score among the highest scores excluded

Step 15:

When the criteria considered in the previous cases are the same, we must consider the following:

- **the score on the ATHLETIC CRITERIA**, comparing the highest score among the highest scores excluded. The highest win.

EXPLANATION

Example of equal score.

TOTAL SCORE
1. = 25.82
2. = 25.82

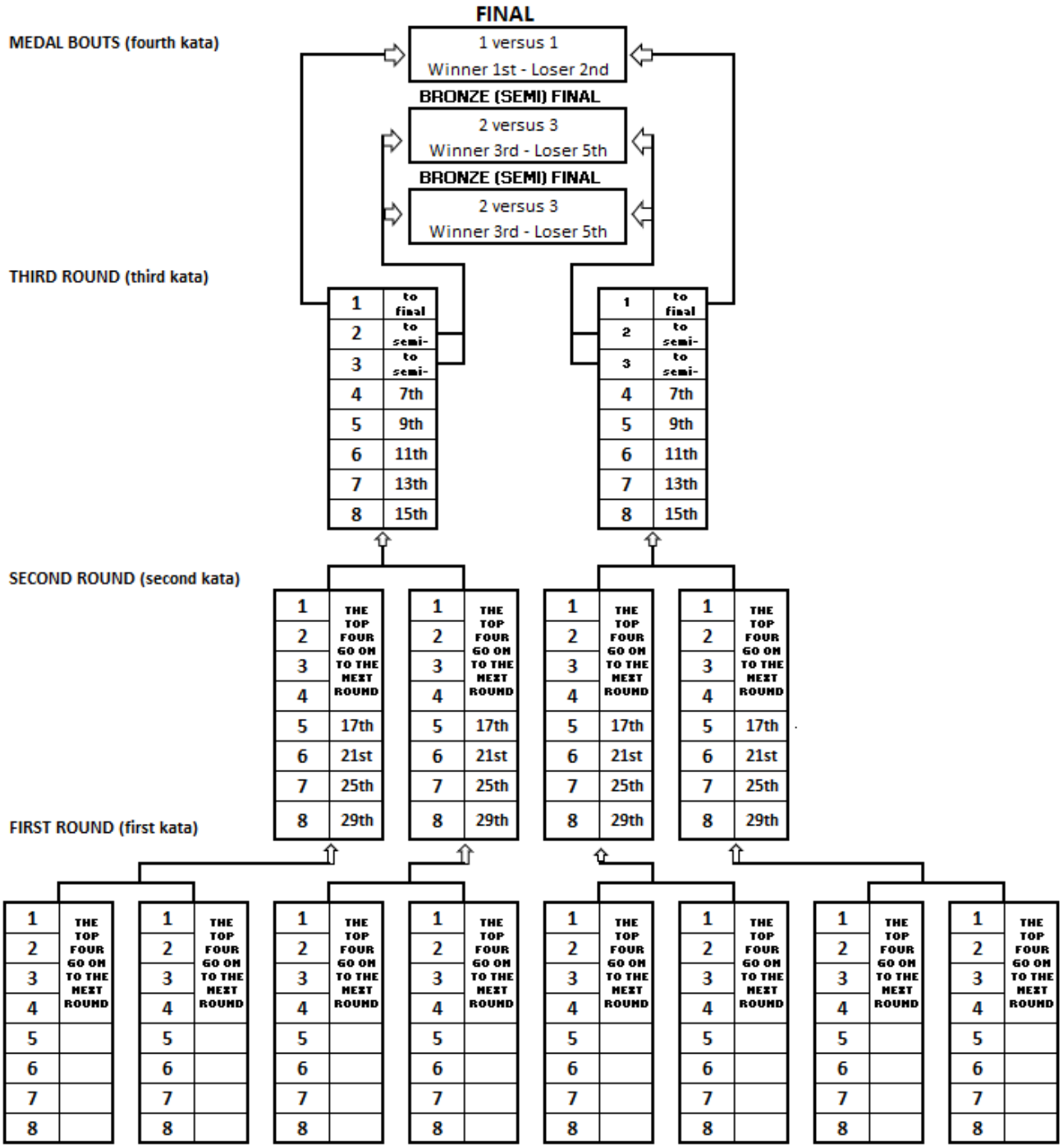
ATHLETIC SCORE:

1. ~~9.0~~ ~~8.8~~ 8.8 ~~8.4~~ 8.4 **8.4** ~~8.2~~ = **25.6** TOT (BEST POSITION)
2. ~~8.8~~ 8.8 **8.4** 8.4 ~~8.2~~ ~~8.8~~ ~~8.2~~ = **25.6** TOT

In this case competitor N°. 1 will have a better position in the competition ranking than competitor N° 2.

CAPTION:
9~~.0~~ = highest score
~~8.2~~ = lowest score
8.4 = lowest score not excluded
8.8 = highest score not excluded
~~8.4~~ = highest score among the lowest scores excluded
~~8.8~~ = highest score among the highest scores excluded
~~8.2~~ = lowest score among the lowest scores excluded
9~~.0~~ = highest score among the highest scores excluded

Step 16:

When all the criteria considered in the previous cases are the same the tie will be resolved by coin toss.

APPENDIX 16: PREMIER LEAGUE KATA COMPETITION