



KUMITE SHIAI RULE SUMMARY

Ver 2015.1, April 2015

A summary of the current WKF rules for individual matches

1. SCORING

- a) The scoring areas are :

Head Face Neck Abdomen Chest Back Side

(The back excludes the shoulders but includes the shoulder blades.)

- b) For a technique to score, its performance must have:

Good Form	Sporting Attitude	Vigorous Application
Good Timing	Correct Distance	Awareness (Zanshin)

- c) No score can be awarded for a technique delivered by a contestant touching outside the area.
- d) The correct distance for Jodan techniques in adult matches lies between skin touch and 5 cm from the target.
- e) For Cadet and Junior competitors no contact to the head, face, or neck, (including the face mask) is allowed with hand techniques. Any contact, no matter how light, will be penalised, unless caused by the recipient (MUBOBI). Jodan kicks may make the lightest touch ("skin touch") and still score. The scoring distance is increased up to 10 cm.

2. SCORE VALUES

- a) YUKO (1 point) is scored for Chudan or Jodan Tsuki or Uchi
- b) WAZA-ARI (2 points) is scored for Chudan kicks (Abdomen, Chest, Back, Side)
- c) IPPON (3 points) is scored for Jodan kicks (head, face and neck) and any scoring technique delivered immediately to an thrown or fallen opponent, as long as the opponents torso is on the Tatami.

3. PROHIBITED BEHAVIOUR AND FOULS

For Cadets and Juniors, no Jodan contact (including the Face Mask) from hand techniques is allowed and only a light touch (skin touch) is allowed for Jodan kicks. For Seniors, a light touch (skin touch) is allowed for Jodan techniques except no contact what so ever to the throat is allowed in any bout. Scoring distance is up to 10cm from the face, head or neck for Cadets and Juniors and 5cm for 18 years plus. The following will be penalised.

CATEGORY 1.

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make any 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.

5. Feigning, or exaggerating injury
6. Exit from the competition area (JOGAI).
7. Self-endangerment by indulging in behaviour, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
8. Avoiding combat as a means of preventing the opponent having the opportunity to score.
9. Passivity – not attempting to engage in combat. (Hansoku Chui in last 10 seconds, or Hansoku if previous Cat 2)
10. Clinching, wrestling, pushing, or seizing, without attempting a throw or other technique.
11. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg. Holding with one hand when attempting sa throw is permitted.
12. Grabbing the opponents arm or karategi with one hand without immediately attempting to score or takedown.



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13. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
14. Simulated attacks with the head, knees, or elbows.
15. 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.

Warnings/Penalties **do not** cross accumulate between categories and normally go from

Chukoku - private warning (no penalty score) to

Keikoku - warning (no penalty score) to

Hansoku Chui - warning of disqualification (no penalty score) to

Hansoku - penalty of disqualification.

A first infringement can attract any level of penalty. As a guide, a Keikoku is to be awarded if the opponent's chances of winning are slightly diminished. (Hansoku-Chui if a serious effect on the opponent's chances).

The first instance of exaggeration of injury will receive a Keikoku, more serious cases can receive Hansoku Chui or Hansoku directly. Running away, clinching and other time wasting will be penalised as a category 2 prohibited act. If there are less than 10 seconds to go, then the penalty will be at one level more severe than otherwise.

The judge (and arbitrator) **must** be consulted before a penalty is given. A clear sign from a judge is sufficient consultation.

Shikkaku is a disqualification and ban, with a public announcement and is imposed for harming the prestige of karate; not obeying the referee; being overly excited; committing deliberate fouls; not obeying the doctor; feigning a non-existent injury

4. RENUNCIATION, ACCIDENTS AND INJURY

- a) KIKEN means forfeiture and applies when a contestant refuse to continue the bout, is withdrawn on the order of the referee or abandons the bout.
- b) If an injury has occurred the referee must call the doctor.
- c) An injured competitor may not continue if the doctor declares him unfit or if he has won a second bout on the disqualification, for fouls, of an opponent.
- d) If a competitor falls, is thrown or is knocked down, he automatically is withdrawn if he does not regain his feet within 10 seconds. The timekeepers need a special clock for this purpose.

5. CRITERIA FOR DECISION

A bout is won if one contestant has reached 8 points or has the most points at the completion of the match. If a bout reaches full time and the scores are even then a Hantai decision must be made based on a majority decision, with the Referee and Judges each having one vote.

The decision is based upon the attitude, fighting spirit, and strength demonstrated; the superiority of tactics and techniques displayed and which of the contestants has initiated the majority of the action

6. CONTROL OF THE BOUT

In GKI tournaments, variations on the rules in the summary may be decided upon by the tournament organisers.

- a) A majority decision of the judges will decide whether a technique scored. If only two judges show a score / warning / penalty for the same competitor, the referee is obliged to stop the bout and normally award the score.
- b) If the referee stops the bout without judges indicating, they then should indicate what they saw and the Referee then needs the signal of minimum 2 Judges for the same competitor to establish a score / warning / penalty.
- c) If two judges show a score for one contestant and two show for the other, BOTH contestants score.
- d) No scores or jogai penalties can occur after YAMAE or the sounding of the bell for the end of the bout. Penalties can be awarded after Yamae and after the final bell.
- e) If a competitor performs more than one scoring technique before Yamae, the higher valued score will be awarded.



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- f) If all judges signal for one competitor, but only two judges show the same score, the referee should award that score.
- g) A junior/cadet bout duration is 2 minutes, senior males 3, (or 4 in a medal bout), females 2 and (3)
- h) Coaches must stay on their place. A competitor may be disqualified due to actions of his coach or team members.
- i) The arbitrator will signal atoshibaraku at 10 seconds before the end of the bout.
- j) If only two judges signal but show different scores or warnings/penalty for one competitor, then the referee will award the lowest score or warnings/penalty.

7. SAFETY EQUIPMENT

WKF approved protective equipment is compulsory: mitts, gum shield; body protector plus female chest protector; shin pads and the foot protection. The WKF approved face mask and body protector will be worn by cadets (mask not required after 1/1/16).

8. ANNOUNCEMENTS OF SCORES

These should be made by the referee as follows :

FIRST....THINK	LOOK at contestant(s), NAME contestant	then EXPLAIN technique by words, gestures	and ANNOUNCE / SIGNAL using approved gesture and terms
NO SCORE Ideally, referee should NOT stop the contest.	both aka or ao -	Torimsen gesture	TORIMASEN TSUZUKETE HAJIME
SCORE	AKA or AO	JODAN or CHUDAN and TSUKI or UCHI or KERI	YUKO, WAZARI or IPPON TSUZUKETE, HAJIME
WARNING (no score)	either or both -	FOUL, JOGAI, MUBOBI etc Use words and gesture's to explain foul, then show Cat 1 or Cat 2 sign	CHUKOKU, KEIKOKU, or HANSOKU CHUI TSUZUKETE HAJIME
PENALTY	AKA or AO AO or AKA	Sign for CONTACT, JOGAI, MUBOBI DANGEROUS TECH, REPEAT ATTACK TO LIMB etc Use gesture's to explain foul, show Cat 1 or Cat 2 sign,	HANSOKU or SHIKKAKU NO KACHI
DECISION	AKA or AO		NO KACHI
DRAW (team)	-		HIKEWAKE

9. OTHER TERMINOLOGY

AIUCHI	Simultaneous Score
AKA, AO, AO	Red, Blue, White
FUKUSHIN	Judge
HIKEWAKE	Draw (only in team matches)
MOTO NO ICHI	Return to original positions
SHUSHIN	Referee
SHOBU HAJIME	Contest - Begin
TSUZUKETE	Continue
TORIMASEN	Not a scoring technique

ATOSHI BARAKU	A little time left
SAI SHAI	Deciding bout
HANTEI	Decision Request
KANSA	Arbitrator
NO KACHI	"is winner"
SHUGO	Judge called
TSUZUKETE HAJIME	Continue fight - Begin
YAME	Stop
ZANSHIN	Awareness



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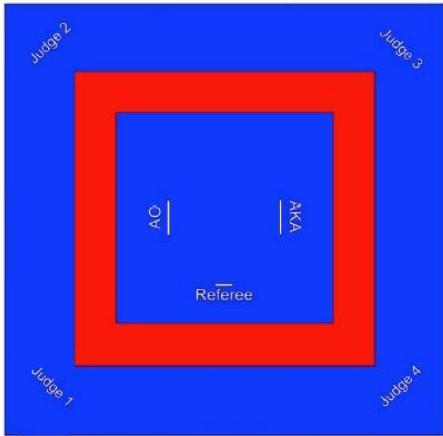
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10. THE COMPETITION AREA

The competition area must be matted, flat, free of hazard and surrounded by a 1m safety area. WKF rules state the fighting area will be 8x8 metre with a 2m safety matted area. GKI will use a 7x7 metre fighting area for adults and appropriately smaller if necessary, for children.

The four judges will sit at the corners. The supervisor sits to one side of the timer/scorer table and is equipped with a whistle and flag. The coaches will be on the opposite side.

The competitors wear either a blue (**AO**) or a red (**AKA**) belt and corresponding mitts and foot guards. Gum guards are compulsory, groin guards are optional. GKI will decide on face and body armour at its discretion.



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children.

11. MISCELLANEOUS EXPLANATIONS:

- When a contestant is physically pushed or thrown from the area by the opponent, it is not Jogai
- Any discourteous behaviour from a member of an official delegation can earn the disqualification (Shikkaku) of a competitor, the entire team, or delegation from the tournament.
- After a throw has been executed or the opponent has been grabbed onto, the Referee will allow the contestant two seconds in which to attempt a scoring technique.
- 10-seconds-rule: 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. The Judges will decide the winner on the basis of Hansoku, Kiken, or Shikkaku as the case may be. In all cases where the 10 second clock has been started the doctor must be asked to examine the contestant.
- Running, avoiding combat and jogai with less than 10 seconds of bout time remaining, receive a minimum Hansoku-Chui. Grabbing the opponent without attempting to throw or score within 2 seconds is also an instance of avoiding combat.
- A warning or penalty for Mubobi is given when a competitor is hit or injured through his or her own fault or negligence. In that case, the opponent must not be warned / penalised!
- In Category 1, every warning / penalty can be given directly – depending on the severity of the offence / injury.
- In Category 2, avoiding combat and jogai with less than 10 seconds to go, is directly warned with Hansoku-Chui, exaggeration is directly warned / penalised with Hansoku-Chui or even Hansoku, and also Shikkau (feigning injury) can be given directly without any previous warning. Cat 1 and Cat 2 do not cross-accumulate.
- If 2 Judges indicate a score for the same competitor, but the Referee has seen a contact, he may communicate this to the Judges with the appropriate signal.
- If 2 Judges signal a contact and 2 Judges a score for the same competitor, the Referee will decide what action to take. Also applicable in other 2:2-situations when it is possible to give only one decision (Mubobi Aka / contact AO)
- For Category 1 infringements Judges should first circle with the appropriate coloured flag then extend the crossed flags to their left for AKA, putting the red flag in front, and to their right for AO, putting the blue flag in front. This enables the Referee to clearly see which competitor is regarded as the offender.



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12. REFEREES AND JUDGES GESTURES

- When resuming a bout, (Tsukete Hajime) the referee steps back with the left leg

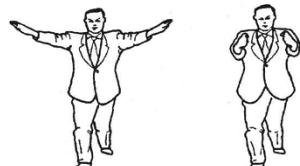
SHOBU HAJIME



YAME



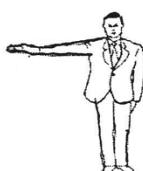
TSUZUKETE HAJIME



YUKO (One point)



WAZA-ARI (Two Points)



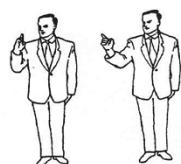
IPPON (Three Points)



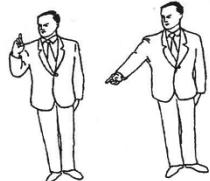
CATEGORY 1 OFFENCE
(used without further signal for CHUKOKU)



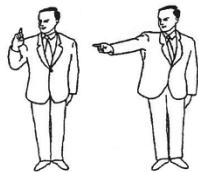
CATEGORY 2 OFFENCE
(used without further signal for CHUKOKU)



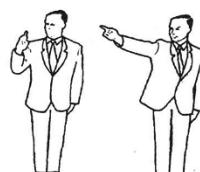
KEIKOKU



HANSOKU CHUI



HANSOKU



NO KACHI (Win)

