

CHAPTER 3 KUMITE EVENTS

Item 20 - Definition of Event

1. In a *Kumite* Event, two competitors enter the court and within the allotted time, perform various kinds of techniques freely against each other hoping to hold victory. There are two different kinds of scoring system:
 - a) 1 Point Match or *Ippon Shobu*: The competitor who has scored one full point or 2 half points first, within the allotted time, is declared the winner.
 - b) 3 Points Match or *Sanbon Shobu*: The competitor who has scored 2 full points first, within the allotted time, is declared the winner.
2. In a match or event, all techniques - punches, kicks, strikes, have to be done with control. The distance required to do the techniques should be close enough to be able to be effective. There should be no damage done to the opponent.

Item 21 - Definition of Team Event

1. A team consists of an odd number of competitors.
2. As a general rule, all team members have to be present at the first round of a match or event. Subsequently, if the team is missing a member or members, that missed person or persons must be placed last in the sequencing of competitors of that match.
3. Prior to the event, the order in which the competitors will perform must be reported. The winning team is determined by the number of individual performances that are won.
4. There are two kinds of team competition:
 - a) Match by Elimination: Each team member has one performing bout each. The individual results are then added up to determine which team has won. If there is a draw, the highest score determines the win, as per the following:
1 point or *Ippon*, 2 half points, decision by Judges.

- b) If there is still a draw, a match is held with a competitor chosen by each team, in order to determine the win. This is called a Decision Match by Team Choice or *Daihyosha Ketteisen*. This match continues until there is a winner. In this case, a team member that has performed before may compete, but no more than twice.
- c) Round Robin Elimination Match: The winner of the first match stays in the court and keeps fighting until he loses. The loser steps out and the next team member steps in. When all member of the team have lost, the team itself loses.

5. No mixed team of males and females are allowed.

Item 22 - Definition & Criteria for Scoring Points

1. The areas of attacks are defined as follow:
 - a) head and neck area or *Jodan*
 - b) stomach, sides of the abdomen and back, in this case *Chudan*
2. Criteria for scoring points are as follow:
 - a) proper execution and power of the technique
 - b) proper distance and timing
 - c) correct posture and proper frame of mind
 - d) concentrated mind and spirit
 - e) execution to the proper target
3. If all the criteria mentioned above have been reached in the execution of either a punch, a kick or a strike, this constitute what is scored as 1 point or *Ippon*.
4. A 1 point or *Ippon* can be scored even if some of the above mentioned criteria are not reached, in the following situations:
 - a) successfully evading an attack while executing a effective counterattack or *Deai*
 - b) knocking the opponent off balance and executing an effective attack
 - c) a consecutive series of attacks that all reach their target
 - d) the opponent is without any defense
5. A technique that is well executed but does not qualify as a 1 point or *Ippon*, is defined as a half point or *Waza-Ari*.
6. 2 half points become 1 point or *Ippon*.

7. If both competitors move and execute a technique at the same time, this is called *Aiuchi*. In this instance, the attacks cancel each other and no points are scored.

Item 23 - Criteria for Reaching an Outcome in a Match

1. If none of the two competitors reach the full score within the allotted time, each Judge indicate their decision as to the outcome of the match or event. The outcome of the match or event is determined by the decision of all the Judges together.
2. If both competitors get injured or for other reasons cannot continue the match, the Judges will indicate their decision as to the outcome of the match or event.
3. The following elements help to determine the outcome of a match:
 - a) if any points are scored
 - b) if there are warnings or *Hansoku Chui* that have been given
 - c) if there are out of bounds or *Jogai Chui* that have been given
 - d) if one competitor has dominated more in that match
 - e) skill and strength of the techniques displayed
 - f) fighting spirit and effort shown by a competitor; if there has been any caution or *Keikoku* given
 - g) proper frame of mind shown by a competitor
 - h) the amount of attacks performed by one competitor as compared to the other
4. The outcome of the match or event is ultimately decided by the Head Judge who must have taken notice of the decision of each Judge.
5. If the outcome of the match or event cannot be decided, a draw or *Hikiwake* is then declared.

Item 24 - Re-Match (Sai-Shiai) & Second Re-Match (Sai-Sai-Shiai)

1. If there is a draw, another match will be held. This re-match is called *Sai-Shiai*. If this re-match ends up in a draw, a second re-match called *Sai-Sai-Shiai* will be held. However, the Head Judge may order that this second re-match is a "sudden death" match meaning that the competitor that scores first is declared the winner.
2. After a second re-match the Judges must determine a winner.

3. In a World Championships as well as a National Championships, the final match of that event will have as many re-matches as needed in order to determine a winner.

Item 25 - Criteria Leading to Disqualification (Hansoku)

1. The following elements are forbidden:
 - a) excessive contact
 - b) performing dangerous throws and where joints are involved
 - c) wasting time by not attacking
 - d) using provocative language and attitude, or verbal taunting
 - e) purposely attacking after stop (*Yame*) or out of bounds (*Jogai*) is called
 - f) head butt attack
 - g) spear hand or *Nukite* attack
 - h) purposely attacking the groin area
2. If there has been any of the above that have been perpetrated, the following decisions will be made:
 - a) If an element has been identified but not severe as to cause injury or damage to a competitor, a caution or *Keikoku* is then given. This caution does not affect judging decision but if a second caution is given in the same match, this could result in disqualification of the perpetrator and the other competitor is declared the winner.
 - b) If an element has been identified as severe and there is obvious malicious intent or if a competitor is seriously injured or damaged, a disqualification or *Hansoku* is given to the perpetrator and the other competitor is declared the winner.
3. Any competitor who has received a disqualification or *Hansoku* twice during a tournament, is not allowed to continue to compete in that tournament.

Item 26 - Out of Bounds (Jogai)

If a competitor touches the ground outside the borders of the court with any part of the body, a caution indicative of out of bounds or *Jogai Keikoku* is then announced. If this happens a second time, a out of bounds warning or *Jogai Chui* is given. If this happens a third time, a disqualification by out of

bounds or *Jogai Hansoku* is given to the perpetrator and the other competitor is declared the winner.

Item 27 – Criteria for Volunteer Non Defending (Muboubi)

1. A caution for volunteer non defending called *Muboubi Keikoku*, a warning for volunteer non defending called *Muboubi Chui* and a disqualification for volunteer non defending called *Muboubi Hansoku* can be given in the following situations:
 - a) if it is obvious that a competitor does not provide any defensive effort and gets hit, then that competitor receives the appropriate level of volunteer non defending and the other competitor the appropriate level of reprimand or *Hansoku*
 - b) if it is identified that a competitor shows no fighting effort
2. Although not necessarily hit, a competitor can receive a non defending reprimand, either caution, warning or disqualification as the referee may judge the present situation dangerous. In that case the other competitor is declared the winner.

Item 28 – Absolute Disqualification (Shikkaku)

1. An absolute disqualification or *Shikkaku* is given in the following situations and therefore the other competitor is declared the winner:
 - a) non compliance to the orders of the Head Judge
 - b) use of unacceptable language as a *Karate* competitor
 - c) display of poor and unacceptable attitude and frame of mind as a *Karate* competitor
2. After absolute disqualification has been given to a competitor, that competitor cannot continue to participate in that tournament with the exception of Item 38 under number 2 a) and b).
3. The details of an absolute disqualification must be discussed by the involved Judges and given to the pertinent scorekeepers who enter these specified details on the appropriate form which is given to the Master Chief Judge.
4. If a team has perpetrated a serious offense, the whole team is given an absolute disqualification and the other team is declared the winner.

Item 29 - Withdrawal (Kiken)

1. If a competitor withdraws, the other competitor is declared the winner.
2. A competitor who voluntarily withdraws cannot compete in any other matches or events.

Item 30 - In the Case of an Injury

1. If a competitor is unable to continue a match due to injury, the Judges will decide if a withdrawal or *Kiken* is to be given. If that is the case, then the other competitor is declared the winner. If both competitors are injured and there are no disqualifications or *Hansoku* issued, then the match is stopped and a decision as to the outcome of the match will be called.
2. If the official doctor decides that a competitor cannot continue to compete, the match is stopped and a withdrawal or *Kiken* is given. The doctor will determine if the injured competitor is fit to compete in further matches or events. If the competitor is deemed fit, the doctor will notify the Master Chief Judge.

Item 31 - Required Officials

The following officials are required per court:

- a) 1 Arbitrator
- b) 1 Head Judge
- c) 4 Judges

Item 32 - Time of the Event

1. The allotted time for a match or event is 2, 3 or 5 minutes.
2. The Head Judge starts the match with a verbal cue that ends with the word: begin or *Hajime* at which the countdown is started. Countdown is interrupted when stop (*Yame*) or out of bounds (*Jogai*) is called. Countdown resumes when the verbal cue: resume or *Tsuzukete Hajime* is pronounced. If the allotted time for the match has elapsed,

the timekeeper will announce this to the Head Judge and the match is thus finished.

Item 33 - Procedures & Operations

1. The Head Judge calls the competitors to line up. Then to bow to the Front or *Shomen* and to each other or *Otagai Ni*.
2. Two competitors move to their respective designated positions and bow to each other.
3. At the end of the match or event, the Head Judge calls the competitors to line up, then will tell them to bow to each other and to the Front.
4. The Head Judge will call the match to stop, *Yame* or out of bounds, *Jogai* and interrupt the match, in the following situations:
 - a) if there is a 1 point or *Ippon* or a half point or *Waza-Ari*
 - b) if the competitors need to fix their uniform or if the Head Judge need to give them advice
 - c) if there are any elements that can lead to disqualification
 - d) an injury or accident
 - e) if the Arbitrator is indicating to interrupt the match or event
 - f) at a Judge's indication and the Head Judge considers it necessary
 - g) if a match or the surroundings of a match is considered dangerous
 - h) if a competitor touches the grounds outside the borders of the court with any part of the body
 - i) when the allotted time for a match or event has elapsed
5. During the match or event if any of the above is identified, the Judges will signal the identified element by whistle and a corresponding flag gesture to the Head Judge.
6. If necessary, the Head Judge will confer with the Judges to discuss an element and make appropriate recommendations or corrections. This takes place within the presence of the Arbitrator. If the Judges are not agreeing, then a decision is taken with a majority rule and the Head Judge will declare the final decision.
7. The Head Judge then gives the command to resume the match or *Tsuzukete Hajime* and the match is thus pursued.

8. A competitor may request to have the match interrupted by calling a time-out for the following situations that may not have been noticed by the Head Judge: accident, injury or sickness. However, the match is not interrupted until the Head Judge chooses to call the interruption.
9. When it is time to decide the outcome of the match or event, the Head Judge will use either voice command or whistle command to indicate that it is decision time or *Hantei*. The Judges will then indicate their decision by using a flag or flags.
10. After taking notice of the decision of each of the Judges, the Head Judge will announce the outcome of the match or event.
11. The timekeeper is seated at a designated location and monitors with a stopwatch the elapsing time during a match and uses a bell to indicate to the Judges by ringing once that 30 seconds are remaining, as well as by ringing twice, that all allotted time has elapsed.
12. The scorekeepers use the pertinent official forms to keep records of all scores and outcome of all matches or events, following the Head Judge's announcements.

Item 34 - Required Equipment

1. Whistles - one per official
 2. Red and white flags - a pair for each Judge
 3. A stopwatch
 4. A bell
 5. Official forms for scorekeepers including a copy for the Arbitrator
 6. Red bands of cloth to differentiate the competitors - the dimensions of this red band of cloth worn around the waist should not hinder the match in any way
 7. Guards for the hands
 8. Chest protector for the women
 9. A mouth guard
- * for the equipment listed in # 7, 8, and 9 see specific protocols provided per tournament

CHAPTER 4 KATA EVENTS

Item 35 - Definition & Guidelines for Event

1. In a *Kata* Event, a *Kata* is performed in a court. The Judges make a decision in order to declare a winner. The following types of *Kata* Events or Matches are as follow:
 - a) Red and White Flag System: 2 competitors simultaneously perform the same *Kata* that is chosen by the Head Judge and a winner is declared.
 - b) Point System: 1 competitor at a time perform a *Kata* and each Judge gives points on the performance of that competitor. The points are added up for a total score and a winner is declared.
 - c) Team *Kata*: 3 competitors perform the same *Kata* and start by facing the Front or *Shomen*, at a designated starting position of their choice. The team is given a total score according to the Point System.
2. Each competitor or team chooses a *Kata* from the following list that has been approved by the Masters Committee or *Shihan-Kai*:
. *Heian Shodan* . *Heian Nidan* . *Heian Sandan* . *Heian Yondan*
. *Heian Godan* . *Tekki Shodan* . *Tekki Nidan* . *Tekki Sandan*
. *Bassai Dai* . *Kanku Dai* . *Jion* . *Enpi* . *Bassai Sho* . *Kanku Sho*
. *Jitte* . *Gankaku* . *Hangetsu* . *Nijushiho* . *Chinte* . *Unsu* . *Meikyo*
. *Gojushiho Sho* . *Gojushiho Dai* . *Wankan*
3. The types of *Kata* matches are as follow:
 - a) Matches by Designated Basic *Kata* or *Shitei Kata* - the Head Judge chooses at random one of the *Kata* from the following list and the winner is declared by Red and White Flag System:
. *Heian Nidan* . *Heian Sandan* . *Heian Yondan*
. *Heian Godan* . *Tekki Shodan*
 - b) Matches by Designated Intermediate *Kata* or *Sentei Kata* - the Head Judge chooses at random one of the *Kata* from the following list and the winner is declared by Red and White Flag System:
. *Bassai Dai* . *Kanku Dai* . *Jion* . *Enpi*

- c) Match by Designated Intermediate *Kata* or *Sentei Kata* in the Point System - the competitor chooses one *Kata* from the Designated Intermediate *Kata* list to perform and the winner is declared by point system.
- d) Match by Favorite *Kata* or *Tokui Kata* - The competitor chooses a *Kata* from the list as seen in the above #2 with exception of all the *Kata* in the Designated Basic *Kata* list, and the winner is declared by point system.

Item 36 - Required Officials

The following officials are required per court:

- a) 1 Head Judge
- b) 4 Judges for the Red and White Flag System events
&
6 or 4 Judges for the Point System events

Item 37 - Criteria for Judging

1. Criteria for judging a *Kata* Event are as follow:
 - a) proper sequence of movement and correct accuracy of the techniques
 - b) observing the 3 key elements of *Kata*: levels of strength, contraction and expansion of the body and change in the speed of the techniques
 - c) following the proper course of direction and showing smoothness in feet movements
 - d) demonstrating an understanding of the meaning of each movement
 - e) overall performance and illustrating the essential characteristics of the chosen *Kata*
 - f) correct eye contact
 - g) power and accuracy in performance of basic techniques
 - h) fighting spirit and effort
 - i) proper use of stance and posture or *Kamae* and the ability to focus the mind or *Zanshin*
 - j) proper frame of mind
 - k) accuracy in returning to the starting position

- l) accuracy in transforming the body parts into "weapons" of attack and defense
 - m) accuracy in reaching the point of target
 - n) if there are any exaggerated movements
 - o) intentional change to the set flow of the *Kata*
 - p) synchronization of performance in Team *Kata*
2. For Point System, 10 is the highest score. The Judges and the Head Judge decide and indicate their scores on their respective score boards. The highest and the lowest scores are dropped and the rest is added up forming the total score.

Item 38 – Criteria for Point Deduction & for Disqualification

1. Points are deducted as per the following situations:
 - a) the competitor makes a mistake, but continues to perform
 - b) the competitor pauses for no apparent reason but continues afterwards
2. The competitor is disqualified as per the following situations:
 - a) the competitor does not finish the *Kata*
 - b) the competitor does a different *Kata* from the one announced
 - c) the competitor uses profane verbal or body language
 - d) as a general rule, a competitor that has been disqualified in a *Kumite* match or event cannot compete in *Kata* events as well.

Item 39 – Re-Match (Sai-Shiai)

1. If there is a draw in a Red and White Flag System match or event, the Head Judge will choose another *Kata* to be performed by the 2 competitors.
2. If there is a draw in a Point System match or event, the competitors will perform the same *Kata* again. If there is still a draw, the lowest score that was dropped is now added up for a total score. If there is still a draw, the highest score that was dropped is now added up as well for a total score. If finally there is still a draw, the competitors will perform a different *Kata*.

Item 40 – Procedures & Operations

1. For a Red and White Flag System match or event, each competitor moves to their respective starting positions and bow to each other. The Head Judge then chooses at random a *Kata* and announces the name of the *Kata* to the competitors who repeat the name of that *Kata*. Both competitors begin their performance at the Head Judge's command to start.
2. When their performances are finished, the 2 competitors will then bow to each other and then to the Front.
3. For Designated Basic *Kata* or *Shitei Kata*, the Head Judge chooses at random a *Kata* from the set of Designated Basic *Kata* cards then announces the name of that *Kata* to the 2 competitors who begin at the Head Judge's command to start.
4. For Point System, each competitor chooses their own starting positions, and announces the name of their chosen *Kata*. The Head Judge will repeat the name of that *Kata* and the competitor will then start their performance at their own timing.
5. For Designated Intermediate *Kata* or *Sentei Kata*, please follow the directions of the above #3 and #4 as per applied.
6. When the performance is finished, the competitor returns to the starting position and waits for the decision of all the Judges.
7. If necessary, the Head Judge will confer with the Judges to discuss and make appropriate recommendations or guidance as per the following:
 - a) improper behavior leading to disqualification (*Hansoku*) or making a mistake
 - b) injury or accident
 - c) questionable issue prior to scoring
 - d) at a Judge's indication and the Head Judge considers it necessary
8. If any of the above have been identified, the Judges will indicate it to the Head Judge by whistle command.
9. The scorekeepers use the pertinent official forms to keep records of all the names of the *Kata* chosen by each competitor.
10. For Red and White Flag System, when it is time to decide the outcome of the match or event, the Head Judge will use either voice command

- or whistle command to indicate that it is decision time or *Hantei*. The Judges will then indicate their decision by using a flag or flags.
11. For Point System, when it is time to decide the outcome of the match or event, the Head Judge will use whistle command to indicate that it is decision time or *Hantei*. The Judges will then raise their score boards or score cards with their choice of score.
 12. One of the scorekeepers reads in a loud and clear voice, each score, starting from the Head Judge and moving clockwise. The other scorekeepers write the announced scores on the appropriate official forms, make the necessary calculations for a total score.
 13. A scorekeeper will announce the final score and the Head Judge repeats this score. The Head Judge will then use whistle command to indicate to the Judges to lower their score boards or score cards.
 14. After the announcement of the final score or outcome of the match, the involved competitor steps out of the court.

Item 41 - Required Equipment

1. Whistles -one per official
2. Red and white flags - a pair for each Judge
3. Score boards or score cards - a set per Judge
4. Official forms for scorekeepers including a copy for the Arbitrator
5. *Kata* cards: a set of Designated Basic *Kata* and a set of Designated Intermediate *Kata* - a set of the appropriate ones for the Head Judge
6. Red bands of cloth to differentiate the competitors - the dimensions of this red band of cloth worn around the waist should not hinder the match in any way