

WUKO RULES OF KARATE COMPETITION

All competing athletes and referees have to decide which Kumite system they wish to participate: ***Shobu Ippon or Shobu Sanbon***.

Explanation to competitors: participation is allowed in Shobu Ippon and/or Shobu Sanbon rules under the following conditions:

- Competitors that participate in the individual category Shobu Sanbon, cannot participate in Shobu Ippon individual category but can participate in the team category of Shobu Ippon and vice versa;
- A Veteran competitor can compete in both categories, Senior and Veterans;
- A Senior competitor cannot participate in the Veteran's category;
- A Junior competitor can participate in the Senior category, kata and kumite;
- A Cadet competitor can participate, in Junior and Senior category, only in Kata;
- Children 13-14 years old can participate in Cadet category, only in Kata;
- Each Federation can register max 1 Team and max 4 individual competitors for each category of Kumite and Kata
- Clubs can register a free number of children competitors in Wuko World & Continental Championships and any competitor in Wuko Clubs World Cup

GENERAL CONTEST RULES

CHAPTER I – JUDGING

ARTICLE 1: Judges and Referees

Chief Referee, Referee, Mirror Judge, Corner Judges and Jury Table Judge are selected in the following way:

- 1) The Chief Referee is appointed by the WUKO Directing Committee (Wuko-DC). The Referee, Mirror Judge, Corner Judges and Jury Table Judge, for each Match area are appointed by the Chief Referee before or at the time of each Match.
- 2) The Wuko-DC when necessary, may adopt other systems.

ARTICLE 2: Duties of Referees and Judges

The Chief Referee, Referee, Mirror Judge, Corner Judges and Jury Table Judge shall bear in mind the following points:

- 1) They must be objective, impartial and fair.
- 2) They must comport themselves with dignity and demonstrate respect for the competitors and other Officials alike.
- 3) Their movements taken during the Match must be vigorous, agile, refined, quick and precise, and maintain an attitude befitting a WUKO Official.
- 4) The Referee, Mirror Judge, Corner Judges and Jury Table Judge must concentrate their full attention on the Match, observe each contestant accurately and judge every action of the contestants correctly. During the Match they must not converse with anyone other than the Chief Referee, the other Judges and the contestants.

ARTICLE 3: Power and duty of the Chief Referee

- 1) Has the ultimate responsibility of judgement.
- 2) Shall be responsible for seeing that the Match is conducted according to these Contest Rules and should any unusual incident occur, shall base his decision upon these Rules.
- 3) Shall appoint the Referee, Mirror Judge, Corner Judges and Jury Table Judge prior to the Match. Should it be necessary to replace one of them during a Match, the Chief Referee shall immediately halt the Match and select a substitute without loss of time.
- 4) Must be consulted whenever a Referee has any difficulties in his decisions. For each Match area, a Chief Referee will be appointed by the WUKO-DC.

ARTICLE 4: Power and duty of the Referee

The Referee shall have the power:

- 1) To conduct Matches, including start and stop.
- 2) To announce the decision of the panel of Judges.
- 3) To explain when necessary the grounds on which such decisions are awarded
- 4) To announce fouls.
- 5) To issue warnings (prior to, during, after the Match).
- 6) To take other disciplinary action (to dismiss or suspend a contestant from a Match).
- 7) To obtain advice from Mirror Judge and/or Corner Judges.
- 8) To decide victory by majority based on the table for judgement (Appendix III).
- 9) To extend the duration of the Match.

ARTICLE 5: Power and duty of the Mirror Judge and the Corner Judges

- 1) The Mirror Judge and Corner Judges shall have the power:
 - a) To assist the Referee.
 - b) To give their opinion regarding different situations.
 - c) To signal their judgement regarding the conduct and development of Matches by means of flags, hands and/or whistle.
 - d) To exercise their right to vote in a decision of a Match.
- 2) The Judges shall carefully observe the actions of the contestants within their range of vision. In the following cases, they shall at once signal the Referee by means of whistle or flag, correctly giving their opinion:
 - a) When they notice injury or illness of a contestant before the Referee notices it.
 - b) When they perceive an action which they consider should be awarded as Ippon or Waza-ari.
 - c) When a contestant appears about to commit, or has committed a prohibited act and/or technique.
 - d) When both or either of the contestants have moved out of the competition area.
 - e) In all cases when it is necessary to call the attention of the referee.

In mirror system two Judges may not conduct the Match: one of them must be a Senior Referee.
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3) Each Judge shall continuously evaluate the relative excellence of sportsmanship of the contestants and form their opinion independently.

4) When the Referee calls "Hantei", each of the Judges shall give their opinion in the prescribed manner. In case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Judges, oppose the judgement of the Referee. In any case the decision will be made by majority.

ARTICLE 6: Jury Table Judge, Score-Keeper, Time-Keeper, Caller-Announcer

1) Judges will be appointed as Score-Keeper, Time-Keeper and Caller-Announcer to the Jury Table.

2) The Jury Table Judge is responsible of the official result of the Match.

ARTICLE 7: Terms and signs

The terms and signs to be used by the Referees and Judges in the operation of a Match as specified in Appendix I.

ARTICLE 8: Signals

1) The signals to be made by hands, flags and/or whistle by Mirror Judge and Corner Judges during the Match shall be as specified in Appendix II.

2) Whistle signals used by the Referees shall have the following meanings:

a) Long/normal + short/strong = Hantei.

b) Short/strong = the command to lower the flags or the Score Boards.

ARTICLE 9: Decisions

1) When the Referee awards a decision on the basis of the signals given by the Mirror Judge or Corner Judges, the decision shall be governed by the Rules given in Appendix III.

2) Matters relating to judgement not prescribed in these rules shall be discussed between the Judges and the decision thus reached shall be referred to the Chief Referee of the Match and to the WUKO-DC for approval. All officials will be notified of these decisions and a public announcement will be made.

CHAPTER II - GENERAL MATTERS

ARTICLE 1: Match area sizes

1) Kumite: The size of the Match area, in principle, shall be 8 x 8 metres for Veterans, Seniors, Juniors and Cadets and a minimum 6 x 6 meters for Children. Tatami floors are preferable.

2) Kata: The size of the area shall be large enough so that participants are able to perform the Kata without any obstacles.

3) The Match area shall be border-lined. Kumite and Kata: see Appendix IV

ARTICLE 2: Outfit and presentation

- 1) The contestants shall wear a clean, white and unfigured Karate-Gi. One sponsorship advertising logo panel is permitted on the back of competitors Gi top. It must be at shoulder height and may be a maximum of 30 x 15 cms.
- 2) In Kumite Matches one of the contestants shall, for identification purposes, put on red Mitts and the other contestant white Mitts.
- 3) The contestant shall keep their nails short and shall not wear metallic objects or the like on their body which may cause injury to their opponent.
- 4) The contestant is not allowed to wear bandages or supports, accept with the Tournament Doctor's permission.
- 5) The following rules apply to the wearing of devices for protection:
 - a) Mitts (max 2 cm. thickness) are mandatory in Kumite Shobu Sanbon: **White (Shiro) / Red (Aka)**. Special mitts can be made, under the approval of WUKO-DC, for Shobu Ippon.
 - b) Shin protectors are allowed in Kumite Shobu Sanbon.
 - c) Shin/instep protectors are forbidden.
 - d) Gumshields are mandatory in Kumite (Cadets, Juniors, Seniors and Veterans). Athletes who cannot use the gumshield must bring medicale certificate.
 - e) Groinprotectors are mandatory in Men Kumite.
 - f) Chest protectors are mandatory in Ladies Kumite.
 - g) Spectacles are not allowed in Kumite; in children's categories special unbreakable glasses (subaqueos type) under the helmet is allowed
 - h) Smooth contact lenses may be worn at the contestant's own risk.
 - i) In Children kumite, female competitors age 6-7-8 and 9-10 years old who will not use chest protectors must bring parents authorization.
- 6) All protective equipment must be approved by the WUKO-DC (see Appendix V).

ARTICLE 3: Official dress code.

1) Referees and Judges: Must wear the official uniform designated by the WUKO ExBo. This uniform must be worn at all tournaments, courses and examinations. The official uniform will be as follows:

- a) A navy-blue blazer bearing two silver buttons.
- b) A white WUKO shirt.
- c) A **RED** WUKO tie.
- d) Light grey trousers.
- e) Dark blue or black socks.
- f) Black gymnastic shoes.

2) Contestants:

- a) Contestants shall wear a clean, white and unfigured Karate-Gi, except sponsor on the back of Gi top.
- b) A national badge may be worn.
- c) In case of women, a plain white t-shirt may be worn beneath the karate jacket,
- d) The jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips.
- e) The sleeves of the jacket must reach at least half the way down the forearm and may not be rolled up.
- f) The trousers must be long enough to cover at least two-thirds of the shin.
- g) The belt must be of an overall length that leaves about 15 cm. of extra length on both ends after it has been properly tied around the waist.
- h) Each contestant must keep their hair clean, and cut to such a length that does not obstruct the smooth conduct of the Match.
- i) Hachimaki will not be allowed.
- j) Contestants must have short fingernails and must not wear metallic or other objects which might injure their opponents.
- k) Muslim women may use a white scarf or chador.

3) Coaches:

The Coach shall at all times during the tournament wear a tracksuite with an identifying badge (With name and nationality) upon it.

The WUKO-Officers or Tournament Director may disbar any official or competitor who does not comply with this regulation.

ARTICLE 4: Staff

1) Tournament Director:

The Tournament Director is appointed by the WUKO-DC. He shall govern the conduct and development of the Matches as far as he does not interfere with the judging rules. He shall be assisted by the Tournament personnel.

2) Tournament Doctor:

The Tournament Doctor is appointed by the WUKO-DC He shall govern all medical matters during the tournament.

3) First Aid Crew:

The First Aid Crew shall be prepared to act in case of accident or sickness, along with a Doctor.

ARTICLE 5: Match equipment

The types, quantity and usages of the equipment prepared by the Tournament Host will be as follows:

- a) Flags (red and white, 5 for Match area).
- b) Score boards (7 for Match area).
- c) Recording equipment (score sheets and recording forms, pens, calculators etc.),
- d) Red and white bands,
- e) Countdown clocks and time signalling devices.

ARTICLE 6: Protest against decision and revision of decision

- 1) The contestants cannot personally protest against the Judges' decision.
- 2) Only when a decision given by the Referee and the Judges is thought to have violated the Rules of the Match or the Rules of Judging, the Coach of the team involved may protest to the Chief Referee against the decision immediately after it was detected.
- 3) When he receives a protest against a decision from the Coach of a team to which the contestant belongs, the Chief Referee himself shall review the complaint, and may call for an explanation from the Referees and/or Judge. If he finds the decision patently unreasonable, he may demand that the panel of Judges revise its decision. The final decision will be given after approval of the WUKO-DC. Before the coach makes an official protest he has to pay a protest fee of 100 €. The fee will be returned should the protest be upheld.
- 4) To reduce any charting error, the winner of each Match must confirm their victory with the Jury Table Judge prior to leaving the area.

ARTICLE 7: Injuries or accidents during the Match

- 1) In the case of an injury of a contestant, the Referee shall at once halt the Match, assist the injured contestant and, at the same time, call the Tournament Doctor. The treatment of the injury may not significantly delay the Match.
- 2) When a contestant, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the Match or requests for permission to quit the Match, they shall be declared the loser.
- 3) In case an injury or injuries sustained during a Kumite Match for reasons not ascribable to either contestant, disabled a contestant or in case both contestants are injured at the same time for reasons for which both are responsible, the contestant who quits the Match shall be declared the loser. In case both contestants quit and the reasons causing the injuries are not ascribable to either of the contestants, the Match shall be decided with Hantei.
- 4) In case a contestant is deemed unable to continue the Match owing to an injury or any other physical reasons, on the basis of the advice by the Tournament Doctor, the Referee shall terminate the Match and suspend the injured contestant from the Match. If the injury is ascribable to his opponent, he shall be declared the winner. If the injury is not ascribable to his opponent, he shall be declared the loser.
- 5) A contestant who wins a Match through disqualification of their opponent for causing injury, cannot fight again in the competition without permission from the Tournament Doctor.
- 6) Only the Tournament Doctor can take decisions concerning all matters about injuries, accidents or physical condition of the contestants.

ARTICLE 8: Retirement

A contestant who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the Match for such reasons, shall be declared the loser.

ARTICLE 9: Other matters

1) In case of a situation not foreseen in these Rules, or in case there is a doubt about the applicability of these rules to a given situation, the Jury Table Judge, Judges, Referee and Chief Referee shall consult among themselves to find a solution thereto. The decision should be approved by the WUKO ExBo. All officials will be notified of these decisions and a public announcement will be made.

2) All Karate-ka, be they contestants (this includes Coaches, Manager or anybody connected with the contestant), Judges or other officials, must follow the Karate-Do ideals of Good Character, Sincerity, Effort, Etiquette and Self-Control.

3) Any behaviour likely to bring Karate into disrepute (this includes that of Coaches, Manager or anybody connected with the contestant) may result in a penalty or in the disqualification of the contestant and/or team. The Coach will be assigned a specific place near to the Tatami by the Tournament Director.

KUMITE SANBON

Three points Match: the participants try to score three points (3 ippon or 6 wazaari) before their opponent within the time limit.

ARTICLE 1: Types of Match

The types of Match shall be as follows:

- 1) **Individual Match**: the Individual Match is decided by "Shobu Sanbon",
- 2) **Team Match**:
 - a) The number of persons comprising a team (male and female) shall be 3 + 1 reserve.
 - b) All the competitors of the team, including Coach and reserve, should line up at the beginning of the elimination round. Each team can only present and use 1 fixed reserve, during the whole elimination round. A team will be allowed to participate only when it comprises of a minimum of two competitors.
 - c) Before each team Match, a team representative must hand to the official table, an official form defining the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be amended. Use of a reserve constitutes a change in fighting order.
 - d) Matches between individual members of each team shall be held in the predetermined order.
 - e) The winner of a team Match shall be decided on the basis of these individual Matches.
 - f) The criteria for deciding the winner of a team Match, on the basis of the number of winners of individual.
- 3) **Team Match Mixed**:
 - a) Kumite team, composed of two males and one female
 - b) The rules are the same, but before the start the Jury Table Judge must chose with a draw the number (1, 2 or 3) in which the two females will compete one against the other.
 - c) The position of the male will be decided by the Coaches.
- 4) **Criteria for decidine the winner**:

The criteria for deciding the winner of a Team Match are the following (in order of descending importance):

 - 1- Numbers of wins.
 - 2- Numbers of Ippons and Waza-aris (total score).
 - 3- Extra Match.

When a team ties with its opposing team under these methods of decision above, the decision shall be made on the basis of the result of an extra Match conducted between a representative of the contending teams. In case this extra Match is a draw, an extension (Encho Sen) will take place. The extension (Encho Sen) will be decided by the first score (sudden death). If there is still no score, a decision must be taken by the Judges panel. Victories through a foul, disqualification or retirement of the opponent shall be counted as 3 Ippon.

ARTICLE 2: Starting, suspending and ending of Matches

- 1) **Starting**: at the start of a Kumite Match the Referee stands on the outside edge of the Match area. On his left and right stand the Judges. After the formal exchange of bows by contestants and Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes

a step back, the Judges turn inwards and all bow together. The Match shall start with the announcement by the Referee of "Shobu Sanbon Hajime".

- 2) **Suspending:** by announcing "Yame" the Referee shall halt the Match temporarily and order the contestant back to their positions. When resuming the Match, the Referee announces "Tsuzukete Hajime".
- 3) The Time Keeper shall give signals by a gong or buzzer indicating Atoshibaraku, 30 seconds to go, (one signal) and time-up (two signals).
- 4) **Ending:** after halting the Match, the Referee shall end the Match by announcing "Soremade". After the formal exchange of bows by contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei), the Match is deemed over.

ARTICLE 3: Duration of a Match

Seniors Male : 3 minutes (effective time)

Seniors Female : 2 minutes (effective time)

Children / Cadets / Juniors (male / female) : 2 minutes (effective time)

Before the Tournament the WUKO-DC can modify the duration of the Matches.

ARTICLE 4: Extensions

- 1) In the event of a draw in an individual Match there will be an extension (Encho-Sen).
- 2) This extension will be decided by the first score (sudden death).
- 3) If there is still no score, a decision must be taken, based on the Match and the extension.
- 4) All awards or penalties are carried into the extension.
- 5) The time of Encho-sen will be 1 minute

ARTICLE 5: Victory or defeat

Victory or defeat shall be awarded on the basis of Sanbon, victory by decision (**HANTEI**), defeat due to a foul, disqualification or retirement.

HANTEI : in the decision for Hantei, after Encho-Sen the Central Referee is placed in the limit of the competition area and, in simultaneous with the other Judges, he raises his arm beside the competitor of his preference: AKA / SHIRO. After confirming the result of the voting, he goes to his place of the competition area and he announces the winner.

IMPORTANT : In Hantei, after Encho-Sen, the sign of HIKIWAKE cannot be given. All the Judges and Central Referee have to vote AKA / SHIRO.

ARTICLE 6: Scoring Areas

The scoring areas shall be limited to the following:

- 1) Head, Face, Neck, Abdomen, Chest, Side, Back (excluding shoulders).
- 2) An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.

- 3) **An attack, even if effective, delivered after the Time-up bell signals the end, shall not be recognised as such, nor shall it constitute a basis for decision.**
- 4) **Jogai:** techniques delivered outside the prescribed Match area shall be invalid. However, if the contestant delivering such a technique was within the boundary of the Match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred. If Aka delivers a successful technique and then exits immediately afterwards, Yame should occur at the instant of score. The exit therefore occurs outside of Match time and may not be penalised.
- 5) If Aka's attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded. If Shiro exits just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded. If Shiro exits, or has exited as Aka's score is made (with Aka remaining within the area) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.
- 6) Scoring techniques of the same value simultaneously delivered by both contestants shall not score (Aiuchi).

ARTICLE 7: Criteria for deciding Ippon and Wazari

An Ippon is awarded on the basis of the following requirements:

- 1) When an exact and powerful technique, which is recognised as decisive, is delivered to the recognised scoring areas under the following conditions:
 - 2) Good form, good attitude, strong vigour, zanshin, proper timing, correct distancing.
 - 3) Effective techniques delivered under the following conditions shall be considered as an Ippon:
 - a) When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
 - b) When an attack is delivered immediately the opponent was unbalanced by the attacker.
 - c) When a combination of successive and effective attacks are used.
 - d) For combined use of tsuki and geri techniques.
 - e) For combined use of tsuki/geri and nage techniques.
 - f) When the opponent has lost their fighting spirit and turned their back to the attacker.
 - g) Effective attacks delivered on the undefended parts of the opponent
 - h) For valid Jodan Geri techniques
- 4) A Wazaari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

ARTICLE 8: Criteria for decision (Hantei)

- 1) In the absence of Sanbon, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of Match, a decision (Hantei) is taken on the basis of the following considerations:
 - a) Whether there have been Waza-aris/Ippons.
 - b) Whether there have been warnings.
 - c) The number of escapes outside the Match area.
 - d) The comparative excellence in the fighting attitude.

- e) The ability and skill.
- f) The degree of the vigour and fighting spirit.
- g) The number of attacking moves.
- h) The comparative excellence in the strategy used.
- i) Fair play.

2) In the case of a contestant scoring at least one Waza-ari more than his opponent, he will be automatically declared the winner (Kachi).

3) In the case of a contestant scoring at least one Waza-ari and one Chui more than his opponent, Hantei must be called for. The decision may result only in **Kachi** for the contestant with one Waza-ari more **or Hikiwake**.

ARTICLE 9: Prohibited acts and techniques

The following acts and techniques are prohibited:

- 1) Uncontrolled attacks.
- 2) Techniques which make excessive contact, having regard to the scoring area attacked.
- 3) Attacks to the upper and lower limbs.
- 4) Open hand techniques to the face, Empi Uchi, Hiza Geri and Atama Uchi.
- 5) Attacks to the groin.
- 6) Attacks to the hip joint, to the knee joints, the insteps and the shins.
- 7) Grabbing (unless immediately followed up by a technique), clinching or bodily contacting against the opponent unnecessarily.
- 8) Dangerous throws.
- 9) Time-wasting.
- 10) Any unsporting behaviour such as verbal abuses, provocation or needless utterances.
- 11) Any behaviour likely to bring Karate into disrepute (this includes Coaches, Manager and anybody connected with the contestant).
- 12) Lack of regard for the contestant's own safety or the one of his opponent (Mubobi).
- 13) Any disrespectful and unnecessary actions are strictly forbidden.
- 14) Exaggerated actions and reactions (i.e. faking injury) are forbidden and will be penalised.
- 15) Purposed exits of the competition area (Jogai).

ARTICLE 10: Penalties and disqualification

1) When a contestant is about to, or has already committed a prohibited act, the Referee shall issue warning or announce a penalty.

2) When a contestant avoids combat, the Referee shall issue a warning or announce a penalty.

3) In the case of a contestant displaying a lack of regard for their own safety the Referee shall issue a warning or announce a penalty.

4) In the case of a contestant, after having once been warned, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.

5) When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant:

- a) Failing to obey the orders of the Referee.
- b) If a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to their opponent.
- c) If the act or the acts of a contestant are considered as malicious, wilfully violating the rules prohibiting them,
- d) Other acts which are deemed in violation the Rules of the Match.

6) **Warnings and penalties are the following:**

- a) Private warning: Atenai (without a penalty).
- b) Official warning: Chui.
- c) Disqualification: Hansoku.

7) **Mubobi**

- 1) Private warning: Mubobi Atenai (without a penalty).
- 2) Official warning: Mubobi Chui.
- 3) Disqualification: Mubobi Hansoku.

8) **Jogai**

- a) After the first escape, the contestant must be given a warning (Jogai).
- b) After the second escape, the contestant must be given a private warning (Jogai Atenai).
- c) After the third escape, the contestant must be given an official warning (Jogai Chui).
- d) After the fourth escape, the contestant will be disqualified (Jogai Hansoku).

9) Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or team.

10) There will be no accumulation of punishment through:

- a) Atenai, Chui, Hansoku.
- b) Mubobi Atenai, Mubobi Chui, Mubobi Hansoku.
- c) Jogai, Jogai Atenai, Jogai Chui, Jogai Hansoku.

11) Penalties must be accompanied by an increase in severity of the penalty imposed (except Atenai).

12) No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.

IMPORTANT:

After the sign of Atoshibaraku, the PURPOSED exits of the competition area (Jogai), will be punished as FORBIDDEN BEHAVIOR, following the scale of penalty existent until nowadays.

Explanation:

The competitor that, *in an attitude of anti-sport and for the fact of willing to win*, after the atoshibaraku leaves the competition area on purpose will incur in a lack of FORBIDDEN BEHAVIOR and will be punished for that.

- This way, if the competitor already has an ATENAI, he will be punished with CHUI and so forth, in the penalty scale.
- This Rule, has as base the application of the norms of conduct: LOYALTY, CHARACTER and SPORT ATTITUDE, contributing to the dignity of the combat and mainly to the respect due to the competitor that is on that moment in disadvantage.

ARTICLE 11: injuries

- If two competitors harm each other, or if they are suffering from the injuries previously incurred and they are declared by the tournament doctor as unable to continue, the fight is won by the competitor that has accumulated the most points.
- If the score is the same, then one vote (HANTEI) will decide the final result.
- On Team competitions the Referee will announce the Tie (HIKIWAKE).
- If the situation in the decisive combat ENCHO-SEN of a Team competition, then one vote (HANTEI) will establish the result.
- A competitor that hurts himself while he is fighting and request medical treatment will have three minutes to get it. If the treatment doesn't finish during this period, the referee will decide if the competitor must be declared as out-of-time and cannot continue fighting, or if he will give additional time for treatment.

KUMITE NIHON

WUKO CHILDREN RULES

Two points Match: the participants try to score two points (2 Ippon or 4 wazaari) before their opponent within the time limit.

OBLIGATORY PROTECTION: Helmet; Chest Protector; Gloves; Genital Protector (male)

In principle the Kumite Nihon for children has the same rules as Kumite Sanbon except:

1 – Kumite Shobu Nihon: 2 Ippons or 4 Waza-ari: Match area sizes can be reduced only with the decision of Wuko.DC

2 – Duration of Matches: 02:00 minutes effective time (Wuko-DC can decide to reduce the time)

3 – Forbidden acts:

- a) Face (Helmet) contact is prohibited in the Childrens Category.
- b) Nage techniques (ashi Barai etc.)
- c) Excessive contact (impact) to the chest is not allowed.
- d) Grabbing, grappling or dangerous throws are not allowed.

FORBIDDEN BEHAVIOUR

- a) In the Childrens Category, “light” touches by the hand or foot to the helmet are not allowed. In case of light contact, the Referee don’t will give a penalization but the point don’t will be given. This Wuko rule was decided to stimulate and give incentive to control techniques in children’s category.
- b) If there is a body contact and then an obvious marking, the referee has to immediately punish the offender.

DANGEROUS BEHAVIOUR

Whenever a competitor makes or is about to take any action that puts at risk his physical integrity, or his opponents integrity, the competitor will have to be punished with MUBOBI. This penalty should be applied not only when a competitor, for instance, turn his back to the opponent, but whenever an executed technique is considered dangerous for its degree of difficulty and control, independently of not reaching the opponent.
Example: Jodan Tobi Geri .

All the remaining Arbitration rules for Children Male and Female Kumite are governed by the WUKO COMPETITION REGULATIONS

KUMITE IPPON

One point Match: the participants try to score one point (1 Ippon or 2 wazaari) before their opponent within the time limit.

ARTICLE 1: Types of Match

The types of Match shall be as follows:

1) Individual Match:

The Individual Match is decided by "**Shobu Ippon**".

"**Shobu Ippon**", one point Match, is a Match where the participants try to score one

Ippon (2 Wazaari) before their opponent within the time limit.

2) Team Match:

- a) The number of persons comprising a team (male and female) shall be 3 + 1 reserve.
- b) A team will be allowed to participate only when it comprises of a minimum of two competitors.
- c) Before each team Match, a team representative must hand to the official table, an official form defining the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be amended. Use of a reserve constitutes a change in fighting order.
- d) Matches between individual members of each team shall be held in the predetermined order.
- e) The winner of a team Match shall be decided on the basis of these individual Matches.
- f) The criteria for deciding the winner of a team Match, on the basis of the number of winners of individual Matches, are the following (in order of descending importance):
 1. Numbers of wins.
 2. Numbers of Ippons (of the winner only).
 3. Numbers of Wazaaris (of the winner only).
 4. Extra Match.

When a team ties with its opposing team under these methods of decision above, the decision shall be made on the basis of the result of an extra match conducted between a representative of the contending teams. In case this extra match is a draw, another match (Sai Shiai) will take place. If there is still no score, a decision must be taken by the Judges panel.

Victories through a foul, disqualification or retirement of the opponent shall be counted as 1 Ippon.

ARTICLE 2: Starting, suspending and ending of Matches

- 1) Starting: at the start of a Kumite Match the Referee stands on the outside edge of the Match area. On his left and right stand the Judges. After the formal exchange of bows by contestants and Referee Panel (Shomen ni Rei - Otagaini Rei), the Referee takes a step back, the Judges turn inwards and all bow together. The Match shall start with the announcement by the Referee of "Shobu Sanbon Hajime".
- 2) Suspending: by announcing "Yame" the Referee shall halt the Match temporarily and order the contestant back to their positions. When resuming the Match, the Referee announces "Tsuzukete Hajime".
- 3) The Time Keeper shall give signals by a gong or buzzer indicating Atoshibaraku, 30 seconds to go, (one signal) and time-up (two signals).
- 4) Ending: after halting the Match, the Referee shall end the Match by announcing "Soremade". After the formal exchange of bows by contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei), the Match is deemed over.

ARTICLE 3: Duration of a Match

The duration of a Match shall be 2 minutes (effective time).
Before the Tournament the WUKO-DC can modify the duration of the Matches.

ARTICLE 4: Extensions

- 1) In the event of a draw in an individual Match there will be another Match (Sai Shiai).
- 2) In the event of another draw at the end of the Sai Shiai the Judges must take a decision on who is the winner, based on the Sai Shiai only.
- 3) All awards or penalties are not carried into the Sai Shiai, it must be considered as a new Match.

ARTICLE 5: Victory or defeat

Victory or defeat shall be awarded on the basis of Ippon, victory by decision, defeat due to a foul, disqualification or retirement.

ARTICLE 6: Scoring Areas

The scoring areas shall be limited to the following:

- a) Head, Face, Neck, Abdomen, Chest, Side, Back (excluding shoulders).
- b) An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.
- c) An attack, even if effective, delivered after the Time-up bell signals the end, shall not be recognized as such, nor shall it constitute a basis for decision.
- d) Jogai: techniques delivered outside the prescribed Match area shall be invalid. However, if the contestant delivering such a technique was within the boundary of the Match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred. If Aka delivers a successful technique and then exits immediately afterwards, Yame should occur at the instant of score. The exit therefore occurs outside of Match time and may not be penalized.
- e) If Aka's attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded. If Shiro exits just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded. If Shiro exits, or has exited as Aka's score is made (with Aka remaining within the area) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.
- f) Scoring techniques of the same value simultaneously delivered by both contestants shall not score (Aiuchi).

ARTICLE 7: Criteria for deciding Ippon and Wazaari

- 1) An Ippon is awarded on the basis of the following requirements:
When an exact and powerful technique, which is recognised as decisive, is delivered to the recognized scoring areas under the following conditions: Good form, good attitude, strong vigour, zanshin, proper timing, correct distancing.
- 2) Effective techniques delivered under the following conditions shall be considered as an Ippon:
 - a) When an attack is delivered with perfect timing and the opponent started to move towards the attacker.

- b) When an attack is delivered immediately the opponent was unbalanced by the attacker.
 - c) When a combination of successive and effective attacks are used.
 - d) For combined use of tsuki and geri techniques.
 - e) For combined use of tsuki/geri and nage techniques.
 - f) When the opponent has lost their fighting spirit and turned their back to the attacker.
 - g) Effective attacks delivered on the undefended parts of the opponent.
- 3) A Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

ARTICLE 8: Criteria for decision (Hantei)

In the absence of Ippon, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of Match, a decision (Hantei) is taken on the basis of the following considerations:

- a) Whether there have been Wazaari.
- b) Whether there have been warnings.
- c) The number of escapes outside the Match area.
- d) The comparative excellence in the fighting attitude.
- e) The ability and skill.
- f) The degree of the vigour and fighting spirit.
- g) The number of attacking moves.
- h) The comparative excellence in the strategy used.
- i) Fair play.

ARTICLE 9: Prohibited acts and techniques

The following acts and techniques are prohibited:

- a. Uncontrolled attacks.
- b. Techniques which make excessive contact, having regard to the scoring area attacked.
- c. Attacks to the upper and lower limbs.
- d. Open hand techniques to the face, Empi Uchi, Hiza Geri and Atama Uchi.
- e. Attacks to the groin.
- f. Attacks to the hip joint, to the knee joints, the insteps and the shins.
- g. Grabbing (unless immediately followed up by a technique), clinching or bodily contacting against the opponent unnecessarily.
- h. Dangerous throws.
- i. Time-wasting.
- j. Any unsporting behaviour such as verbal abuses, provocation or needless utterances.
- k. Any behaviour likely to bring Karate into disrepute (this includes Coaches, Manager and anybody connected with
- l. the contestant).
- m. Lack of regard for the contestant's own safety (Mubobi).
- n. Any disrespectful and unnecessary actions are strictly forbidden.
- o. Exaggerated actions and reactions (i.e. faking injury) are forbidden and will be penalised.

ARTICLE 10: Penalties and disqualification

- 1) When a contestant is about to, or has already committed a prohibited act, the Referee shall issue warning or announce a penalty.
- 2) When a contestant avoids combat, the Referee shall issue a warning or announce a penalty.
- 3) In the case of a contestant displaying a lack of regard for their own safety the Referee shall issue a warning or announce a penalty.
- 4) In the case of a contestant, after having once been warned, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.
- 5) When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant: Failing to obey the orders of the Referee.
- 6) If a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to their opponent.
- 7) If the act or the acts of a contestant are considered as malicious, willfully violating the rules prohibiting them.
- 8) Other acts which are deemed in violation the Rules of the Match.
- 9) Warnings and penalties are the following:
 - a) Private warning: Atenai (without a penalty).
 - b) Official warning: Chui.
 - c) Disqualification: Hansoku.
- 10) If a contestant continually escapes out of the Match area:
 - a. After the first escape, the contestant must be given a private warning (Jogai).
 - b. After the second escape, the contestant must be given an official warning (Jogai Chui).
 - c. After the third escape, the contestant will be disqualified (Jogai Hansoku).
- 11) Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or team.
- 12) There will be no accumulation of punishment through:
 - a. Atenai, Chui, Hansoku.
 - b. Jogai, Jogai Chui, Jogai Hansoku.
- 13) Penalties must be accompanied by an increase in severity of the penalty imposed (except Atenai).
- 14) No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.

APPENDICES

APPENDIX 1: The Terminology.

Shobu Ippon & Sanbon: Term Meaning Method of signalling.

Hajime Start the Match. The Referee stands on the official line.

Shobu Hajime Start the extended Match. The Referee stands on the official line.

Atoshi Baraku 30 seconds before the Match. An audible signal will end be given by the timekeeper 30 seconds before the actual end of the Match.

Yame Temporary halt of Match. The Referee chops downwards with one hand. The timekeeper stops the clock.

Tsuzukete Fight on. Resumption of fighting, ordered after an unauthorized interruption has occurred.

Tsuzukete Hajime Restarting the Match. The Referee stands on the official line, steps back into Zenkutsu-Dachi and brings the palms of the hands towards each other.

Soremade End of the Match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.

Motonoichi Original position. The Contestants, Referee and Judges return to their respective standing lines.

Shugo Judges called The Referee beckons with one arm to the Judges.

Hantei Judgment. The Referee calls for judgment by blowing their whistle, and the Judges render their decision by flag signal.

Ippon One point. The Referee extends their arm higher than their shoulders, towards the relevant contestant.

Wazaari Half point. The Referee extends their arm slightly downwards to the side towards the relevant contestant.

Awasete Ippon Two Wazaari recognised as one Ippon

Aiuchi Simultaneous scoring. No point awarded. The Referee brings his fists together in front of the chest.

Hikiwake A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.

Aka (Shiro) no kachi Victory of red (white). The Referee obliquely no Kachi raises an arm on the side of the winner.

Encho-sen Extension (Shobu Sanbon). Referee restarts the Match with the command "Shobu Hajime".

Sai Shiai additional Match (Shobu Ippon).

Torimasen Not acceptable as scoring. As Hikiwake, but techniques culminating with the palms facing downwards.

Atenai Private warning. The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.

Chui Official warning. The Referee points with the index finger to the feet of the offender at an angle of 45 degrees.

Hansoku Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.

Jogai Exit from fighting area. The Referee points the index finger at a 45 degree angle to the area boundary on the side of the offender.

Uke Imasu Technique blocked. An open hand touching the elbow of the opposite arm.

Nukete Imasu Technique missed. A closed hand crossing in front of the body.

Yowai Technique too weak. An open hand descending downwards.

Hayai Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.

Maai Bad distance. Both the hands are range open and parallel to the floor, and facing each other.

Mubobi Warning for lack of regard. The Referee points ones own safety one index finger in the air at a 60 degree angle on the side of the offender.

Kiken Renunciation. The Referee points with the index finger towards the contestant.

Shikkaku Disqualification. The Referee points tournament first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

Appendix II: The table for judgement

SHIRO (AKA) NO KACHI or HIKIWAKE

O O X Mienai

In the case of two judges giving a point to Shiro (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

Appendix III: Equipment

Mitts: Mitts must be covered with white or red cloth or smooth leather. The fingers must be uncovered. The maximum thickness is 2 cm.

Gumshields: Gumshields must be white or clear.

Shin-protectors: Shin-protectors must be made of a soft material inside and covered with white cloth. Hard plastic is forbidden. Maximum thickness is 2 cm. They have to cover only the shin and **not** the knee or ankle.

Groin-protectors: Groin-protectors must be made of plastic or leather. Metallic material is not allowed.

Chest-protectors: Chest-protectors must protect the chest and side of the chest, not just the bosom.

RULES OF KATA MATCH

ARTICLE 1: Types of Match

1) The types of Match shall be as follows:

- a) Individual Match.
- b) Team Match.

2) The system of Individual Match and Team Match shall be the following:

Point system: points shall be awarded to each participant and/or team separately and the winner will be the one with the highest total score.

3) The number of persons comprising a team shall be 3 + 1 reserve.

4) The system may be changed by the WUKO-DC (i.e. Flag system)

ARTICLE 2: Judgement of a Match

1) The judgement of a Match shall be made by a Panel of Judges: one Referee and four or six Corner Judges.

2) All Matches shall be conducted exclusively upon the instructions of the Referee.

ARTICLE 3: Starting and ending of Matches

1) **Starting.**

- a) Before each round the competitors must give to the Jury Table the name of Kata that will be performed.
- b) When called upon by the announcer, the participant(s) will immediately proceed inside the Match area, bow to the Referee and will announce the name of the Kata to be performed clearly to the Judges.
- c) The Referee will clearly repeat the name of the Kata.

- d) The participant(s) then will commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.

2) Ending

- a) Upon completion of the Kata, the Referee shall call (Hantei) for the Corner Judge's decisions. Immediately the Referee and the Corner Judges will raise the Score Boards (simultaneously) with their decisions. The Announcer shall call out the Referee and each Corner Judges scores clearly to the Recorder.
- b) The Recorder shall record the announced score in proper forms, and calculate the final score as follows: out of seven (five) scores received, the highest and lowest shall be deleted and the remaining five (three) scores shall be totalled.
- c) The Announcer shall clearly announce the total score.
- d) After the announcement of the decision, the participant(s) will bow to the Referee and leave the Match area.

ARTICLE 4: Types of Kata

Individual and Team Match.

CHILDREN 6/ 7/ 8 YEARS OLD

Belt White to Orange - 1st Round, 2nd Round and 3rd Round: Kata Shitei.
(Participants may repeat the same Kata in all rounds). In the event of a tie the contestant may perform the same kata.

Belt Green to Black - 1st Round: Kata Shitei – 2nd & 3rd Round: Kata Shitei or Sentei
(Participants may not repeat the same Kata performed in the previous round). In the event of a tie the contestant may perform the same kata.

CHILDREN 9/ 10 YEARS OLD

Belt White to Orange - 1st Round, 2nd Round and 3rd Round: Kata Shitei
(Participants may repeat the same Kata in all rounds). In the event of a tie the contestant may perform the same kata.

Belt Green to Blue - 1st Round: Kata Shitei – 2nd & 3rd Round: Kata Shitei or Sentei
(Participants may not repeat the same Kata performed in the previous round). In the event of a tie the contestant may perform the same kata.

Belt Brown to Black - 1st Round: Kata Shitei – 2nd Round: Kata Shitei or Sentei – 3rd Round: Kata Tokui (Participants may not repeat the same Kata performed in the previous round). In the event of a tie the contestant may not perform the same kata.

Children cannot perform the following katas (of their own style): Gojushiho (Dai/Sho), Unsu/Unshu, Ciantanyara No Kushanku, Anan and Suparimpei

CHILDREN 11/ 12 YEARS OLD

Same as in the age category 9/10 years old

CHILDREN 13/14 YEARS OLD

Same as in the age category 9/ 10 years old.

It is necessary that in these categories the participants could study before the basic Katas and gradually the higher Katas.

The remaining scores from 2nd and 3rd rounds will be added up for the final result, but, unlike Cadets, Juniors, Seniors and Veterans, if the participants are 8 or less than 8 only one round (final) will be made.

CADETS – JUNIORS – SENIORS – VETERANS

There will be kata team categories only for Cadets, Juniors and Seniors

- In **JUNIORS category** the competitors from **CADETS category** may participate (Individual and/ or team)
- In **SENIOR category** the competitors from **CADETS, JUNIORS and VETERANS category** may participate (Individual and/or team)

- a) First Round (Score: 5.0 - 7.0), with the 16 highest scoring competitors going through to the next round. The participant(s) must perform a scheduled **Shitei** or **Sentei Kata** from the listed WUKO Kata. The choice must be announced in advance in order to be recorded on the official sheet. If there are less than sixteen entries to the first round, then that round can be omitted, therefore the event becomes a two round event.
- b) Second Round (Score: 6.0 - 8.0): from the 16 competitors, 8 will go through to the final. The participant(s) must perform a scheduled **Shitei**, **Sentei** or **Tokui Kata** from the listed WUKO Kata. Participants may not repeat the same Kata performed in the previous round. The choice must be announced in order to be recorded on the official sheet.
- c) Third Round (Final) (Score: 7.0 - 9.0): The participant(s) can perform his/their **Shitei**, **Sentei** or **Tokui Kata** from the listed WUKO Kata. The Kata in the Final must be different from the Kata performed in the 1st and 2nd Round. The choice must be announced in advance in order to be recorded on the official sheet.
- e) **In the event of a tie in the 1st or 2nd round**, to define the place on the list for the next round, the minimum score from the remaining 3 scores will be added to the total for that round. If the tie persists, the maximum score from the remaining 3 scores is added for the total scores for that round. In case of a continuing tie, the contestants must perform a further Kata which was not performed by the competitors in this round. If there is still no winner, a decision must be taken by the Panel of Judges (based on the last Kata performed).
- f) **The remaining scores from 2nd and 3rd rounds will be added up for the final result.** In the event of a tie, the contestants must perform a further Kata which was not performed by the competitors in the last 3rd round. If the tie persist the minimum score from the remaining 3 scores will be added to the total. In case of a continuing tie, the maximum score from the remaining 3 scores is added to the total. If there is still no winner, a decision must be taken by the Panel of Judges (based on the last Kata performed).

Rengokai category: It has been introduced the “Rengokai” category. In this category will compete all the styles who did not reach at least the number of 3 participants.

ARTICLE 5: Criteria for decision

In a Kata Match, each performance will not be deemed simply good or bad, but judged according in the essential elements of each basis of judgement based on two different criteria:

1) Basic performance: The following basic points must appear in each performance of a Kata:

- a) Kata sequence.
- b) Control of power.
- c) Control of tension and contraction.
- d) Control of speed and rhythm.
- e) Direction of movements.
- f) Understanding Kata technique.
- g) Show proper understanding of the Kata Bunkai.
- h) Ceremony.
- i) Embusen.
- j) Vision.
- k) Stances.
- l) Coordination.
- m) Stability and balance.
- n) Perfection.
- o) Harmony.
- p) Pauses.
- q) Kiai.
- r) Breathing.
- s) Concentration.
- t) Spirit.

2) Advanced performance. Judges will note the specific important points and the degree of difficulty of the performed Kata.

Judgement will be based on:

- a) The mastery of techniques by the contestant.
- b) The degree of difficulty and risk in the performance of the Kata.
- c) The budo attitude of the contestant.

ARTICLE 6: Minus points and disqualification

1) Minus points. Points will be deducted in these cases:

- a) For a momentary hesitation in the smooth performance of the Kata quickly remedied, 0.1 should be deducted from the final score.
- b) For a momentary but a discernible pause, 0.2 points should be deducted.
- c) For a momentary slight imbalance, and quickly remedied, 0.1 - 0.2 points should be deducted.

3) **Disqualification:**

- a) If the contestant performs the wrong Kata.
- b) If the Kata is varied.
- c) If the contestant stops the Kata.
- d) If the contestant loses balance completely and/or falls.
- e) If the contestant doesn't perform a Kata of its style.

ARTICLE 7: Kata list			
SHOTOKAN	SHITO RYU	GOJU RYU	WADO RYU
Shitei	Shitei	Shitei	Shitei
Heian 1, 2, 3, 4, 5	Pinan 1, 2, 3, 4, 5	Gekisai Dai Ichi	Pinan 1, 2, 3, 4, 5
Tekki Shodan	Saifa	Gekisai Dai Ni	
	Aoyagi	Saifa	
	Myojo		
Sentei	Sentei	Sentei	Sentei
Bassai Dai	Wanshu	Seisan	Kushanku
Empi	Matsumura No Rohai	Seipai	Niseishi
Kanku Dai	Jiuroku	Seiunchin	Jion
Hangetsu	Bassai Dai	Shisochin	Passai
Jion	Kosokun Dai		Jitte
Jitte	Tomari No Wanshu		
	Jiin		
	Seienchin		
Tokui	Tokui	Tokui	Tokui
Tekki Nidan	Jion	Sanseru	Chinto
Tekki Sandan	Kosokun Sho	Suparimpei	Naihanchi
Bassai Sho	Ciatanyara No Kushanku	Kururunfa	Rohai
Kanku Sho	Sochin (Aragaki ha)	Anan (*)	Wanshu
Sochin	Matsumura No Bassai		Seishan
Nijushiho	Tomari Bassai		Anan (*)
Chinte	Niseichi		
Jiin	Sanseiru		
Meykyo	Chinto		
Wankan	Shisochin		
Gojushiho Sho	Nipaipo		
Gojushiho Dai	Kururunfa		
Gankaku	Seipai		
Unsu	Seisan		
Anan (*)	Gojushiho		

Seienchin			
Tensho			
Tokui			
Sanchin			
Seipa			
Gojo Yon			
Kosokundai			
Tajima			
Saifa			
Hyakuhachi			
(Kururunfa)			
Anan (*)			
(*) The Anan kata is not a kata of Japanese origin but an Indian one. Wuko adopts this kata as "Tokui Kata" to be brought in competition by all styles recognized			