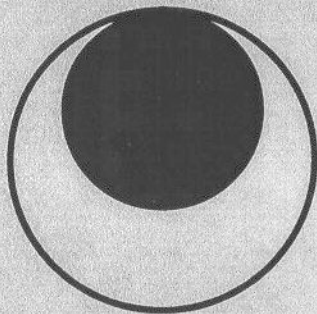


TOURNAMENT RULES & REGULATIONS

**TOURNAMENT RULES & REGULATIONS
FOR OFFICIALS**



THE JAPAN KARATE ASSOCIATION

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TOURNAMENT RULES & REGULATIONS

CHAPTER 1 GENERAL RULES

Item 1 - Goal and Objective

The goal of establishing these rules and regulations is to promote a fair and smooth course of occurrence of all events in any given tournament.

Item 2 - Applicants Concerned

1. These rules and regulations shall apply to the following JKA related events:
 - a) World Championships & the All Japan Championships hosted by The JKA Headquarters in Tokyo, Japan.
 - b) Regional Tournaments/Championships hosted by JKA Regional Headquarters.
 - c) District Tournaments/Championships hosted by JKA District Headquarters.
 - d) Local Tournaments hosted by JKA *Dojos*.

2. All tournaments shall abide by this present document.

Item 3 - Rules of Conduct for All Participants

All participants shall act in accordance to the highest standards of ability and of fair play in the spirit of *Karate Do* and strive to the utmost respect and dignity towards others participants.

Item 4 - Additional Information

If there arises a situation undefined by this present document, the decision shall be given by the Master Chief Judge.

CHAPTER 2 TOURNAMENT OPERATIONS

Item 5 - Preparation Set-up Prior to Event

1. Prior to holding a tournament, the Host Organization shall notify all concerned of its proposed plan for the upcoming tournament.
2. Also, it is necessary to provide the following support personnel:
 - a) Timekeepers
 - b) Scorekeepers
 - c) Directors of Operations
 - d) Official Doctor
 - e) Medical Attendants
3. As well, the following officials must be provided:
 - a) Arbitrators
 - b) Master Chief Judge
 - c) Head Judges and Judges
 - d) Judge Inspectors

Item 6 - Arbitrators

1. One Arbitrator shall be stationed at a *Kumite* Event.
2. An Arbitrator is responsible for the following:
 - a) that the Head Judge and the Judges have appropriate qualifications for tournament
 - b) that the competitors have appropriate qualifications as well
 - c) that the rules and regulations are being followed
3. An Arbitrator is responsible to provide appropriate decisions to the Head Judge and the Judges, timekeepers and scorekeepers in the following situation: if the Head Coach has a question or protest.
4. An Arbitrator if necessary, can consult the Head Judge, Judges or support personnel involved.
5. The Arbitrator is selected and appointed to his position by the Master Chief Judge.

Item 7 - Master Chief Judge

1. The Master Chief Judge is responsible to maintain a fair and smooth course of occurrence of all events in a given tournament.
2. The Master Chief Judge is responsible to provide appropriate decisions in the following situations:
 - a) if there is an issue with the rules and regulations or if unfairness has been identified
 - b) if there is a matter exceeding this present document
 - c) if there is an accident
3. If a situation has occurred, after consulting with the Judge Inspectors and the Judges, the Master Chief Judge will take action as per the following:
 - a) give special advise or instructions
 - b) banish from the tournament
 - c) disqualify a competitor from the tournament
4. After consultation with the Judges, the Master Chief Judge will decide the duration of disqualification and if it applies to further tournaments.
5. The Master Chief Judge is appointed by the Host Organization. If necessary, the Host Organization will also select an Assistant Chief Judge.
6. As a general rule, the JKA Chief Instructor is the one selected as the Master Chief Judge in the All Japan Championships as well as the World Championships.

Item 8 - Head Judge & Judges

1. The Head Judge and the Judges are responsible for a match or event and make decisions during a given match or event.
2. The Head Judge and the Judges exert control over the surroundings of the match or event as well.
3. The Head Judge and the Judges are solely responsible for the outcome of a match of event and cannot be challenges with the exception of the Arbitrator.
4. The Head Judge coordinates the match or event and gives the final decision regarding the outcome of the match or event.

5. The Judges, previously called Corner Judges assist the Head Judge by indicating their own decisions during the match or event.
6. The Head Judge and the Judges are selected amongst the pool of certified Judges and appointed to their positions by the Host Organization.

Item 9 - Judge Inspectors

The Judge Inspector is responsible for providing appropriate guidance and support to Arbitrators, Head Judges and Judges.

Item 10 - Competitors

1. If the competitors are qualified, the Host Organization cannot refuse their participation in a tournament.
2. As a general rule, the competitors are active members of the JKA or members of an affiliated organization approved by the JKA.

Item 11 - Head Coach

1. One Head Coach can be present for his competitor during a match or event.
2. A Head Coach must be registered with the Host Organization prior to the tournament.
3. If a Head Coach has question or protest regarding a match or event, it has to be addressed to the Arbitrator.
4. A Head Coach gives advise to the competitor from a designated area, during a match or event.
5. A Head Coach has to hold instructor's qualification.

Item 12 - Timekeepers

A timekeeper is responsible to keep time of a match or event, as well as notify the Head Judge of elapsed time during the match or event as per set procedure.

Item 13 - Scorekeepers

A scorekeeper is responsible for keeping a record of all scores during a match or event, as well as announcing or presenting those scores publicly. If necessary, the scorekeeper shall notify the Head Judge of these scores.

Item 14 - Directors of Operations

A director of operations is responsible for good communication between all competitors and officials to ensure smooth occurrence of the tournament.

Item 15 - Official Doctor

The official doctor is responsible for all medical decisions that may occur during the course of an incident involving injury.

Item 16 - Medical Attendants

A medical attendant is responsible to treat and support an illness or injury that may occur during the course of a tournament, in order to maintain a safe environment for all participants.

Item 17 - Dress Code for Participants

1. A competitor wears an all white karate uniform. In order to differentiate between opponents, one shall wear a thin red band of cloth around the waist.
2. A competitor wears an identifying number that is given prior to the tournament and that is sown on a designated location of the uniform.
3. A competitor wears protective gear as per specification.
4. A competitor wears nothing more than is mentioned in the prior statement unless specified by either the Head Judge or the Master Chief Judge.
5. A Head Coach must wear an armband on the left upper arm, with the word coach written in Japanese.
6. The Head Judges, the Judges and the Arbitrators must wear the JKA official dress wear that consists of a pair of light gray pants, a long-

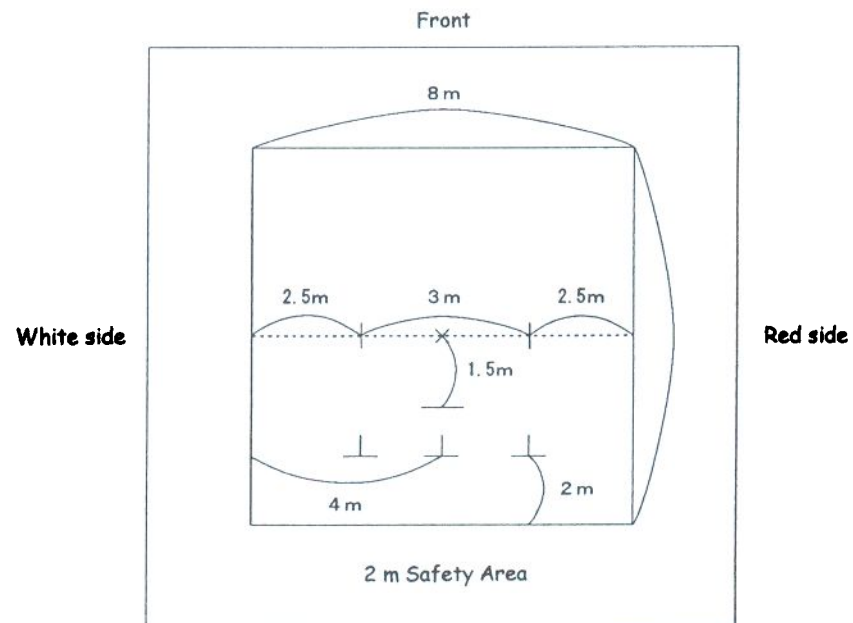
sleeve white shirt and a burgundy tie with the JKA logo on it. An official judge's badge is added and worn on the left breast pocket.

7. All other support staff is easily identified as such by wearing a similar dress wear.

Item 18 - Set-up of Courts

1. The court area is a square measuring 8 meters X 8 meters, marked off by a 4-5 centimeters wide line. The outer edges of this line measure 8 meters. If mats are used, the boundary may be marked by mats of a different color.
2. For a *Kumite* Match or Event, the starting positions of the competitors are on the center line, indicated by two parallel lines both 1 meter long, and that are 3 meters apart from each other. In general, when facing what is called the Front or *Shomen*, the right line is red and the left line is white.
3. For a Flag System *Kata* Match or Event, the starting lines of the competitors are 2 meters from the back line and 3 meters apart from each other. These lines are designed in the shape of a short inverted T; the horizontal line is 70 centimeters long and the vertical line is 35 centimeters long. As for a Point System *Kata* Match or Event, the inverted T starting lines are 2 meters back from the center of the court.
4. For safety reasons, a court shall not be raised for more than 1 meter above the ground level and there is a 2 meters wide safety area around the court.
5. The surface of the court should be flat and smooth. It may be made of wood, resin, urethane mats or *Tatami* mats.
6. To indicate the position of the Head Judge, a line is drawn 1.5 meters back from the center of the court.

Set-up & Dimensions of Courts



Item 19 - Events & Categories

1. The events are as follow:
 - a) *Kumite* Events - Individual and Team
 - b) *Kata* Events - Individual and Team
2. It is possible to hold different events as well.