



WORLD KARATE FEDERATION KATA COMPETITION RULES

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REVISION RECORD

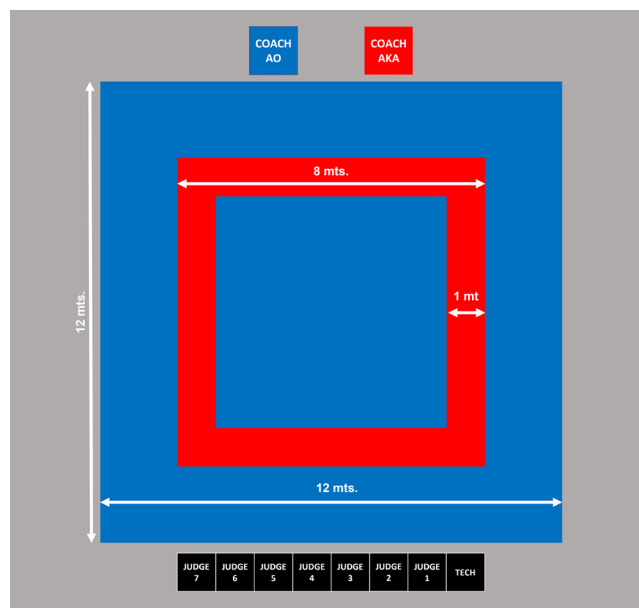
Rev. number	Valid date	Reference	Change
2023.01	17-Feb-23	Article 2.2	Shoulder brands on karategi - Clarification

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ARTICLE 1: KATA COMPETITION AREA

- 1.1 The competition area will be a WKF Approved matted square, with sides of eight metres (measured from the outside). 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.
- 1.2 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 who sits at the far end of the table.
- 1.3 All Judges and the Software Technician are placed in line in front of the official table, preferably behind a single table.
- 1.4 There must be no advertisement hoardings, walls, pillars etc. within one metre of the safety area's outer perimeter.
- 1.5 Coaches will be seated outside the safety area, on their respective sides of the TATAMI towards the official table.



ARTICLE 2: OFFICIAL DRESS

2.1 Judges

2.1.1 The official uniform will be as follows:

- a) A single-breasted navy-blue blazer (colour code 19-4023 TPX)
- b) Plain light-grey trousers without turn-ups (colour code 18-0201 TPX)
- c) A white shirt with short sleeves
- d) Plain dark blue or black socks and black slip-on shoes for use on the match area
- e) An official tie, worn without tiepin
- f) A black whistle with a discreet white cord for the whistle

2.1.2 The following additions to attire are allowed:

- a) A plain wedding band
- b) Voluntary religious headwear approved by the WKF
- c) A hairclip and discreet earrings
- d) Hair must be worn off the shoulders and make-up must be discreet
- e) Heels of more than 4 cm may not be worn with the uniform

2.1.3 Judges must wear the official uniform at all tournaments, briefings, and courses.

2.1.4 For multisport events where a cross-sport uniform is provided for Judges at the cost of the LOC (local Organising Committee) 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.

2.1.5 If the Chief Judge agrees, officials may be allowed to remove their blazers.

2.1.6 The Referee Commission or Chief Referee may refuse the participation of any official who does not comply with this regulation.

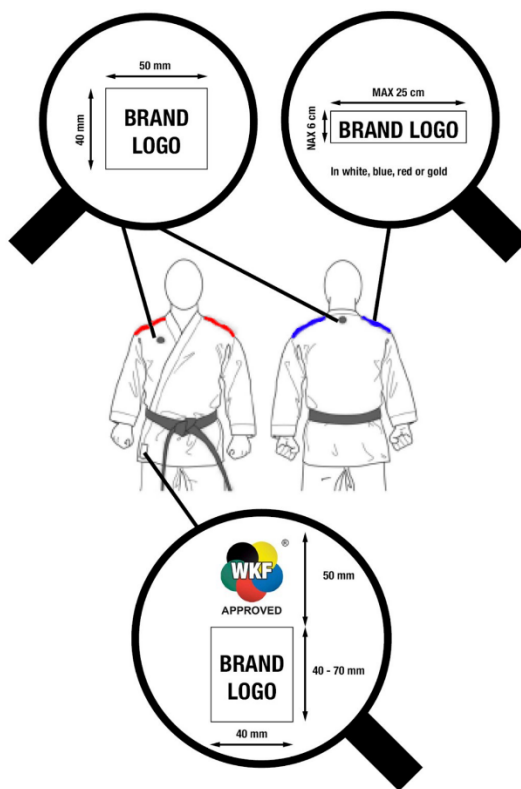
2.2 Competitors

2.2.1 Competitors must wear a white, WKF approved, Karategi without stripes, piping, or personal embroidery other than specifically allowed by the WKF EC and specified in the bulletin for the competition:

- a) For all official WKF events (World Championships and Karate 1 - Premier League, Series A and Youth League), the Karategi must have embroidered brands on the shoulders in respectively red or blue according to drawing. Exceptions are incumbent Senior World Champions and Premier League Grand Winners, whom must instead of the red or blue have embroidered brands in gold.

For team categories, the National Federations or Clubs will have the power to decide the uniformity of the brands on the karategis of the members of the team that represents them, in accordance with their regulations but with the same unified colour. All team members must wear red or blue embroidery according to their competition category. Although the team members must have shoulder branding of the same colour, there is no WKF requirement for the team members wearing the same brand of karategi.

- b) Only the original manufacturer's labels can be displayed on the Karategi.



- c) 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.
- d) In addition, identification issued by the Organising Committee will be worn on the back.



-  ADVERTISING SPACE FOR THE WKF OF 20 x 10 cm
-  ADVERTISING SPACE FOR THE N.F. OF 15 x 10 cm
-  ADVERTISING SPACE FOR THE ATHLETE OF 5 x 10 cm
-  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

- e) Competitors or teams must wear a WKF Approved red belt (AKA) or blue belt (AO) as allocated by the draw, without any personal embroideries or advertising or markings other than the customary label from the manufacturer. Belts of grade cannot be worn during the performance.
 - f) 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.
 - g) 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.
 - h) Female Competitors can wear a plain white T-shirt beneath the Karate jacket.
 - i) Jackets without ties cannot be used. The jacket ties holding the jacket in place must be tied at the beginning of the performance.
 - j) 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.
 - k) Jacket sleeves may not be rolled up.
 - l) 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.
- 2.2.2 The WKF Executive Committee may authorise the display of special labels or trademarks of approved sponsors.
- 2.2.3 Competitors may wear voluntary religious headwear approved by the WKF: A black plain fabric head scarf covering the hair, but not the neck or throat area.
- 2.2.4 Glasses are forbidden. Soft contact lenses can be worn at the Competitor's own risk.
- 2.2.5 Competitors must keep their hair clean and cut to a length that does not obstruct the performance. Hachimaki (headband) will not be allowed.
- 2.2.6 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.
- 2.2.7 The wearing of any unauthorised apparel, clothing or equipment is forbidden.
- 2.2.8 The use of bandages, padding, or supports because of injury, must be approved by the Referee on the advice of the Tournament Doctor.
- 2.2.9 Competitors that appear at the competition area with irregular Karategi will be given one minute to correct the attire, and the Coach will automatically lose the right to coach the performance.

2.3 Coaches

- 2.3.1 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.
- 2.3.2 The following additions to attire are allowed:
- a) A plain wedding band
 - b) Voluntary religious headwear approved by the WKF
- 2.3.3 The WKF Competition Supervisor, or the Organising Commission, can allow Coaches to instead of the track suit jacket to use the federations official team t-shirt or a plain coloured t-shirt without writing or logos.

ARTICLE 3: ORGANISATION OF KATA COMPETITION

3.1 General

3.1.1 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.

3.1.2 Competitors must at all times follow the instructions given by the Chief Judge.

3.2 Definitions

3.2.1 *A “performance” refers to an individual’s, or a team’s, performance of a kata.*

3.2.2 *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 group one performance against each of the other Competitors.*

3.2.3 *The term “group” is here used a bout the up to four competitors participating in one of the eight groups in the Round-robin phase elimination uses for individual Premier League competition.*

3.2.4 *The term “pool” is used for each half of the competitors grouped together for the elimination phase.*

3.3 Competition formats

3.3.1 Kata competition can be organised in several formats:

- a) Groups of 8 Competitors Elimination System (used for all competition with the exception of Individual kata in Premier League and multi-sport events)
- b) Groups of 4 Competitors Round-robin Elimination System (used for individual Premier League competitions)
- c) Two-pool Round-robin system (used for multiple sport games)

If a variation of the competition format other than described in these rules is to be applied for a particular tournament, this has to be clearly announced in the tournament bulletin.

3.3.2 Kata competition takes the form of team matches and individual bouts. Team matches consist of competition between teams of 3 or 4 competitors of which 3 compete at the time. Each team is exclusively male, or exclusively female. The Individual Kata competition consists of individual performance in separate male and female divisions. The list of official categories is found in APPENDIX 2.

3.3 Seeding and order of performance

3.3.1 For World and Continental Championships and Karate 1- Premier League, the eight top ranked Competitors in the WKF World Ranking present as per the day of competition are seeded.

3.3.2 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.

3.4 Reporting of kata to be performed

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

3.4.2 Should there be any discrepancy between the number and the name of the kata registered for performance, the number, as per the official WKF Kata list will prevail.

3.5 Failure to appear on time

3.5.1 Individual Competitors or teams that do not present themselves when called, or decide not to continue, 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.

3.6 Team kata

3.6.1 Kata teams consist of 3 or 4 Competitors, of which 3 compete in each round. When a team has 4 competitors, any 3 may be used for any round.

3.6.2 In Team Kata, all three team members must start the Kata facing in the same direction and towards the Judges. In the event of injury or illness a Kata team may have one reserve to replace the person injured or ill.

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

3.6.4 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).

3.6.5 There is no bow between the Kata and the Bunkai. Both elements are part of the same performance.

3.6.6 The total time allowed for the Kata & Bunkai demonstration combined is 5 minutes.

3.6.7 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.

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

3.6.9 Although performing a scissor takedown technique to the neck (Kani Basami) area during BUNKAI is prohibited, a scissor takedown to the body or legs is permitted.

3.7 Groups with 8 Competitors Elimination System

3.7.1 Note the "Competitor" as mentioned below refer to both individuals and teams.

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

The Competitors have to perform a different kata in each round.

3.7.3 Groups of eight (with the exceptions explained for less than 11 or more than 96) will compete 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).

3.7.4 In the event that there are 3 or less Competitors a single Kata is performed to determine 1st through 3rd place.

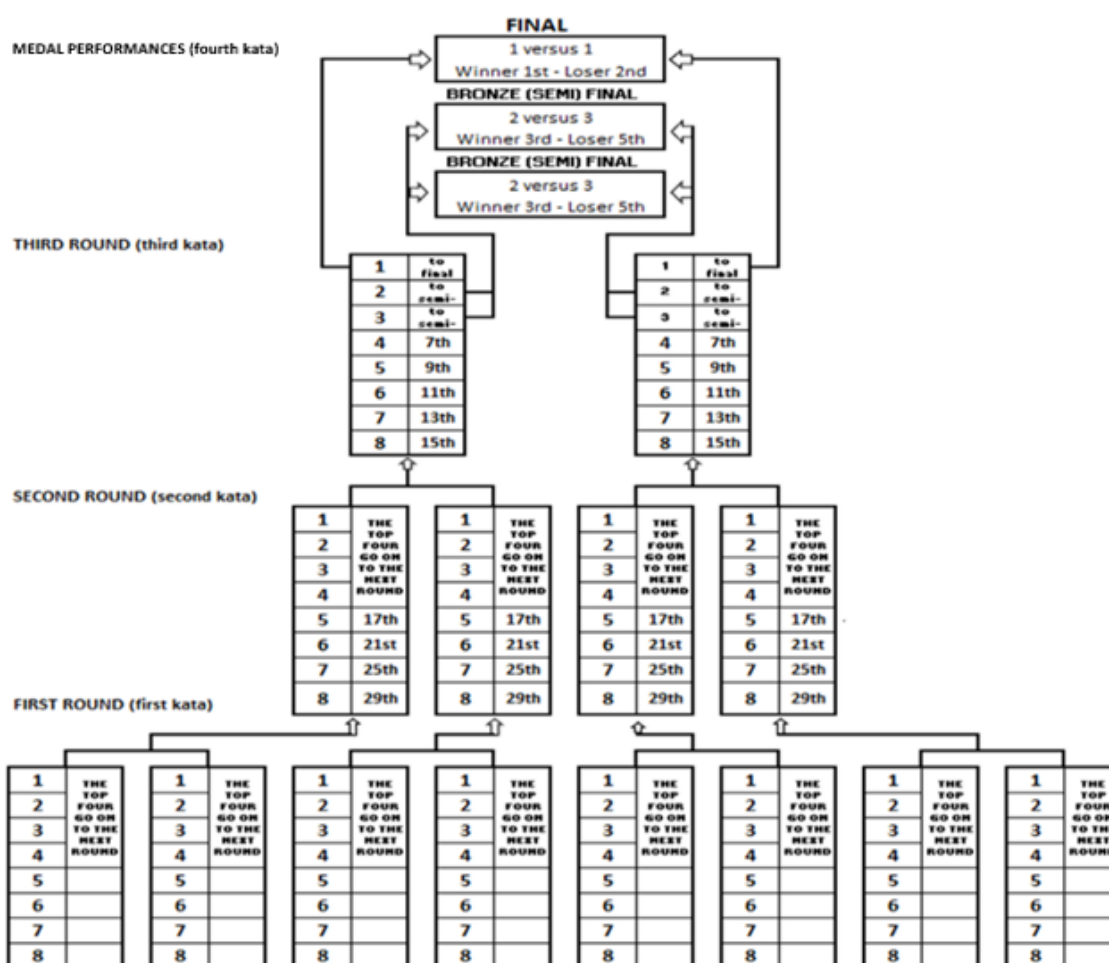
3.7.5 With 4 competitors two groups of two are formed for the first round and the two winners meet to compete for 1st while the two losers are placed 3rd.

3.7.6 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 2 competitor in the larger group will win his/her 3rd place on bye (walk-over).

3.7.7 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.

3.7.8 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 Competitors are divided in 2 groups in 2 Tatami (8 Competitors 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 Competitors 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.

- 3.7.9 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.
- 3.7.10 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.
- 3.7.11 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.
- 3.7.12 The following table illustrates the competition format:



3.7.13 Medal performances: The winners of the two pools compete for gold and silver. Number 2 in one of the last two groups pool will then meet number 3 in the other of the last two groups for to compete for the two bronze medals.

3.7.14 The losers of the bronze finals will place 5th.

3.8 Groups with 4 Competitors Round-robin Elimination System

- 3.8.1 The Competitors will face each other in performing a Kata of their choice.
- The winner of each performance will be defined by the highest score.
 - The winner of each performance will receive 3 points.
 - Is not possible to repeat a Kata during the elimination phase.
 - Competitors who qualify through the elimination phase, will be able to repeat one Kata that was performed during the elimination phase. It will not be allowed to do the same Kata two times in a row.
 - The Competitor with the greatest number of points, when the group concludes, will be the group-winner (3 points per performance won).

It is possible to repeat a kata from the Round-robin in the subsequent performances, but the same kata may never be performed twice in a row.

- 3.8.2 In case of draw between two or more Competitors, the group-winner will be defined as per Section 5.5.
- 3.8.3 In tournaments using groups of 4 Competitors Round-robin elimination the maximum 32 participants are divided in 8 groups of 4 competitors. The winner of each of the eight groups go on to regular quarterfinals, semi-finals and final. The losers to the finalists in the quarter- and semi-finals compete for the bronze medals.
- 3.8.4 Should there be an odd number of participants (due to forfeiture or injury) that place will be considered as a win for the Competitors for the performances that do not take place. Should this happen during the competition itself - any performances already done against the Competitor not completing the Round-robin should not be counted for the previous opponents.
- 3.8.5 The winner and runners-up of each pool is determined by the most won performances. If the number of wins should be equal, the tie will be resolved according to point 5.5.
- 3.8.6 The winners of the semi-finals will then go on the final where they compete for gold and silver.
- 3.8.7 Those who have lost to the finalists in the quarter finals and semi-finals will compete for the bronze medals (One for group 1-4 and one for group 5-8).
- 3.8.8 In round-robin, it is possible for a Competitor to be disqualified from a performance and still continue the competition, completing outstanding performances for the round-robin part of the competition. In this case, his/her opponent wins that performance, and the other results remain.
- 3.8.9 If an already qualified Competitor is disqualified for misconduct at the end of the Round-robin round (SHIKKAKU):
- a) The semi-final opponent will access to the final by bye ("walkover")
 - b) The two other Competitors will compete in the other Semi-final
 - c) Only one bronze medal will be awarded.
- 3.8.10 The following table shows allocation to groups for 32 down to 3 Competitors and determination of qualification from the Round-robin according to the next round:

Number of Competitors/Groups	Competitors per group								Notes
8 Groups	1	2	3	4	5	6	7	8	Participation: 24-32 Competitors
Seed ▶	6	3	7	2	5	4	8	1	
32	4	4	4	4	4	4	4	4	The first of each Group qualify.
31	4	4	4	4	4	4	4	3	
30	4	4	4	3	4	4	4	3	
29	4	3	4	3	4	4	4	3	
28	4	3	4	3	4	3	4	3	
27	4	3	4	3	3	3	4	3	
26	3	3	4	3	3	3	4	3	
25	3	3	3	3	3	3	4	3	
24	3	3	3	3	3	3	3	3	
6 Groups	1	2	3	4	5	6	7	8	Participation: 23-28 Competitors
Seed ▶	6	3		2	5	4		1	
23	4	4		4	4	4		3	The first of each Group and the two best seconds qualify.
22	4	4		3	4	4		3	
21	4	3		3	4	4		3	
20	4	3		3	4	3		3	
19	4	3		3	3	3		3	
18	3	3		3	3	3		3	
5 Groups	1	2	3	4	5	6	7	8	Participation: 17 Competitors
Seed ▶		3		2	5	4		1	
17		3		3	4	4		3	The first of each Group and the three best seconds qualify.
4 Groups	1	2	3	4	5	6	7	8	Participation: 12-16 Competitors
Seed ▶		3		2		4		1	
16		4		4		4		4	The first and second of each Group.
15		4		4		4		3	
14		4		3		4		3	
13		3		3		4		3	
12		3		3		3		3	
3 Groups	1	2	3	4	5	6	7	8	Participation: 9-11 Competitors
Seed ▶		3		2				1	
11		4		4				3	The first and second of each Group, as well as the best two number threes qualify.
10		4		3				3	
9		3		3				3	
2 Groups	1	2	3	4	5	6	7	8	Participation: 6-8 Competitors
Seed ▶				2				1	
8				4				4	The first and second of each Group, will compete directly in the semifinals.
7				4				3	
6				3				3	
1 Group	1	2	3	4	5	6	7	8	Participation: 3-5 Competitors
Seed ▶								1	
5								5	Final between first and second of the Group, and only one bronze medal bout.
4								4	
3								3	

3.9 Two pool Round-robin competition

- 3.9.1 For multiple sport games, such as continental games, Olympic Games, or other multisport events, the format of competition will be determined for each event depending on modalities included and restriction in participation.
- 3.9.2 The format used is normally a two-pool system where the winners of the pools go to the final, while number 2 of the one pool will face number 3 of the other pool and vice versa to meet for the two bronze medals.

3.10 Kata competition for those under 14 years of age

- 3.10.1 There are no specific deviations from the standard rules, but a limitation to the Kata list to less advanced Kata may be used.

3.11 Kata competition for those under 12 years of age

3.11.1 There are no specific deviations from the standard rules, but a limitation to the Kata list to less advanced Kata may be used.

ARTICLE 4: THE JUDGING PANEL

- 4.1 For all official WKF competitions the panel of seven Judges for each round will be designated by random selection deploying a computer program.
- 4.2 However, for competitions not counting for WKF World Ranking or Olympic standing, the number of Judges may be reduced to 5 – still eliminating the highest and lowest score.
- 4.3 The same panel of Judges must be deployed for all Competitors in a group for any single round - or group in Round-robin.
- 4.4 For medal bouts, none of the Judges may have the same nationality, as the competitors or have any other kind of conflict of interest such as same country of residency, family ties including in-laws or athlete/coach relationship.
- 4.5 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.
- 4.6 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.
- 4.7 For medal performances 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 performance 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 seven Judges.
- 4.8 In addition to the Software Technician, and the Announcer of results - for team competitions, the panel for medal rounds are also assisted by a Timekeeper keeping track of the maximum performance time.
- 4.9 As found expedient, the Announcer and the Software Technician operating the electronic judging system may be the same person.
- 4.10 Furthermore, the organisers 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).

ARTICLE 5: SCORING

5.1 Official Kata list

- 5.1.1 Only Kata from the WKF official Kata list may be performed. The official kata list is found in APPENDIX 1.
- 5.1.2 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

- 5.2.1 The performance is evaluated from the bow starting the Kata until the bow ending the Kata except for 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.
- 5.2.2 Slight variation as taught by the Competitor's style (Ryu- Ha) of Karate will be permitted.

5.3 Point system

- 5.3.1 Performances are given a score using a scale from 5.0 to 10.0 in increments of 0.1 - 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.
- 5.3.2 The system will eliminate the highest and lowest scores.

JUDGE 1	JUDGE 2	JUDGE 3	JUDGE 4	JUDGE 5	JUDGE 6	JUDGE 7	TOTAL
7.6	7.6	8.2	7.7	7.5	7.8	8.1	38.8

- 5.3.3 Bunkai are to be given equal importance as the Kata itself.

5.4 Score levels

- 5.4.1 For the purpose of uniform application of the scale used in scoring the following guideline applies:
- 10 Perfect Perfection of performance
 - 9 - 9.9 Excellent World class medal competition
 - 8 - 8.9 Very good High level international competition
 - 7 - 7.9 Good Expected level for international competition
 - 6 - 6.9 Acceptable Performed without distinction
 - 5-5.9 Insufficient Performed with discrepancies
 - 0 Disqualified

5.5 Resolving ties

- 5.5.1 Groups with 8 Competitors Elimination System

Ties are resolved by the following steps to determine the winner:

1. The one having the highest score when including also the lowest score obtained in the performance between the two Competitors (Results given by 6 of the 7 Judges).
2. The one having the highest score including both the lowest and highest score obtained in the performance between the two Competitors (Results given by all 7 Judges).
3. Highest World Ranking at the date of the competition.
4. Coin toss (random selection).

5.5.2 Groups with 4 Competitors Round-robin Elimination System

1. Performance result between the pair of Competitors.
2. Number of total points for wins (each 3 points) points (Including all bouts in the group).
3. The one having the highest score when including also the lowest score obtained in the performance between the two Competitors (Results given by 6 of the 7 Judges).
4. The one having the highest score including both the lowest and highest score obtained in the performance between the two Competitors (Results given by all 7 Judges).
5. Highest World Ranking at the date of the competition.
6. Coin toss (random selection).

5.5.3 Two pool round-robin system:

According to rules for the individual event.

- 5.5.4 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.

5.6 Criteria for evaluation

Kata Performance	Bunkai Performance (Applicable to team performances for medals)
<ol style="list-style-type: none"> 1. Stances 2. Techniques 3. Transitional movements 4. Timing and synchronisation 5. Correct breathing 6. Focus (KIME) 7. Conformance: Consistence in the performance of the KIHON 8. Strength 9. Speed 10. Balance 	<ol style="list-style-type: none"> 1. Stances 2. Techniques 3. Transitional movements 4. Timing & distance (Ma-Ai) 5. Control 6. Focus (KIME) 7. Conformance (to Kata): Using the actual movements as performed in the Kata. 8. Strength 9. Speed 10. Balance

5.7 Fouls

The following fouls, if apparent, must be considered:

1. Minor loss of balance.
2. Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.
3. Asynchronous movements, 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.
4. 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.
5. Belt coming loose to the extent that it is coming off the hips during the performance.
6. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.
7. Causing injury by lack of controlled technique during Bunkai.
8. Simulated unconsciousness for more than 2 seconds at the time as part of the Bunkai.

5.8 Disqualification

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

1. Not announcing the kata, announcing the wrong kata – or performing another kata than pre-announced to the official table.
2. Failing to bow at the beginning and completion of the Kata performance.
3. Not starting the Kata facing the Judges.
4. A distinct pause or stop in the performance.
5. Omitting or adding movements - or otherwise substantially change the performance from its original form.
6. A clear loss of balance causing a fall or recovery step.
7. Belt falling off during the performance.
8. Exceeding the total time limit of 5 minutes duration for Kata and Bunkai.
9. Performing a scissor takedown technique to the neck area in Bunkai (Jodan Kani Basami)
10. Failure to follow the instructions of the Chief Judge or other misconduct (SHIKKAKU).

5.9 Excessive celebration and political or religious demonstrations

- 5.9.1 Competitors are expected to respect the ceremony of salutations before and after the performance. Any excessive celebration, such as falling on one's knees etc., or political or religious expressions, during or immediately after the performance is, prohibited and will be subject to a fine equal to the amount determined by the EC for the protest fee. The Tatami Manager or Chief Referee will notify the official table.

ARTICLE 6: OPERATION OF MATCHES

- 6.1 When deploying the Eight-Group Elimination System the Competitors, or teams, are assigned in groups of eight (or maximum 12) per competition area divided by two pools.
- 6.2 When using the Four-Group Round Robin Elimination System the Competitors, or teams, are assigned in groups of four per competition area divided by two pools.
- 6.3 Before each round the Competitors or teams must submit their chosen Kata to the assigned Runners who will relay the information to the Software Technician 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.
- 6.4 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.
- 6.5 When called, each Competitor – or team – will step up to the starting point for the Kata facing the Judges.
- 6.6 The starting point for the performance is anywhere within the perimeter of the competition area.
- 6.7 After the bow the Competitor must announce clearly the name of the Kata that is to be performed and then start the performance.
- 6.8 At the end of the performance, which is defined as the final bow in the Kata, the Competitor(s) must wait for the announcement of the evaluation, bow, and then leave the Tatami.
- 6.9 When using the Group of 8 Competitors Elimination System, at the end of each group all the Competitors of that group will line up - and the operator (speaker) will announce the top Competitors 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.

ARTICLE 7: OFFICIAL PROTEST

7. General provisions

- 7.1.1 No one may protest about a Judgement to the members of the Refereeing Panel.
- 7.1.2 If a Refereeing procedure appears to contravene the rules, the Competitor's Coach or his/her official representative are the only ones allowed to make a protest.
- 7.1.3 The protest will take the form of a written report submitted immediately after the performance in which the protest was generated. The sole exception is when the protest concerns an administrative malfunction.
- 7.1.4 Any protest concerning application of the rules must not necessarily impede the progression of the competition and the intent to protest should be announced by the Coach or NF representative immediately after the end of the performance.
- 7.1.5 The Coach / NF representative will request the official protest form [APPENDIX 3] from the Tatami Manager and will be expected to have it completed, signed, and delivered to the Tatami Manager with the corresponding fee within 5 minutes after announcing the intent to protest.
- 7.1.6 Failure of a Coach / NF representative to deliver a protest in a timely manner can lead to its rejection if such delay, in the opinion of the Appeals Jury, is without reasonable justification and impedes the progression of the competition.
- 7.1.7 The Tatami Manager will immediately add in the names of the officials and hand the completed protest form to a representative of the Appeals Jury. The Appeals Jury will without delay 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. The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence available in support of the protest.
- 7.1.8 The protest may also be directly decided and announced to the Appeals Jury by the RC Chairman or the Chief Referee of the event, in which case no payment of a protest fee will be applicable.
- 7.1.9 In case of an administrative malfunction during a performance in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Chief Judge.
- 7.1.10 The protest must give the name and country 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. The protest must be submitted to a representative of the Appeals Jury by the Tatami Manager. In due course the Jury will review the circumstances leading to the protested decision.
- 7.1.11 The protester must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with the Tatami Manager who will turn it over to a representative of the Appeals Jury.

- 7.1.12 Any protest should be announced by the Coach or NF representative immediately after the end of the performance.
- 7.1.13 The decision of the Appeals Jury is final and may only be overruled by a decision of the Executive Committee upon request of the WKF President.
- 7.1.14 The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest to start required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.
- 7.1.15 If the protest involves competitors in an ongoing category, then the next round that could involve the athlete must be postponed until the appeal is decided.

7.2 Composition of the Appeals Jury

- 7.2.1 The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission (RC) or the Chief Referee. No two members may be appointed from the same National Federation. They will be numbered from 1 to 3.
- 7.2.2 The RC will also appoint three additional members with designated numbering from 4 to 6 that automatically will replace any of the originally appointed Appeals Jury members in a conflict-of-interest situation. I.e., 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.

7.3 Appeals Evaluation Process

- 7.3.1 It is the responsibility of the Tatami Manager receiving the protest to gather the Appeals Jury and deposit the protest sum with WKF for any declined protest.
- 7.3.2 The Appeals Jury will immediately make such inquiries and investigations, as they consider necessary to validate the merit of the protest.
- 7.3.3 Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

7.4.1 Declined and accepted protests

- 7.4.1 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", have it signed by each of the members of the Appeals Jury, and inform the protester of the decision.
- 7.4.2 If a protest is accepted, the appeals Jury will liaise with the Organising Commission (OC) and Chief Referee 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 rounds from the point before the incident
 - Redoing such performances that have been affected by the incident
 - Issuing a recommendation to the RC for any involved Judges evaluated for sanction

- 7.4.3 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.
- 7.4.4 If the protest is accepted, 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 Chief Referee, and returning the protest fee to the protester.

7.5 Incident Report

- 7.5.1 After handling the incident in the above prescribed manner, the Appeals Jury will meet again and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest.
- 7.5.2 The report should be signed by all three members of the Appeals Jury and submitted to the Chief Referee and the Organising Commission.

ARTICLE 8: LOCAL ADAPTATION OF RULES

- 8.1 Local adaptations of the Kata rules are allowed for national competitions as long as these adaptations do not provide advantage or disadvantage for particular styles of karate.

APPENDIX 1: OFFICIAL KATA LIST

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	Kishimono 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	Hakusho	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

In reporting the kata to be performed use the designated number. Should there be inconsistency between the number and the name of the kata, the number will be considered the reported kata to be performed.

APPENDIX 2: KATA COMPETITION CATEGORIES

Team Kata Senior Male
Team Kata Senior Female

Team Kata Cadet and Junior Male
Team Kata Cadet and Junior Female

Individual Kata Senior Male
Individual Kata Senior Female

Individual Kata Junior Male
Individual Kata Junior Female

Cadet Kata Male
Cadet Kata Female

WKF OFFICIAL PROTEST FORM

KATA



The protest must be prepaid

DATE	COMPETITION	PLACE
..... / /		

NAME OF THE COMPETITOR	COUNTRY

PROTEST DESCRIPTION

To be continued on the other side of this page

NAME		Valid as receipt by the WKF
SIGNATURE		

FOR OFFICIAL USE ONLY

TATAMI N°			TM Manager:				
PANEL	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Judge 6	Judge 7
NAME							
COUNTRY							



WORLD KARATE FEDERATION KUMITE COMPETITION RULES

Valid from 1.1.2023

REVISION RECORD

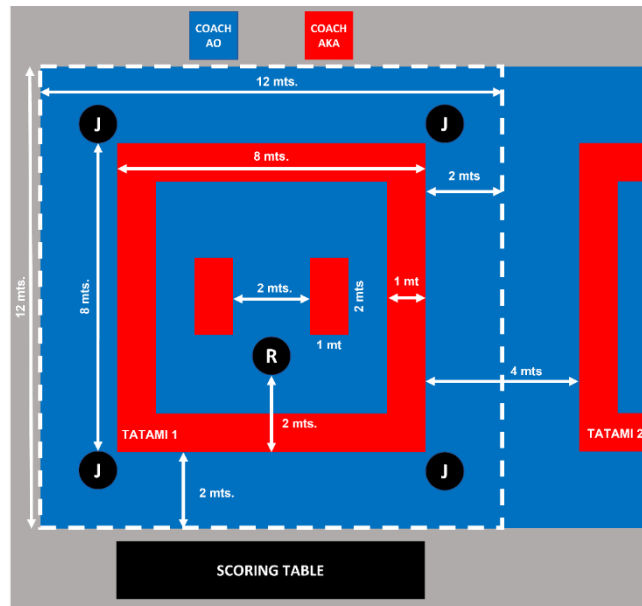
Rev. number	Valid date	Reference	Change
2023.01	17-Feb-23	Article 2.2	Shoulder brands on karategi - Clarification

CONTENT

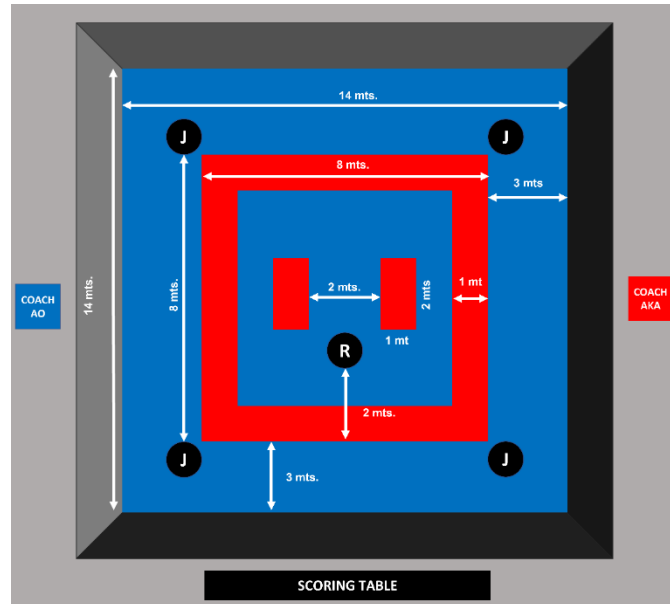
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ARTICLE 1: KUMITE COMPETITION AREA

- 1.1 The competition area will be a WKF Approved matted square, with sides of eight metres (measured from the outside) with the mats in the outer one-meter area in red, marking the boundary.



- 1.2 In addition, there will be at a further 2 metres matted safety area on all sides of the competition area. This may be reduced to 1.5 metres to accommodate number of Tatami where the sports hall has insufficient space for 2 metres.
- 1.3 There must be no advertisements, signs, walls, pillars etc. within one metre of the safety area's outer perimeter.
- 1.4 Where monitors or displays are placed between the competition areas these must be placed far enough from the competition areas to allow a safety area of 1.5 metres between competition areas on all sides. (The monitors must be placed minimum 1.5 metres from the outside of the red warning areas).
- 1.5 If the competition area is elevated another meter to a total of 3 metres is required on all sides.



- 1.6 Two mats are inverted with the red (or otherwise coloured) 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.
- 1.7 The Referee (SHUSHIN) will be standing centred between the two mats facing the Competitors at a distance of two metres from the boundary of the competition area.
- 1.8 Each Judge (FUKUSHIN) will be seated at the corners on the Tatami 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 or electronic signal device.
- 1.9 The Match Supervisor (KANSA) 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 whistle.
- 1.10 The Score Supervisor will be seated at the official score table besides the score/timekeeper, and where video is deployed, so will the Video Review Supervisors.
- 1.11 Coaches will be seated outside the safety area, on their respective sides of the Tatami towards the official table. In cases where the configuration of Tatami makes it impractical to place the Coaches facing the official table, they may instead be placed on each side of the official table. If in such cases video review is used, Coach supervisors must be deployed.
- 1.12 Where the Tatami area is elevated, the Coaches will be placed outside the elevated area behind their respective Competitors.

ARTICLE 2: ATTIRE AND PROTECTIVE EQUIPMENT

2.1 Referees and Judges

2.1.1 The official uniform will be as follows:

- a) A single-breasted navy-blue blazer (colour code 19-4023 TPX).
- b) Plain light-grey trousers without turn-ups (colour code 18-0201 TPX).
- c) A white shirt with short sleeves.
- d) Plain dark blue or black socks and black slip-on shoes for use on the match area.
- e) An official tie, worn without tiepin.
- f) A black whistle with a discreet white cord for the whistle.

2.1.2 The following additions to attire are allowed:

- a) A plain wedding band.
- b) Voluntary religious headwear approved by the WKF.
- c) A hairclip and discreet earrings.
- d) Hair must be worn off the shoulders and make-up must be discreet.
- e) Heels of more than 4 cm may not be worn with the uniform.

2.1.3 Referees and Judges must wear the official uniform at all tournaments, briefings, and courses.

2.1.4 For 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.

2.1.5 If the Chief Referee agrees, refereeing officials may be allowed to remove their blazers.

2.1.6 The Referee Commission or Chief Referee may refuse the participation of any official who does not comply with this regulation.

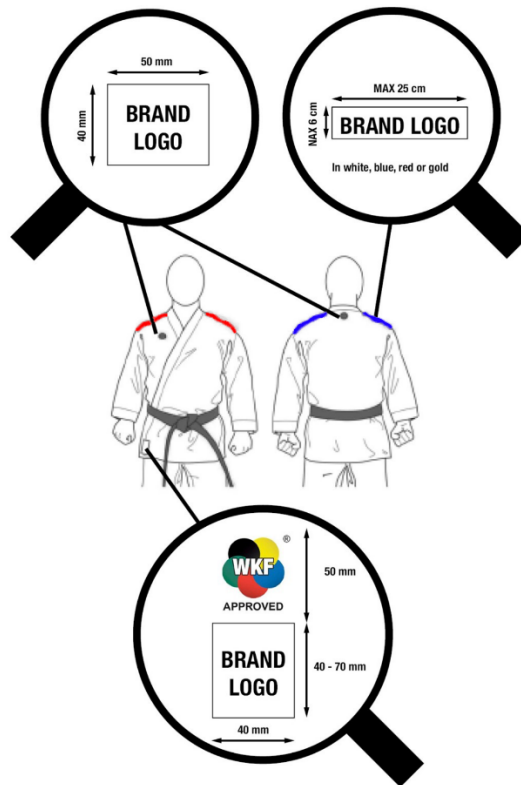
2.2 Competitors

2.2.1 Competitors must wear a WKF approved white Karategi without stripes, piping or personal embroidery other than specifically allowed by the WKF EC and specified in the bulletin for the competition:

- a) For all official WKF events (World Championships and Karate 1 - Premier League, Series A and Youth League), the Karategi must have embroidered brands on the shoulders in respectively red or blue according to drawing. Exceptions are incumbent Senior World Champions and Premier League Grand Winners, whom must instead of the red or blue have embroidered brands in gold.

For team categories, the National Federations or Clubs will have the power to decide the uniformity of the brands on the karategis of the members of the team that represents them, in accordance with their regulations but with the same unified colour. All team members must wear red or blue embroidery according to their competition category. Although the team members must have shoulder branding of the same colour, there is no WKF requirement for the team members wearing the same brand of karategi.

- b) Only the original manufacturer's labels may be displayed on the Karategi.



- c) 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.
- d) In addition, identification issued by the Organising Committee will be worn on the back.



-  ADVERTISING SPACE FOR THE WKF OF 20 x 10 cm
-  ADVERTISING SPACE FOR THE N.F. OF 15 x 10 cm
-  ADVERTISING SPACE FOR THE ATHLETE OF 5 x 10 CM
-  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

- e) Competitors or teams must wear a WKF Approved red belt (AKA) or blue belt (AO) as allocated by the draw, without any personal embroideries or advertising or markings other than the customary label from the manufacturer. Belts of grade cannot be worn during the performance.

- f) 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
 - g) 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.
 - h) Female Competitors can wear a plain white T-shirt beneath the Karate jacket.
 - i) Jackets without ties cannot be used. The jacket ties holding the jacket in place must be tied at the beginning of the bout. If they are torn off during the bout, the Competitor is not required to change the jacket.
 - j) 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.
 - k) Jacket sleeves cannot be rolled up.
 - l) The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trousers legs cannot be rolled up.
- 2.2.2 The WKF Executive Committee can authorise the display of special labels or trademarks of approved sponsors.
- 2.2.3 Competitors must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed.
- 2.2.4 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.
- 2.2.5 Competitors may use voluntary religious headwear approved by the WKF: A black plain fabric head scarf covering the hair, but not the neck or throat area.
- 2.2.6 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.
- 2.2.7 The following protective equipment is compulsory:
- a) WKF approved mitts, one Competitor wearing red and the other wearing blue.
 - b) Gum shield.
 - c) WKF approved body protector (respectively male and female design as applicable)
 - d) WKF approved shin pads, one Competitor wearing red and the other wearing blue.
 - e) WKF approved foot protection, one Competitor wearing red and the other wearing blue.
 - f) WKF approved groin guards for men.
- 2.2.8 In addition, for Competitors <14 years of age the use of WKF Approved Faces mask or protective WKF Helmet and Chest Protector is compulsory. For the same age group, starting 1.1.2024, the protective WKF Helmet will be compulsory from 1.1.2024, providing a transition period of all of 2023 where either protection (WKF Approved Face mask or WKF Helmet) can be used.
- 2.2.9 Glasses are forbidden. Soft contact lenses can be worn at the Competitor's own risk.
- 2.2.10 The wearing of any unauthorised apparel, clothing or equipment is forbidden.

- 2.2.11 It is the duty of the Match Supervisor to ensure, before each match or bout, that the Competitors are wearing the approved equipment. All protective equipment must be WKF Approved.
- 2.2.12 In the case of Continental Federations, they will limit themselves to providers and brands already approved for WKF. National Federation must also accept all WKF approved equipment for all local, regional or national competitions.
- 2.2.13 The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Tournament Doctor.
- 2.2.14 In case that deformities or amputations that do not allow for safe and secure fitting of the protective equipment or could represent a risk to the athlete or their opponents, competitive Kumite will not be permitted. In any doubt, the Referees should ask the doctor for the decision.
- 2.2.15 Competitors that appear at the competition area with unauthorized equipment or irregular Karategi will be given two minutes to correct the attire, and the Coach will automatically lose the right to coach that bout.

2.3 Coaches

- 2.3.1 Coaches must 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.
- 2.3.2 In addition the following additions to attire are allowed:
 - a) A plain wedding band.
 - b) Voluntary religiously mandated headwear approved by the WKF.
- 2.3.4 The WKF Competition Supervisor, or the Organising Commission, can allow Coaches to instead of the track suit top to use the federations official team t-shirt or a plain coloured t-shirt without writing or logos.

ARTICLE 3: ORGANISATION OF KUMITE COMPETITIONS

3.1.1 Definitions

- 3.1.2 A “bout” refers to an individual bout between two Competitors.
- 3.1.3 An “exchange” is the period preceding when the bout is halted, and the clock stopped.
- 3.1.4 A “match” is the total of all bouts between the members of two teams.
- 3.1.5 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 group one performance against each of the other Competitors.
- 3.1.6 The term “group” is here used a bout the up to four competitors participating in one of the eight groups in the Round-robin phase elimination uses for individual Premier League competition.
- 3.1.7 The term “pool” is used for each half of competitors grouped together for the elimination phase.

3.2 Weigh-in procedure

3.2.1 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.

3.2.2 Official weighing:

a) 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 (To be announced for each event). Organizers must provide separate rooms for men and women.

b) Scales:

If the official scale shows a higher weight than the scale provided for test weighing the Competitor can demand to be weighed again applying the weight shown on the test scale as the official result of the weigh-in.

The host NF should provide enough calibrated electronic scales (at least 4 units) showing only one decimal place, e.g. 51.9 Kg, 104.6 kg. The scale should be placed on a solid floor that is not carpeted.

c) 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 the 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).

d) Tolerance:

The tolerances admitted are 0.2 kg for all male categories and 0.5 kg for all female categories. The same tolerance applies to both the upper and lower limits of a weight class.

f) 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 must 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 official supervising the weigh-in shall note and record the Competitor's weight in kilograms (accurate to one decimal point of a kilogram)
8. 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.

3.3 Competition formats

- 3.3.1 Karate kumite competition take the forms of individual competition divided by gender, age groups, and weight categories and/or team competition divided by gender without weight categories.
- 3.3.2 The elimination system with repechage will be applied unless otherwise is pre-determined for a specific competition or series of tournaments.
- 3.3.3 For individual competition in Premier League, the Round-robin system followed by quarterfinals, semi-finals and final is applied. The maximum 32 Competitors per category are divided in in 8 groups of 4 Competitors and the winners of each group then compete in the quarter finals followed by semi-finals and final.
- 3.3.4 For multiple sport games, such as continental games, Olympic Games, or other multisport events, the format of competition will be determined for each event depending on modalities included and restriction in participation. The format used is normally a two-pool system where the winners of the pools go to the final, while number 2 of the one pool will face number 3 of the other pool and vice versa to meet for the two bronze medals.

3.4 Seeding

3.4.1 For WKF World and Continental Championships, and Karate 1 - Premier League, the eight highest ranked Competitors present at the competition are seeded by their respective ranking in the WKF World Ranking as per the day before the competition are seeded.

3.5 Failure to appear at the competition area

3.5.1 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.

3.5.2 When announcing disqualification by KIKEN the Referee will signal by pointing his/her 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.

3.6 Number of competitors per team

3.6.1 Male teams comprise five to seven members with five competing in a round. A male team must present minimum five competitors for the initial round and a minimum of three competitors to be allowed to participate in any following round.

3.6.2 Female teams comprise three to four members with three competing in a round. A female team must present minimum three competitors for the initial round and a minimum of two competitors to be allowed to participate in any following round.

3.6.3 In team kumite competition there are no fixed reserves.

3.7 Fighting order for teams

3.7.1 Before each match, a team representative must hand to the official table, an official form defining the names and fighting order of the competing team members.

3.7.2 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 can be rejected. The list must include the name of the country, the belt colour allocated 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 must be signed by the Coach or a nominated person.

3.7.3 Coaches must present their accreditation together with that of their Competitor or team to the Coach Supervisor or Kansa Assistant. The Coach must sit in the chair provided and must not interfere with the smooth running of the bout by word or deed.

3.7.4 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.

- 3.7.5 The participants can be selected for each round from the full team. 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.
- 3.7.6 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.
- 3.7.7 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 Score Supervisor must confirm the winning Competitor/Team with the software technician immediately after the bout/match.
- 3.7.8 In team matches where an individual loses on account of receiving KIKEN, HANSOKU or SHIKKAKU, any score for the disqualified Competitor will be set to zero, and a score of 8-0 will be recorded for that bout in favour of the other team.

3.8 Round-robin elimination system

- 3.8.1 In Premier League competition the 32 participants are divided in 8 groups of 4 competitors. The winner of each of the eight groups go on to regular quarterfinals, semi-finals and final. The losers to the finalists in the quarter- and semi-finals compete for the bronze medals.
- 3.8.2 According to the number of Competitors (32 or less) the allocation to groups will be as per the following table:

Number of Competitors/Groups	Competitors per group								Notes
8 Groups	1	2	3	4	5	6	7	8	Participation: 24-32 Competitors
Seed ▶	6	3	7	2	5	4	8	1	
32	4	4	4	4	4	4	4	4	The first of each Group qualify.
31	4	4	4	4	4	4	4	3	
30	4	4	4	3	4	4	4	3	
29	4	3	4	3	4	4	4	3	
28	4	3	4	3	4	3	4	3	
27	4	3	4	3	3	3	4	3	
26	3	3	4	3	3	3	4	3	
25	3	3	3	3	3	3	4	3	
24	3	3	3	3	3	3	3	3	
6 Groups	1	2	3	4	5	6	7	8	Participation: 23-28 Competitors
Seed ▶	6	3		2	5	4		1	
23	4	4		4	4	4		3	The first of each Group and the two best seconds qualify.
22	4	4		3	4	4		3	
21	4	3		3	4	4		3	
20	4	3		3	4	3		3	
19	4	3		3	3	3		3	
18	3	3		3	3	3		3	
5 Groups	1	2	3	4	5	6	7	8	Participation: 17 Competitors
Seed ▶		3		2	5	4		1	
17		3		3	4	4		3	The first of each Group and the three best seconds qualify.
4 Groups	1	2	3	4	5	6	7	8	Participation: 12-16 Competitors
Seed ▶		3		2		4		1	
16		4		4		4		4	The first and second of each Group.
15		4		4		4		3	
14		4		3		4		3	
13		3		3		4		3	
12		3		3		3		3	
3 Groups	1	2	3	4	5	6	7	8	
Seed ▶		3		2				1	
11		4		4				3	The first and second of each Group, as well as the best two number threes qualify.
10		4		3				3	
9		3		3				3	
2 Groups	1	2	3	4	5	6	7	8	Participation: 6-8 Competitors
Seed ▶				2				1	
8				4				4	

7			4			3	The first and second of each Group, will compete directly in the semifinals.			
6			3			3				
1 Group		1	2	3	4	5	6	7	8	Participation: 3-5 Competitors
Seed ▶									1	
5								5	Final between first and second of the Group, and only one bronze medal bout.	
4								4		
3								3		

- 3.8.4 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.
- 3.8.5 Should a Competitor be disqualified, or for other reason not complete all bouts in the Round-robin the scores of completed or current bouts will be 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.
- 3.8.6 The winner and runners-up of each pool is determined by the most won bouts by counting wins as three points each, a draw where points are scored as 1 point - and a draw with no points scored, or a loss, as zero.
- 3.8.7 The winners of the semi-finals will then go on the final where they compete for gold and silver.
- 3.8.8 Those who have lost to the finalists in the quarter finals and semi-finals will compete for the bronze medals (One for group 1-4 and one for group 5-8).
- 3.8.9 In cases where there is a tie between two or more Competitors in a group, 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 two 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) The highest World Ranking at the date of the competition.
- For each pair compared the criteria must be considered from the beginning of the list.
- 3.8.10 It is possible for a Competitor to be disqualified from a bout (HANSOKU) and continue the competition. In this case, his/her opponent wins that bout by either 4-0 or for any score obtained exceeding 4 points (i.e. 5-0, 6-0 etc.) and the other results remain.
- 3.8.11 If an already qualified Competitor is disqualified for misconduct (SHIKKAKU) at the end of the Round-robin round the following will apply:
- The semi-final opponent will access the final by bye ("walkover").
 - The two other Competitors will compete in the other Semi-final.
 - Only one bronze medal will be awarded.
- 3.8.12 For competitions with limited number of Competitors a two-pool system is used where the winners of the two pools will meet in the final while nr. 2 in the first pool will meet nr. 3 in the second pool and vice versa to compete for the two bronze medals.

3.9 Variations to competition formats

- 3.9.1 If a variation of the competition format other than described in these rules is to be applied for a particular tournament, this has to be clearly announced in the tournament bulletin.

ARTICLE 4: THE REFEREE PANEL

4.1. Composition

- 4.1.1 The Refereeing Panel for each bout shall consist of one Referee (SHUSHIN), four Judges (FUKUSHIN), and one Match Supervisor (KANSA), a Score Supervisor, and where video review is used, and one Video Review Supervisor.
- 4.1.2 The Referee, Judges, Match Supervisor, Score Supervisor, and Video Review Supervisor of a Kumite bout must not have the nationality or be from the same National Federation of either of the participants or have any other conflict of interest. It remains the duty of any official to self-report on any possible conflict of interest before the bout or match starts.

4.2 Referees and Judges' deployment and panel allocation

- 4.2.1 For the eliminatory rounds the RC Secretary will deliver 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 software technician will enter the list in the system and 4 Judges, 1 Referee, 1 Match Supervisor (KANSA), and 1 Score Supervisor out of each TATAMI deployment will be randomly allocated as Referee Panel for each bout.
- 4.2.2 Where video review is used one Video Review Supervisor is allocated in the same manner.
- 4.2.3 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 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.

4.3 Supporting officials

- 4.3.1 In addition, for facilitating the operation of bouts/matches, 1 Tatami Manager, 3 Tatami Manager Assistants, and 1 Score/Timekeeper shall be appointed plus 2 Coach Supervisors in instances where the configuration of TATAMIS makes it necessary to see the Coaches requests for video review.

4.4 Formalities and change of judges

- 4.4.1 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.
- 4.4.2 After the formal exchange of bows by Competitors and the Referee panel, the Referee takes a step back, the Judges turn towards the Referee, and all bow together. All then take up their positions.
- 4.4.3 When changing the Judges, the departing Officials, except the Match Supervisor, line up, bow together (REI), and then leave the area.

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

4.4.5 In team matches, provided that the entire panel holds the required qualification, the positions of Referee and Judges must be rotated between each bout. If one or more officials do not hold the required qualification as Referee, they will remain as sitting Judges and be omitted from the rotation.

4.5 Procedure for refereeing Kumite with only two corner Judges

4.5.1 For Youth League competitions the use of only two corner Judges is allowed. This procedure is described in APPENDIX 5.

ARTICLE 5: DURATION OF BOUT

5.1 Duration of the Kumite bout is:

- Senior Male and Female categories: 3 minutes effective time
- Under 21 Male and Female categories: 3 minutes effective time
- Cadet and Junior Male and Female categories: 2 minutes effective time
- 14 years and younger 1.5 minutes effective time

5.2 For tournaments without limitation to participation the duration of elimination bouts may be reduced from 3 minutes to 2 minutes and from 2 minutes to 1.5 minutes provided that this is announced prior to tournament start in a meeting for both coaches and officials.

5.3 The timing of the bout starts when the Referee gives the signal to start and stops each time the Referee calls “YAME” or at the signal for full time.

5.4 The timekeeper shall give a signal, indicating “15 seconds to go” by one short burst with the buzzer, and “time up” by two short bursts with the buzzer. The “time up” signal marks the end of the bout.

5.5 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: KIKEN – FAILURE TO APPEAR AT THE TATAMI

- 6.1 KIKEN 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.
- 6.2 Forfeiture by KIKEN means that the Competitors are disqualified from that category, although it does not affect participation in another category.

ARTICLE 7: STARTING, SUSPENDING AND ENDING OF MATCHES

- 7.1 The terms and gestures to be used by the Referee and Judges in the operation of a bout/match shall be as specified in APPENDIX 2.
- 7.2 For each round there will be a bowing ceremony starting with the Referee first having Competitors and officials face the audience and bow SHOMEN NI REI followed by a bow to each other, OTAGAI NI REI. At the end of the bout(s) the bowing ceremony is done in the opposite sequence.
- 7.3 The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the Competitors who are positioned at the front on their assigned mats nearest their opponent; the Referee will announce “SHOBU HAJIME!” and the bout will commence.
- 7.4 The Competitors must bow properly to each other at the start and the end of the bout – a quick nod is both discourteous and insufficient.
- 7.5 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” and return to his/her position.
- 7.6 In the case of a score to be awarded, the Referee identifies the Competitor (AKA or AO), the area attacked (JODAN or CHUDAN), and then awards the relevant score (YUKO, WAZA-ARI or IPPON) using the prescribed gesture. The Referee then restarts the bout by calling “TSUZUKETE HAJIME”.
- 7.7 When a Competitor has established a clear lead of eight points during a bout, the Referee will call “YAME” and order the Competitors back to their starting points and award the applicable score. 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.
- 7.8 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.
- 7.9 In the event of a tied score at the end of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the bout by HANTEI. The four judges will immediately give the signal after the Referee calls for “HANTEI” when he/she blows the whistle. The Referee will thereafter raise his/her arm and declare the winner; “AO (AKA) NO KACHI”, and if necessary, by this action, break the tie.
- 7.10 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 Competition area, but with exception to allowing a Competitor to immediately score on an opponent that has exited the competition 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. In accordance with 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 or not respond to WAKARETE.
- h) When both Competitors stand chest to chest without immediately attempting a throw or other technique and do not respond to WAKARETE
- i) When both Competitors are off their feet following a fall or attempted throw and begin to wrestle.
- j) When a score 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 KANSA or the Tatami Manager.
- m) For any other reason that the Referee deem necessary.

ARTICLE 8: SCORING

- 8.1 A score is awarded to a Competitor when two or more judges indicate a score or when the Video Review Supervisors agree on a score after a Coach has raised a Video Request.
- 8.2 Points are scored by a traditional karate technique with the hand or foot executed with control to the scoring area.
- 8.3 Only the first correctly executed technique of an exchange will score with the exception of an effective combination of techniques in which case the highest scoring technique will count regardless of the sequence of techniques in the combination.
- 8.4 The scoring areas are the body above the pelvis, up to and including the collar bone (CHUDAN), excluding the shoulders themselves, and the area above the collar bone (JODAN).
- 8.5 In order to be considered a score the technique must have the potential to be effective if it had not been controlled, and must also fill the criteria of:
- 1) Good form (Properly executed technique).
 - 2) Sporting attitude (Delivered without intent to cause injury).
 - 3) Vigorous application (Delivery with speed and power).
 - 4) Maintaining awareness of the opponent both during and after execution of the technique (Not turning away or falling down after completing a technique – unless the fall is caused by a foul by the opponent).
 - 5) Good timing (Delivery of the technique at the correct moment).
 - 6) Correct distance (Delivery at a distance where the technique would be effective).
- 8.6 The following scale is used for awarding of points:
- **YUKO** (1 point) is awarded for Tsuki (straight punch) or Uchi (strike) to a scoring area.
 - **WAZA-ARI** (2 points) is awarded for CHUDAN kicks
 - **IPPON** (3 points) is awarded for JODAN kicks or any techniques against an opponent whose any part of the body other than the feet is in contact with the mat.
- 8.7 Techniques to the CHUDAN area may be delivered with controlled impact without causing injury to the opponent. A loss of breath by the recipient of a blow does not in itself indicate lack of control.
- 8.8 Techniques to the JODAN can score when stopped within 5 cm of the target for kicks and 2 cm for hand techniques but may be delivered with light touch (skin touch), without causing impact - with exception to the throat area where no physical contact is allowed.
- 8.9 For Cadets under 14 years and children, techniques to the JODAN can score when stopped within 10 cm of the target for kicks and 5 cm for hand techniques.
- 8.10 “Skin touch” is allowed in categories for Competitors 16 years or older (Juniors). For categories 14 to 16 years of age skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body.
- 8.11 Correctly executed techniques delivered at the moment the time runs out are valid.

- 8.12 A technique is invalid if:
- a) executed after the time-up signal or the Referee calling "YAME".
 - b) executed upon or after "WAKARETE" before "TSUZUKETE" has been called.
 - c) executed when the performer is outside the competition area (JOGAI).
 - d) followed by a foul – with the exception of JOGAI.
 - e) one turns one's back to the opponent after a technique (lack of awareness).
 - f) it in itself is, or follows, a violation of the rules (such as excessive contact, holding, grabbing etc.).
- 8.13 A point may be signalled even if the Judge cannot see the actual point of impact if the technique itself is executed correctly and can be observed to obviously not have been obstructed in reaching its target.

ARTICLE 9: PROHIBITED BEHAVIOUR

9.1 Types of prohibited behaviour

9.1.1 The following behaviours are prohibited:

- 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) Techniques executed after "WAKARETE" before "TSUZUKETE HAJIME" has been called
- 5) Dangerous or forbidden throwing techniques.
- 6) Feigning, or exaggerating injury.
- 7) Exit from the competition area (JOGAI) not caused by the opponent or following a score.
- 8) 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).
- 9) Avoiding combat as a means of preventing the opponent having the opportunity to score.
- 10) Passivity – not attempting to engage in combat (Cannot be given after there is less than 15 seconds left of the bout or to someone having a lead by point or SENSHU).
- 11) Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
- 12) Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
- 13) Grabbing the opponent's arm or Karategi with one hand without immediately attempting a scoring technique or takedown.
- 14) Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
- 15) Simulated or actual attacks with the head, knees, or elbows.
- 16) Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other violations of etiquette.

9.1.2 In addition, 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 the compliance of other members of the Competitor's entourage present on the competition floor.

9.1.3 Only the Coach designated for that specific bout is allowed to coach and guide the competitor from the place allocated to the coach close to the competition area. All other registered and accredited Coaches, or other registered member of the delegation, attending the Championships are not allowed to interfere, coach and/or guide the competitor during the same bout at the risk of having their accreditation withdrawn.

9.1.4 Instructions and comments from the Coach must not interfere with the proceedings. The Coach may freely speak to the Competitor when the match is halted but must at all times refrain from commenting on judgements.

9.1.5 The Competitor may discreetly signal to the Coach the wish for him/her to request a video review.

ARTICLE 10: WARNINGS & PENALTIES

10.1 Informal Warnings

10.1.1 Informal warnings are used to facilitate the continuity of action without stopping the bout. They are not meant to replace formal warnings when these are appropriate, and the Referee should proceed with formal warnings or penalties as appropriate if the informal warning is not reacted upon by the Competitors.

10.1.2 There are two types of Informal Warnings:

TSUZUKETE for encouraging activity	To urge the Competitors to commence activity by gesturing in the same way as is customary for making the Competitors stepping on to the TATAMI, combined with the instruction “TSUZUKETE”.
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WAKARETE for breaking up a clinch	To break-up a clinch, using the same gesture as is customary for making the Competitors step back on the TATAMI combined with giving the order “WAKARETE” to temporarily stop the action without stopping the clock. The Competitors must separate – after which the order “TSUZUKETE” is given for resuming action.
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10.1.3 Once WAKARETE is called by the Referee the Coaches do not have the opportunity to make a video request.

10.1.4 When WAKARETE is called when a competitor is cornered, the Referee must ensure that the other Competitor withdraws sufficiently to disengage before TSUZUKETE is called.

10.1.5 TSUZUKETE, unless preceded by WAKARETE, is not used if there is less than 15 seconds left of the bout.

10.1.6 An otherwise correctly executed technique will not be given a score if executed at the same time as WAKARETE has been called – but will not be penalized. An uncontrolled technique will be subject to warning or penalty in the normal manner.

10.2 Official Warnings

10.2.1 There are two degrees of official warnings; CHUI and HANSOKU CHUI:

CHUI Warning	is given, up to three times, for smaller infractions that do not diminish the other Competitor’s chances of winning.
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HANSOKU CHUI Warning of disqualification in the event of further infractions	is given for more serious infractions that reduces the other Competitor’s chances of winning, or to a Competitor for any further infraction if three CHUI has already been given.
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10.3 Penalties

10.3.1 There are two kinds of penalties which are two different levels of disqualification:

HANSOKU
Disqualification from the bout. This is the penalty of disqualification following a very serious infraction or when HANSOKU CHUI has already been given.

SHIKKAKU
Disqualification from the tournament. 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.

10.3.2 In instances where both AKA and AO are disqualified in the same bout by HANSOKU or SHIKKAKU, the opponents scheduled for the next round will win by bye (and no result is announced).

10.3.3 Serious violation of conduct, discipline, or malicious behaviour on or outside the competition area by the Competitor or his entourage may cause further disciplinary action from the WKF Disciplinary Commission or Executive Committee.

10.3.4 When a situation appears to possibly warrant a disqualification the Referee can call one or more of judges for a brief consultation (SHUGO) before announcing any decision.

10.4 Warning and penalty application

10.4.1 **Excessive contact:** Where contact is considered by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUI) may be given.

10.4.2 **Contact causing injury:** Any technique, which results in injury, can unless caused by the recipient cause a warning or penalty. 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.

10.4.3 **Observation after contact:** The Referee must continue to observe the injured Competitor until the bout is resumed and allow adequate time for observation. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop or reveal any efforts by the Competitor to aggravate slight injury for tactical advantage.

10.4.4 **Overreaction to contact:** A slight overreaction will receive a CHUI. An obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, may receive HANSOKU directly.

10.4.5 **Feigning an injury:** Any instance of feigning an injury, whoever slight, will receive a minimum warning of CHUI while an obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, will receive SHIKKAKU directly. Any feigning of an injury from a technique that in fact has been determined by the judges as a point will, as a minimum, result in HANSOKU CHUI.

- 10.4.6 **Contact to the throat:** Any contact to the throat, unless received by the recipient's own fault, must result in a warning or penalty.
- 10.4.7 **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. Both are allowed.
- 10.4.8 **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 are expressly forbidden, as are so-called "sacrifice" throws.
- 10.4.9 **Catching a kick:** 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. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for the purpose of executing a takedown, and then holding on to the opponent's leg while the other grasping the opponents Karategi or body to break the fall.
- 10.4.10 **Grabbing the legs:** It is forbidden to grab the opponent below the waist and lift and throw him/her or to reach down to pull the legs from under him/her. If a Competitor is injured as a result of a throwing technique, the Referee will decide whether a warning or penalty is called for.
- 10.4.11 **One hand grabbing:** 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.
- 10.4.12 **Holding on to break a fall:** Holding on to the opponent's Karategi with one hand is permitted to break a fall.
- 10.4.13 **Exiting the competition area:** JOGAI relates to a situation where a Competitor's foot, or any other part of the body, touches the floor outside of the competition area. An exception is when the Competitor is physically pushed or thrown from the area by the opponent or is exiting after having scored.
- 10.4.14 **Self endangerment:** A warning or penalty for MUBOBI is given when a Competitor is hurt or injured through his or her own fault or negligence. This may be caused by turning their back on the opponent, attacking without regard for the opponent's counterattack, stopping fighting before the Referee calls "YAME", dropping the guard or repeated failure or refusal to block the opponent's attacks.
- 10.4.15 **Passivity** refers to situations where neither Competitor makes attempts to score, or a single Competitor does not attempt to score despite being behind on points or the opponent has a lead because of SENSHU.
- Passivity cannot be given to a Competitor that has a lead on points or SENSHU.
 - Passivity cannot be given during the first 15 seconds of a bout.
- 10.4.16 **Avoiding Combat** refers to a situation where a Competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behaviour such as

constantly retreating without effective counter, holding, clinching, or exiting the competition area rather than allowing the opponent an opportunity to score. Avoiding combat during the last 15 seconds of the bout (ATO SHIBARAKU) will, as a minimum, result in HANSOKU CHUI and loss of SENSHU.

10.4.17 **Not following instructions:** A Competitor that refuses following the instructions of the Referee or display a loss of temper will automatically receive SHIKKAKU. This penalty may be imposed before, during or after the bout.

10.5. **Excessive celebration, political or religious demonstration:** competitors are expected to respect the ceremony of salutations before and after the bout or match. Any excessive celebration, such as falling on one's knees etc., political or religious expressions, during or immediately after the bout or match, are prohibited and may be subject to a fine equal to the amount determined by the Executive Committee for the protest fee.

10.6 **Disqualification of individual Competitors in team matches**

10.6.1 HANSOKU or SHIKKAKU: In team matches the offended Competitor's score will be set at eight points and the offender's score will be zeroed.

10.7 **Disqualification in Round-robin competition.**

10.7.1 If a Competitor receives **KIKEN, or SHIKKAKU**, in Round-robin competition all previous bouts are voided from the result unless it is the last scheduled bout for the disqualified Competitor, in which case the result of the match is recorded in the usual manner without consequence for the results of the previous bouts.

ARTICLE 11: INJURIES AND ACCIDENTS IN COMPETITION

11.1 Competitors declared unfit to fight

11.1.1 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. No such permission can be given to a Competitor that suffered loss of consciousness or otherwise have any symptoms of concussion.

11.2 Procedure for handling injuries

11.2.1 When a Competitor is injured, the Referee shall at once halt the bout and call the doctor by raising his hand and verbally call out “doctor”.

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

11.2.3 A Competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. The Tatami Manager is responsible for instructing the timekeeper of starting the 3-minute count. If treatment is not completed within the time allowed, the Referee will decide if the Competitor shall be declared unfit to fight, or whether an extension of treatment time shall be given.

11.2.4 **10 second 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 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 stop the match, 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. The Tatami Manager must notify the central table when a Competitor has been stopped from further competition based on the 10-second rule.

11.2.6 The tournament doctor is authorised to give an opinion on the injured Competitor’s fitness for continuation only. The Referee will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.

11.2.7 **The Referee must be aware of pre-existing injuries** when evaluating to what degree the present state of injury could be subscribed to actions by the opponent. The opponent should not be penalized for any pre-existing condition.

11.2.8 **Should a Competitor in Round-robin competition have to withdraw because of injury** all previous bouts are voided from the result unless it is the last scheduled bout for the injured Competitor, in which case the result of the bout is recorded in the usual manner without consequence for the results of the previous bouts.

11.3 Injury of both Competitors

- 11.3.1 If two Competitors injure each other or are suffering from the effects of previously incurred injury and are declared by the Tournament Doctor to be unable to continue, the bout is awarded to the Competitor who has scored the most points or has a lead by SENSHU.
- 11.3.2 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.

ARTICLE 12: CRITERIA FOR DECISION

12.1 General

- 12.1.1 When two or more Judges signal a score 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 blow his/her whistle. When the Referee decides to halt the bout for any reason, he/she will call "YAME" at the same time using the required hand signal.
- 12.1.2 In the event that both Competitors have a score signalled by two Judges, both Competitors will be awarded their respective points.
- 12.1.3 If one Competitor has a score indicated by more than one Judge and the score is different between the Judges, the higher will be applied. The same applies if there are two judges for each Competitor with different scores.
- 12.1.4 If there is majority, but disagreement, among the Judges for one level of score, the majority opinion will always overrule the principle of applying the highest score.
- 12.1.5 When explaining the basis for a decision after the bout or match, the Referee Panel may speak to the Tatami Manager, the Chief Referee, or the Appeals Jury. They will explain themselves to no one else.

12.2 Criteria for deciding the winner of a bout

- 12.2.1 The result of a bout is determined by a Competitor obtaining a clear lead of eight points, at time-up, having the highest number of points; at equal score having the first unopposed point advantage (SENSHU); obtaining a decision by HANTEI or; by a HANSOKU, SHIKKAKU, or KIKEN imposed against a Competitor.
- 12.2.2 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, and there is indication of score by two judges for each of the two Competitors, no 'first unopposed score advantage' is awarded and both Competitors retain the possibility of SENSHU later in the bout.
- 12.2.3 Individual bouts cannot be declared a tie, with the exceptions of team competition, or Round-robin competition, when a bout ends with equal scores, or no scores, and neither Competitor has obtained SENSHU, in which case the Referee will announce a tie (HIKIWAKE).
- 12.2.4 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.
- 12.2.5 In any individual bout, where no score has been obtained by either Competitor, or the score is equal without any Competitor having a 'first unopposed score advantage', the decision will be made based on the following criteria in order of application:
- a) The higher number of Ippon scored in the bout.
 - b) The higher number of Waza Ari scored in the bout.

- 12.2.6 Should also the number of Ippon and Waza Ari be equal, the decision will be by HANTEI, a final majority vote of the four Judges and the Referee, each casting their vote based on their individual judgement of which competitor displayed superiority of tactics and techniques.
- 12.1.1 When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the Referee will move to the competition area perimeter and call “HANTEI”, followed by a two-tone blast of the whistle. The Judges will signal their opinions and the Referee will declare the winner. The Referee will then indicate the winner by hand signal and the order (AKA/AO NO KACHI), and by this action also resolve any tie.
- 12.1.2 Should a Competitor that has been awarded SENSU receive a 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 and type of warning or penalty the Competitor did, then show the sign for SENSU followed by the sign for annulment (TORIMASEN) and at the same time announcing “AKA/AO SENSU TORIMASEN”.
- 12.1.3 If SENSU is withdrawn when it is less than 15 seconds left of the bout, no further SENSU can be awarded to either Competitor.
- 12.1.4 In cases where SENSU has been awarded, but a successful video request determines that also the other opponent scored, and that a score in fact is not unopposed, the same procedure is used for nullification of SENSU.
- 12.1.5 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 SENSU.
- 12.2 Criteria for deciding the winner of a team match**
- 12.2.1 The winning team is the one with the most bout victories including those won by SENSU. 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.
- 12.2.2 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 of if that person already has fought in a previous bout between the two teams.
- 12.2.3 If the extra bout does not produce a winner based on superiority on points, nor any of the Competitors receive SENSU, the extra bout will be decided based on HANTEI based on the extra bout 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.
- 12.2.4 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.
- 12.2.5 In team matches, should a team member 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.

12.3 Scorekeeping

12.3.1 The Score Supervisor will use the following symbols for registration of points:

3	IPPON	Three point score
2	WAZA ARI	Two point score
1	YUKO	One point score
✓	SENSHU	First unopposed point advantage
□	KACHI	Winner
✕	MAKE	Loser
▲	HIKIWAKE	Draw
1C	CHUI (first instance)	1st warning
2C	CHUI (second instance)	2nd warning
3C	CHUI (third instance)	3rd warning
HC	HANSOKU CHUI	Warning of disqualification
H	HANSOKU	Disqualification from bout
S	SHIKKAKU	Disqualification from tournament

ARTICLE 13: OFFICIAL PROTEST

13.1 General provisions

- 13.1.1 No one may protest about a Judgement to the members of the Refereeing Panel.
- 13.1.2 If a Refereeing procedure appears to contravene the rules, the Competitor's Coach or his/her official representative are the only ones allowed to make a protest.
- 13.1.3 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.
- 13.1.4 Any protest concerning application of the rules must not necessarily impede the progression of the competition and the intent to protest must be announced by the Coach or NF representative immediately after the end of the bout.
- 13.1.5 If the protest involves Competitors in an ongoing category, then the next round that could involve the Competitor must be postponed until the appeal is decided.
- 13.1.6 The Coach / NF representative will request the official protest from the Tatami Manager and will be expected to have it completed, signed, and delivered to the Tatami Manager with the corresponding fee without delay.
- 13.1.7 Failure of a Coach / NF representative to deliver a protest in a timely manner can lead to its rejection if such delay, in the opinion of the Appeals Jury, is without reasonable justification and impedes the progression of the competition.
- 13.1.8 The Tatami Manager will complete any information regarding implicated officials and immediately hand the completed protest form to a representative of the Appeals Jury. The Appeals Jury will without delay 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. The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence available in support of the protest.
- 13.1.9 The protest may also be directly decided and announced to the Appeals Jury by the RC Chairman or the Chief Referee of the event, in which case no payment of a protest fee will be applicable.
- 13.1.10 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 Chief Judge.
- 13.1.11 The protest must give the name and country of the Competitors and the precise details of what is being protested. The information of officials implicated is completed by the Tatami manager. 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. The protest must be submitted to a representative of the Appeals Jury by the Tatami Manager. In due course the Jury will review the circumstances leading to the protested decision.

- 13.1.12 The protester must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with the Tatami Manager who will turn it over to a representative of the Appeals Jury.
- 13.1.13 The written protest must be completed, and the protest fee submitted, within 5 minutes after announcing the intent to protest.
- 13.1.14 The decision of the Appeals Jury is final and may only be overruled by a decision of the Executive Committee upon request of the WKF President.
- 13.1.15 The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest to start required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.

13.2 Composition of the Appeals Jury

- 13.2.1 The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission (RC) or the Chief Referee. No two members may be appointed from the same National Federation. They will be numbered from 1 to 3.
- 13.2.2 The RC will also appoint three additional members with designated numbering from 4 to 6 that automatically will replace any of the originally appointed Appeals Jury members in a conflict-of-interest situation. I.e., where the jury member is of the same nationality, have a family relationship by blood or as an In-Law with any of the parties involved or any other reasonable conflict or potential conflict of interest in the protested incident, including all members of the Refereeing panel involved in the protested incident.

13.3 Appeals Evaluation Process

- 13.3.1 It is the responsibility of the Tatami Manager receiving the protest to gather the Appeals Jury and deposit the protest sum with WKF for any declined protest.
- 13.3.2 The Appeals Jury will immediately make such inquiries and investigations, as they consider necessary to validate the merit of the protest.
- 13.3.3 Where video review is used, the Appeals Jury may request to examine the video recording of the incident before rendering a verdict.
- 13.3.4 Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

13.4 Declined and accepted protests

- 13.4.1 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", have it signed by each of the members of the Appeals Jury, and inform the protester of the decision.
- 13.4.2 If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Chief Referee 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 rounds from the point before the incident.
- Redoing such bouts that have been affected by the incident.
- Issuing a recommendation to the RC for any involved Judges evaluated for sanction.

13.4.3 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.

13.4.4 If the protest is accepted, 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 Chief Referee, and returning the protest fee to the protester.

13.5 Incident report

13.5.1 After handling the incident in the above prescribed manner, the Appeals Jury will meet again and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest.

13.5.2 The report should be signed by all three members of the Appeals Jury and submitted to the Chief Referee and the Organizing Commission.

ARTICLE 14: VIDEO REVIEW REQUEST

- 14.1 In WKF World Championships, Premier League, Olympic Games, Youth Olympic Games, Continental Games, World Games and multisport 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.
- 14.2 For conventional elimination system with repechage the Coach will be allowed one video review card for the eliminations, one each for semi-finals, and finals as well as one card for repechages.
- 14.3 For Round-robin in groups of four the Coach will be allowed one VR card for each participant in the round-robin phase, and one for each of the quarter-final, semi-final, and any medal bout.
- 14.4 The video review is initiated when a coach raises his/her video review card (manually or by electronic device as applicable) to signal that a score of his/her competitor was missed by the judges. The request for video review must be raised when there in the opinion of the Coach has been a score. 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.
- 14.5 If the Competitor wishes to have the Coach request a video review, this must be discretely signalled without disturbing the progress of the bout.
- 14.6 The video review can be requested by the Coach in instances where the Judges awarded a lower score than, in the opinion of the Coach, should be for a higher scoring technique.
- 14.7 The Video Review Supervisor may only award points if he/she agrees that the Competitor for whom the request was raised had a valid score, i.e. scoring before or simultaneously with the other Competitor.
- 14.8 An exception from above 14.7 is when neither Competitor has been awarded a point by the corner Judges, only one of the Coaches calls a Video review, the other coach has no card or do not wish a video request – in which case only the techniques of the Competitor whom video review is called for will be considered for scoring.
- 14.9 The last 6 seconds before the bout was stopped for the request will always be evaluated, but additional time can be added as deemed necessary to make the best possible decision. The sequence must be reviewed at normal speed but can in addition be viewed in slow motion or zoom.
- 14.10 If the video review reveals that the Competitor scored more than once during the exchange reviewed, the highest score should be given.
- 14.11 If both Coaches requests video review at the same time, the Video Supervisor may only award the point to whoever is deemed to score first. The only exception being simultaneous scoring techniques in which case points can be awarded to both Competitors.
- 14.12 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.

- 14.13 If the request is found valid, a red or blue card, with the number 3 for IPPON, 2 for WAZA ARI or 1 for YUKO is raised. The Referee will then award the score in the usual manner. If the request is found invalid, the coach will lose the right to raise another video request for the remainder of the bout.



- 14.14 The Video Review Supervisor may not overrule any decision by the corner judges with the exception of SENSU.
- 14.15 If the Video Review Supervisor is unable to observe the technique(s) due to camera angle, he/she will signal this by doing the gesture for MINAI and the Coach will retain the card. In the case that of technical problems (electricity, camera, or computer malfunctions etc.) it is not possible to analyse the video and take a decision, the same procedure will apply, and the Coach will retain the card.
- 14.16 If a Coach requests VR, but in the opinion of the Referee the technique was uncontrolled or too hard, a warning or penalty must be applied, and the Coach will retain the card.

ARTICLE 15: POWERS AND DUTIES OF OFFICIALS

15.1 Referee commission

15.1.1 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 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.
- 6) To appoint the Appeals Jury for the competition.

15.2 Tatami Managers and Tatami Manager Assistants

15.2.1 The Tatami Managers powers and duties shall be as follows:

- 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 supervise that KANSA stops the bout to instruct the Referee regarding 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 one Referees with WKF **Referee A** Qualification to act as Video Review Supervisor. (VRS).

15.3 Referees

15.3.1 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) The Referee shall give all commands and make all announcements.
- 3) To award points based on the decision of the Judges.
- 4) To stop the bout when an injury, illness or inability of a Competitor to continue is noticed.
- 5) To stop the bout when it in the Referee's opinion has been a foul committed, or to ensure the safety of the Competitors.
- 6) To call FUKUSHIN SHUGO (summoning the judges) when, in the opinion of the Referee is deemed necessary, for giving SHIKKAKU, applying the 10 seconds rule, when the doctor wants to stop the bout, or when directly giving HANSOKU.
- 7) To indicate fouls observed, and impose warning and penalties as required by the rules.
- 8) To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a Judgement.
- 9) To announce and start an extra bout when required in team matches.
- 10) To conduct voting of the Judges, in the event of a tied bout, and if necessary, including his/her own vote (HANTEI) to break a tie.

- 11) To announce the winner.
- 12) 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.

15.4 Judges

15.4.1 The Judges (FUKUSHIN) powers shall be as follows:

- 1) To signal points scored on their own initiative.
- 2) To exercise their right to vote on any decision to be taken.
- 3) To advise the Referee on possible disqualifications if called by FUKUSHIN SHUGO.

15.4.2 The Judges shall carefully observe the actions of the Competitors and signal to the Referee an opinion when a score is observed.

15.5 Match Supervisors (KANSA)

15.5.1 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 signal by blowing his/her whistle.

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

15.5.3 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 before each bout. The Match Supervisor will not rotate during Team matches.

15.5.4 In the following situations the Match Supervisor will signal by blowing his/her whistle:

- 1) The Referee forgets to indicate SENSHU.
- 2) The Referee forgets to remove the SENSHU.
- 3) The Referee gives a score to the wrong Competitor.
- 4) The Referee gives warning/penalty to the wrong Competitor.
- 5) The Referee gives a score to a Competitor and warning for exaggeration to the other.
- 6) The Referee gives a score to a Competitor and MUBOBI to the other.
- 7) The Referee gives a score for a technique done after YAME or after the time is up.
- 8) The Referee gives a score made by a Competitor when the Competitor is outside the TATAMI.
- 9) The Referee gives a warning or penalty for passivity during Ato Shibaraku.
- 10) The Referee gives the wrong warning or penalty during Ato Shibaraku.
- 11) The Referee doesn't stop the bout and there are two or more judges signalling point scored.
- 12) The Referee doesn't stop the bout when a Video Review is requested by a Coach.
- 13) The Referee doesn't follow the majority of scores signalled by the judges.
- 14) The Referee doesn't call the doctor in a 10 second rule situation.
- 15) The Referee does HANTEI/HIKIWAKE, but SENSHU has been obtained.
- 16) A Judge(s) is holding the flags or electronic device in the wrong hand.
- 17) The score board is not showing the right information.
- 18) The technique requested by the Coach was done after YAME or after the time was up.

19) For any other unforeseen situation that reasonably requires the bout to be halted.

15.5.5 In the following situations the Match Supervisor will not get involved with the Referee Panel's decision:

- 1) The Judges don't signal for a score.
- 2) KANSA has no vote or authority in matters of judgments such as whether a score was valid or not.
- 3) In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle, not KANSA.

15.6 Score Supervisors

15.6.1 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 score/time-keeper.

**ARTICLE 16: ADOPTATION OF THESE RULES TO EVENTS OUTSIDE THE WKF
OFFICIAL EVENT PROGRAMME**

National Federations may modify these rules for purpose of national competitions or other competitions not on the official WKF programme as long as no alterations are done to rules pertaining to the safety of the Competitors, scoring, prohibited behaviour, warning and penalties, injuries and accidents in competition, or criteria for decision.

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 after WAKARETE, 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.
FUKUSHIN SHUGO	Judges called	The Referee calls the Judges to assemble.
HANTEI	Decision	Referee calls for a decision at the end of an inconclusive bout. After a two-tone short blast of the whistle, the Judges signal their votes, and the Referee indicates the winner by raising his/her 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 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.
CHUI	Warning	The Referee shows the signal for the type of offense towards the offender followed by showing 1 to 3 fingers depending on if this is the 1 st , 2 nd or 3 rd warning.
HANSOKU-CHUI	Warning of disqualification	The Referee shows the signal for the type of offense towards the offender followed by pointing with one finger towards the offender’s belt.
HANSOKU	Disqualification	The Referee points to the face of the offender and announces a win for the opponent.
JOGAI	Exit from the competition area not caused by the opponent	The Referee points his/her index finger to the side of the offender to indicate that the Competitor has moved out of the area followed by the applicable warning or penalty.
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 from the tournament	The Referee points to the face of the offender, then away from the competition area, and announces a win for the opponent.
TORIMASEN	Cancellation	A decision is annulled. The Referee 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 Tatami.
MUBOBI	Self-Endangerment	The Referee touches his/her face then turning his/her hand edge forward, moves it back and forth to indicate 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. The Competitors halts action and separate until receiving the order “Tsuzukete”.

APPENDIX 2: GESTURES AND FLAG SIGNALS

STARTING AND STOPPING THE BOUT



SHOMEN NI REI (1/3)



SHOMEN NI REI (2/3)



SHOMEN NI REI (3/3)



OTAGAI NI REI (1/3)



OTAGAI NI REI (2/3)



OTAGAI NI REI (3/3)



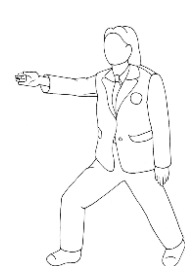
SHOBU HAJIME



MOTO NO ICHI



YAME (1/2)



YAME (2/2)

POINTS AND CANCELLATIONS



YUKO (1/2)



YUKO (2/2)



WAZA ARI (1/2)



WAZA ARI (2/2)



IPPON (1/2)



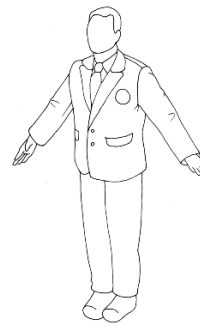
IPPON (2/2)



SENSHU



TORIMASEN (1)
CANCELLATION

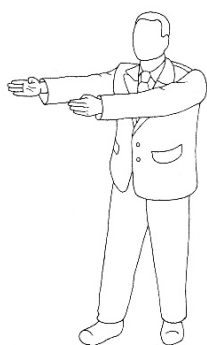


TORIMASEN (2)
CANCELLATION

WARNINGS



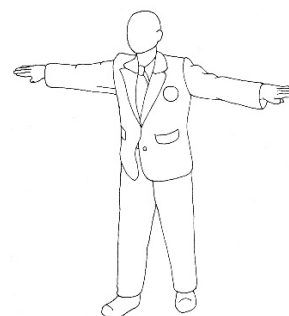
TSUZUKETE (1)



TSUZUKETE (2)



WAKARETE (1/2)



WAKARETE (2/2)



PASSIVITY (1/2) TO
ONE COMPETITOR



PASSIVITY (2/2) TO
ONE COMPETITOR



PASSIVITY (1/2) TO
BOTH COMPETITORS



PASSIVITY (2/2) FOR
BOTH COMPETITORS



HARD CONTACT



EXAGGERATING
INJURY



FEIGNING INJURY



JOGAI



MUBOBI



AVOIDING COMBAT



PUSHING



GRABBING



UNCONTROLLED
ATTACK



SIMULATED ATTACK
(ELBOW)



SIMULATED ATTACK
(HEAD)



SIMULATED ATTACK
(KNEE)



GOUDING OR
TALKING



CHUI #1



CHUI #2



CHUI #3

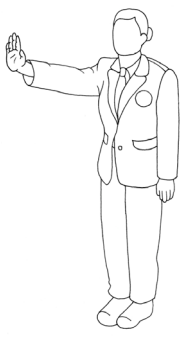


HANSOKU CHUI (1/2)



HANSOKU CHUI (2/2)

DECISION



FUKUSHIN
SHUGO (1/2)



FUKUSHIN
SHUGO
(2/2)



AKA (AO)
KIKEN



HANTEI



HANSOKU
(1/2)



HANSOKU
(2/2)



SHIKKAKU
(1/3)



SHIKKAKU
(2/3)



SHIKKAKU
(3/3)



HIKIWAKE (1/2)



HIKIWAKE (2/2)



AKA (AO) NO KACHI
(1/2)



AKA (AO) NO KACHI
(2/2)

VIDEO REVIEW SIGNALS



VIDEO REVIEW (1/4)



VIDEO REVIEW (2/4)



VIDEO REVIEW (3/4)

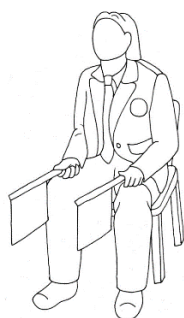


VIDEO REVIEW (4/4)

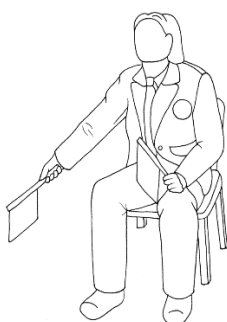


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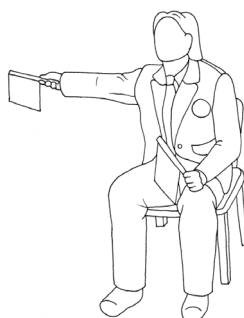
FLAG SIGNALS



SITTING POSITION



YUKO



WAZA ARI



IPPON

APPENDIX 3: CATEGORIES, AGE & WEIGHT DIVISIONS

Male Seniors	- 60 kg	Female Seniors	- 50 kg
Male Seniors	- 67 kg	Female Seniors	- 55 kg
Male Seniors	- 75 kg	Female Seniors	- 61 kg
Male Seniors	- 84 kg	Female Seniors	- 68 kg
Male Seniors	+ 84 kg	Female seniors	+ 68 kg
Male < 21 years	- 60 kg	Female < 21 years	- 50 kg
Male < 21 years	- 67 kg	Female < 21 years	- 55 kg
Male < 21 years	- 75 kg	Female < 21 years	- 61 kg
Male < 21 years	- 84 kg	Female < 21 years	- 68 kg
Male < 21 years	+ 84 kg	Female < 21 years	+ 68 kg
Male Juniors	- 55 kg	Female Juniors	- 48 kg
Male Juniors	- 61 kg	Female Juniors	- 53 kg
Male Juniors	- 68 kg	Female Juniors	- 59 kg
Male Juniors	- 76 kg	Female Juniors	- 66 kg
Male Juniors	+ 76 kg	Female Juniors	+ 66 kg
Male Cadets	- 52 kg	Female Cadets	- 47 kg
Male Cadets	- 57 kg	Female Cadets	- 54 kg
Male Cadets	- 63 kg	Female Cadets	- 61 kg
Male Cadets	- 70 kg	Female Cadets	+ 61 kg
Male Cadets	+ 70 kg		
Male <14 years	- 40 kg	Female <14 years	- 42 kg
Male <14 years	- 45 kg	Female <14 years	- 47 kg
Male <14 years	- 50 kg	Female <14 years	- 52 kg
Male <14 years	- 55 kg	Female <14 years	+ 52 kg
Male <14 years	+55 kg		

WKF OFFICIAL PROTEST FORM

The protest must be prepaid



KUMITE

DATE	COMPETITION	PLACE
..... / /		

COMPETITOR'S COUNTRIES	
AO	AKA

PROTEST DESCRIPTION
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....

To be continued on the other side of this page

NAME OF COACH / NF REP.	COUNTRY	Valid as receipt by the WKF
SIGNATURE:		

FOR OFFICIAL USE ONLY

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

Procedure for refereeing Kumite with only two corner Judges

1. When using the two-corner judge system the corner Judges and the Referee all have mutual responsibility for points. Flags are used by the Corner Judges for signaling.
2. In addition to showing points, the Corner Judges will assist the Referee by giving signals for Jogai, excessive contact, and skin touch for categories where this contravenes the rules, but the Referee remain autonomous in applying warnings and penalties.
3. Points are awarded if two Judges, or one Judge plus the Referee, agrees on the score.
4. In order to be able to cover all three angles of view, the referee should never position him/herself in the same side as the two Judges
5. The Coaches should be placed in front of the Referee and not behind.
6. The Referee can show and ask support for points that are made in his/her field of play. In this case the Referee's signals for Yuko, Waza-ari and Ippon are the same as in the regular kumite rules, with the exception that the Referee's elbow is touching his/her torso while indicating the respective signal. After the Referee has received support, the signals when giving points are the same as for bouts under regular rules.
7. If one Judge signals for point and the other for a warning or penalty, the Referee will take the final decision by supporting one of the Judges.
8. If the two Judges, or one Judge and the Referee, show different points for the same competitors, the higher will be given.
9. In case there is only one Judge showing his/her opinion and the Referee asks for a different opinion, but the Judge doesn't change his/her opinion, the Referee will restart the match without giving any points, warnings or penalties.
10. The Referee can't go against the opinion of both Judges showing points for the same Competitor. It's only in case of skin touch or any other warning or penalty that the Referee can ask the Judges to reconsider and change their opinion.
11. If both Judges signal point, but for different Competitor, the Referee will award both points.
12. For categories 14 to 16 years of age skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body. For Competitors under 14 years no skin touch is allowed with Jodan techniques.

ADDITIONAL FLAG SIGNALS FOR TWO JUDGE SYSTEM



JOGAI

Tapping the floor
to the side



CONTACT

Crossing the flags
to the side of the
face



CHUI

Holding up the
flag with bent
elbow



HANSOKU CHUI

Pointing the flag
straight forward
towards stomach



HANSOKU

Pointing the flag
in face height
straight forward
towards head

COMPETITION AREA LAYOUT

