

8th International Seito Shito Ryu Tai Kai

**Richmond, British Columbia, Canada
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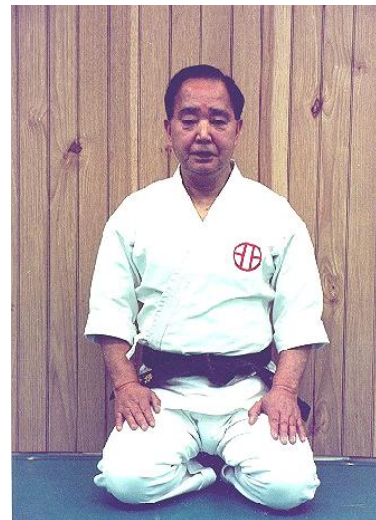
Official Rules and Regulations HANDBOOK



Prepared by the Vancouver Tai Kai Organizing Committee

FOREWARD

The purpose of the Seito Shito Ryu International Tai Kai is to provide the opportunity for students of Seito Shito Ryu to assemble on a bi-annual basis for competition and training with one another, renewing friendships, making new friends, and sharing knowledge both technical and cultural. The emphasis of the Kata competition is to correctly demonstrate the Karate of Mabuni Kenwa Sensei as taught by his son Mabuni Kenzo Soke and thereby honor the heritage of our style and its founders.



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1.0 RESPONSIBILITIES OF THE OFFICIALS

1.1.1 REFEREE COUNCIL

The Referee Council's responsibilities shall be as follows:

- a. To ensure the correct preparation for the Tai Kai in consultation with the Organizing Committee, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
- b. To appoint and deploy the Match Area Controllers (with approval of the Tournament Director) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers
- c. To supervise and coordinate the overall performance of the refereeing officials
- d. To nominate substitute officials where such are required. (NOTE: The composition of a panel of officials may not be changed at the sole discretion of the Arbitrator, Referee or Judge)
- e. To investigate and render judgment on matters of official protest
- f. To pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulation in the rules

1.1.2 MATCH AREA CONTROLLER

The Match Area Controller's responsibilities shall be as follows:

- a. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control
- b. 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
- c. To report on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Council and the Examining Committee

1.1.3 REFEREE (SHUSHIN)

The Referee's responsibilities shall be as follows:

- a. To preside over the assigned ring including all contestants and officials, and the perimeter of the ring
- b. To give all commands and make all announcements with regard to the conduct of the contest (Kata and Kumite) using signals as specified in Appendix B

1.1.4 JUDGE (FUKUSHIN)

The Judge's responsibilities shall be as follows:

- a. To assist the Referee during the Kata contest by displaying a score commensurate with the performance of the contestant based on the criteria specified in section 3.6
- b. To assist the Referee during the Kumite contest by providing flag gestures as specified in Appendix C
- c. To exercise a right to vote on a decision to be taken

1.1.5 ARBITRATOR (KANSA)

The Arbitrator's responsibilities shall be as follows:

- a. To supervise the Timekeeper(s) and Score Keeper(s)
- b. To observe the contest and be prepared to provide assistance to the Referee in case of a SHUGO
- c. To observe the Referee and Judges and assure their actions are consistent with the responsibilities specified in section 2.1. In the case where inappropriate action is observed, the Arbitrator shall report directly to the Match Area Controller

1.1.6 RECORD KEEPER

The Record Keeper's responsibilities shall be as follows:

- a. To maintain an accurate account of the individual match events (Kata and Kumite)
- b. To assist the Arbitrator as appropriate
- c. To keep track of each incident, and if required, the time of each occurrence
- d. To make certain that records are properly filled in and signed by all officials associated with each match

1.1.7 TIMEKEEPER

The Timekeeper's responsibilities shall be as follows:

- a. To maintain an accurate account of the individual match time
- b. To provide time warning to the Referee (ATOSHIBARAKU, JIKAN)

1.1.8 MATCH EXPEDITER

The Match Expediter's responsibilities shall be as follows:

- a. To ensure that the competition is run precisely and with minimal delay
- b. To ensure that all Youth contestants are properly identified and that the GI and all associated equipment (safety gear, head guard, competition belts, etc.) are worn correctly
- c. To summon the tournament medical personnel as required

- d. To direct winners of each Kumite match to confirm proper recording with the Record Keeper

1.1.9 ANNOUNCER

The Announcer's responsibilities shall be as follows:

- a. To announce the competing contestant(s) and the contestants who are on deck (designating AKA and SHIRO (AO) appropriately for KUMITE contest)
- b. For KATA, to announce the contestant's individual scores awarded by each member of the Referee panel subsequent to each performance and then announce the contestant's total score as determined by the Record Keeper
- c. To make certain all announcements are clear and distinct so that all contestants and members of the Referee panel are made aware of the ensuing competition

1.1.10 REFEREE PANEL

- a. A Referee Panel is comprised of one Referee (Shushin), four Corner Judges (Fukushin), and one Arbitrator (Kansa)
- b. A Referee Panel shall be assisted by a Timekeeper, Record Keeper, Match Expediter(s), and a Ring Announcer
- c. CHANGING THE REFEREE PANEL: The Referee Panel shall be changed out IN ACCORDANCE WITH requirements of the Referee Council. When changing, the departing officials take one step forward, turn around and face the incoming panel whereby the incoming Referee initiates a bow and the departing Panel leaves the competition area
- d. CHANGING AN INDIVIDUAL JUDGE: When an individual judge/referee is relieved, the incoming Judge/Referee goes to the departing Judge/Referee, both bow and exchange positions, then the departing official leaves the competition area

2.0 REQUIREMENTS

2.1 REQUIREMENTS FOR REFEREES AND JUDGES

- 2.1.1 All referees and judges shall have a valid and active Shihan License in Seito Shito Ryu as determined by the Referee Council
- 2.1.2 Active Seito Shito Ryu Yudansha may be appointed as referees and judges by the Referee Council if there are needs to fill this role
- 2.1.3 All referees and judges shall understand and abide by the rules and regulations defined herein
- 2.1.4 All referees and judges must be absolutely neutral and impartial at all times
- 2.1.5 All referees and judges must comport themselves with dignity and self-possession at all times
- 2.1.6 All referees and judges must, with the utmost attentiveness and concentration, watch and observe every detail of a contest and pass a correct judgment on every move of the contestants
- 2.1.7 All referees and judges, during a contest, may not exchange words with anyone except the arbitrator, his/her colleagues attending to the same contest and the contestants of the ring
- 2.1.8 All referees and judges, during a contest, must demonstrate exemplary efficiency, speed and refined behavior
- 2.1.9 All referees and judges shall wear proper attire as follows:
 - a. Gray slacks
 - b. White button-down dress shirt
 - c. Blue tie
 - d. Blue blazer (to be removed during Kumite events)
 - e. Rubber soled shoes or sneakers
 - f. Jewelry/watches, headgear, or any object that is not deemed essential for the contest, are NOT allowed

2.2 CONTESTANT ELIGIBILITY

- 2.2.1 All contestants shall be Seito Shito Ryu Amateur Athletes
- 2.2.2 All contestants shall be pre-registered (registration deadlines shall be set by the Tournament Director and provided as part of the registration packet) – NO POST REGISTRATION ALLOWED
- 2.2.3 All contestants must enter and compete under their own legal name. Nicknames are prohibited and will result in disqualification of the contestant

- 2.2.4 All contestants must be certified physically fit. In case of doubt, the tournament physician shall determine the physical fitness of the contestant
- 2.2.5 All contestants that are minors must have parental or guardian consent to participate
- 2.2.6 All contestants must conform to eligibility requirements and may be asked to verify age by birth certificate or passport

2.3 REQUIREMENTS FOR THE CONTESTANTS

- 2.3.1 All contestants shall be students of Seito Shito Ryu Karate
- 2.3.2 All contestants shall understand and abide by the rules and regulations defined herein
- 2.3.3 All contestants shall be neatly groomed and sanitary
- 2.3.4 All contestants must wear a CLEAN WHITE KARATE GI in good condition during the competition
- 2.3.5 No foot/leg pads, gloves, wrapped bandages or metallic objects of any kind may be worn by any contestant unless approved by the Referee Counsel
- 2.3.6 No jewelry (rings, bracelets, etc.), head apparel (hats, headbands, hair clips, hair beads, etc.) or any other objects may be worn by any contestant
- 2.3.7 Religious apparel may be worn as long as they are not a safety issue and have been approved by the Referee Counsel
- 2.3.8 All contestants shall keep toe nails and finger nails CLEAN and TRIMMED SHORT
- 2.3.9 For the Kumite contest the following rules apply:
 - a. All contestants SHALL wear a mouth piece and approved non-absorbent hand protectors
 - b. All MALE contestants SHALL wear a groin protector
 - c. All FEMALE contestants may wear chest guards
 - d. All YOUTH contestants SHALL wear open face foam headgear
 - e. Safety glasses with a restraining band will be allowed; all other types of eyewear are not acceptable
 - f. WKF and JKF face protectors and helmets are acceptable and may replace a mouth piece
- 2.3.10 There shall be no conversation between contestants during the conduct of a match
- 2.3.11 The contestant has no say in arguing or contesting a point of judgment

2.4 ETIQUETTE REQUIREMENTS FOR THE CONTEST

- 2.4.1 All contestants SHALL be present at the appropriate RING prior to the start of their event or be subject to disqualification
- 2.4.2 All contestants SHALL sit quietly and remain in an area designated by the referee during the entire conduct of their event
- 2.4.3 All contestants SHALL bow upon entering and exiting the RING area according to the direction of the referee
- 2.4.4 All contestants SHALL bow to the referee (and judges) prior to their contest
- 2.4.5 All contestants SHALL obey every command of the referee without argument or disrespectful attitude
- 2.4.6 All contestants SHALL respect contest results regardless of the outcome of the contest
- 2.4.7 All contestants SHALL stand respectfully when scores are read or judgments rendered during a contest

3.0 RULES FOR KATA COMPETITION

3.1 KATA ELIGIBILITY

- 3.1.1 All Kata performed by any contestant **MUST BE** Seito Shito Ryu Kata as taught by Mabuni Kenzo Soke. The valid Kata are documented as the Shihan Kata Reference Guide Video produced by the Nippon Shihan Kai.

3.2 ORGANIZATION OF THE KATA COMPETITION

- 3.2.1 The Kata competition shall consist of **INDIVIDUAL** match play and **TEAM** Kata event.
- 3.2.2 The Kata contestants shall compete based on gender, age, and experience level as specified in section 5.
- 3.2.3 All contestants must perform Kata commensurate with their level of experience as follows:
- a. All **BEGINNER** contestants (less than 1.5 years training) must perform **TWO** Kata in successive rounds (one each per round) from the list of Kata specified in Table 3-I.

Round	Itosu Ke	Higaonna Ke
1 and 2	Kihon (Dosa) Kata Pinan Shodan Pinan Nidan Pinan Sandan Pinan Yondan Pinan Godan	Shinsei Happo Sho

- b. All **NOVICE** contestants (1.5 to less than 2.5 years training) must perform **TWO** Kata in successive rounds (one each per round) from the list of Kata specified in Table 3-II

Round	Itosu Ke	Higaonna Ke
1 and 2	Kihon (Dosa) Kata Pinan Shodan Pinan Nidan Pinan Sandan Pinan Yondan Pinan Godan Kenshu Kenpaku Juroku Matsukaze Rohai	Shinsei Happo Sho Kensho Saiha

- c. All **INTERMEDIATE** contestants (2.5 to less than 5 years training) must perform **TWO** Kata in successive rounds from the list of Kata specified in Table 3-III

Table 3-III Intermediate Contestant Kata List				
Round	Itosu Ke		Higaonna Ke	
1 and 2	Pinan Shodan	Kenshu	Shinsei	Sochin
	Pinan Nidan	Kenpaku	Happo Sho	Shimpa
	Pinan Sandan	Juroku	Kensho	Niseishi
	Pinan Yondan	Matsukaze	Saiha	Seipai
	Pinan Godan	Rohai	Sanchin	Sanseiru
	Jitte	Kosokun Dai	Seienchin	
	Jiin	Chintei		
	Jion	Aoyagi		
	Bassai Dai	Myojo		
	Bassai Sho			

- d. All **ADVANCED** contestants (5 or more years of training) must perform **TWO** kata in successive rounds (one each per round) from the list of Kata specified in Table 3-IV in the ELIMINATION Round. Some of the divisions are defined as FINALS divisions (a division that will complete in the FINALS). If the division is a FINALS division, the four highest scoring contestants shall compete in a FINAL round whereby each contestant may choose any Kata from the appropriate Contestant Kata List (FREE CHOICE). Places are determined by the scores of the FINAL round in accordance with section 3.5

Table 3-IV Advanced Contestant Kata List				
Round	Itosu Ke		Higaonna Ke	
1	Pinan Shodan	Kenshu		
	Pinan Nidan	Kenpaku		
	Pinan Sandan	Juroku		
	Pinan Yondan	Matsukaze		
	Pinan Godan	Rohai		
	Jitte	Chintei		
	Jiin	Aoyagi		
	Jion	Myojo		
	Bassai Dai	Wanshu		
	Bassai Sho	Chinto		
	Kosokun Dai	Gojushiho		
	Kosokun Sho	Nipaipo		
	Shihokosokun			
2			Shinsei	
			Happo Sho	
			Kensho	
			Saiha	
			Sanchin	Sochin
			Seienchin	Shimpa
			Seipai	Niseishi
			Seisan	Tensho
			Kururunha	Shisochin
			Unshu	Ippakreihachi
			Sanseiru	Nipaipo
FINAL	Tokui Seito Shito Ryu Kata		Tokui Seito Shito Ryu Kata	

- e. All **BEGINNER-INTERMEDIATE TEAM KATA** contestants must perform **TWO** kata in successive rounds from the list of kata specified in Table 3-III.
- f. All **ADVANCED TEAM KATA** contestants must perform **TWO** kata in successive rounds (one each per round) from the list of Kata specified in Table 3-V in the ELIMINATION Round. Some of the divisions are defined as FINALS divisions (a division that will complete in the FINALS). If the division is a FINALS division, the four highest scoring Teams shall compete in a FINAL round whereby each Team may choose any Kata from the appropriate Contestant Kata List (FREE CHOICE). For the Teams in the FINAL Advanced Team Kata Round, each Team completing its stated kata shall perform a demonstration of the meaning of the kata (BUNKAI). The time allowed for the BUNKAI is five minutes. Teams exceeding five minutes will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed. Places are determined by the scores of the FINAL round in accordance with section 3.5. For all other Team Kata FINAL round finalists, **NO** bunkai is required.

Table 3-V Team Kata List		
Round	Itosu Ke	Higaonna Ke
1	Pinan Shodan Kenshu Pinan Nidan Kenpaku Pinan Sandan Juroku Pinan Yondan Matsukaze Pinan Godan Rohai Jitte Chintei Jiin Aoyagi Jion Myojo Bassai Dai Wanshu Bassai Sho Chinto Kosokun Dai Gojushiho Kosokun Sho Nipaipo Shihokosokun	
2		Shinsei Happo Sho Kensho Saiha Sanchin Sochin Seienchin Shimpa Seipai Niseishi Seisan Tensho Kururunha Shisochin Unshu Ippakreihachi Sanseiru Nipaipo
FINAL	Tokui Seito Shito Ryu Kata	Tokui Seito Shito Ryu Kata

3.3 COMPETITION AREA

3.3.1 CHARACTERISTICS

- a. The Kata competition area shall be flat with a stable and smooth surface, and devoid of any hazard
- b. The competition area shall be square with sides of approximately 8 meters in length

- c. A single line 0.5 meters in length shall be drawn 2 meters from the center of the competition area on the side directly opposite the officials table for positioning the Contestants
- d. The official's table shall be a minimum of 2 meters behind the boundary line of the competition area directly opposite the contestant
- e. As a general rule, each of the corner judges shall be positioned 0.5 meters away from the corner of the competition area.
- f. All measurements shall be made between the inner sides of the line markings
- g. As a general rule, all line markings shall be in distinct white and 0.05 meters (2 inches) in width

3.3.2 POSITIONING OF PARTICIPANTS

The Kata competition positioning for the contestants and officials shall be as depicted in Figure 3-1 (circles designate the positioning of the Referee/Judges prior to bow-in, diamonds/square designate the positioning after bow-in, contestants remain in position until called by the Announcer)

3.4 COMPETITION PROCEDURES

- 3.4.1 The Referee shall call the participants (officials and contestants) to line-up in the start position and perform a bow-in (SHOMEN NI REI, OTAGAI NI REI) to start the competition for a given division
- 3.4.2 Upon completion of the competition bow-in, all officials shall assume designated positions as depicted in Figure 3-1
- 3.4.3 The Judges shall sit in chairs at the corners of the ring with the Referee sitting in a chair directly in front of the score table. The contestants shall sit outside the competition area directly opposite the Referee.
- 3.4.4 The Announcer will call the contestants by name (in general 2 contestants' names will be called, the first name is the contestant called to the ring to compete, the second name is the on-deck contestant)
- 3.4.5 The 1st contestant called will respond to the calling of his/her name by going directly to the competition area outside the ring directly opposite the Referee, bow to the Referee and then enter the ring and position himself/herself on a designated start line. Once on the designated start line, the contestant will bow again and then clearly announce the name of the Kata that is to be performed (the 2nd contestant called may choose to prepare for competition and then position himself/herself in a designated waiting area).

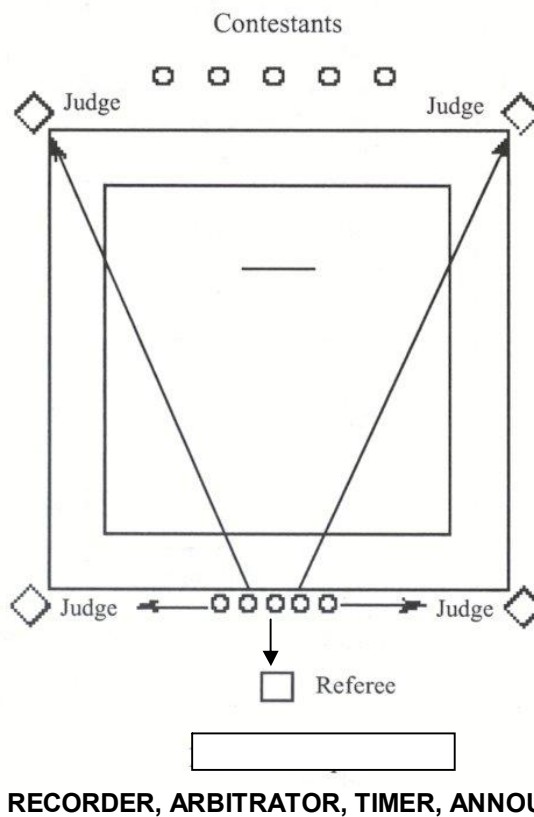


Figure 3-1 Kata Competition Positioning for Officials and Contestants

- 3.4.6 The Referee will indicate to the contestant to begin the Kata with a two-tone sharp blow of a whistle (beep-BEEP), the second of which is synchronized with a downward motion of the Referee's right hand (as in SHUTO)
- 3.4.7 The contestant will then perform the stated Kata. Upon completion of the Kata performance, the contestant shall return to the designated start line and wait for the score to be rendered
- 3.4.8 The Referee will indicate to the Judges to score the Kata with a two tone sharp blow of a whistle (beep-BEEP), the second of which the Referee and Judges will simultaneously display their score cards to the score table
- 3.4.9 The Announcer will call out the displayed scores starting with the Judge directly to the LEFT of the Referee and continuing clockwise until all 5 scores are read. Upon completion of announcing the Judges scores, the Record Keeper will determine the contestant's score (as defined in section 3.5.2 below) and then the Announcer will call out the contestant's score
- 3.4.10 Upon announcement of the contestant's score, the contestant shall bow and depart out of the ring, and bow once more outside the ring to the referee then return to the contestant designated area.

- 3.4.11 For Team Kata, each team shall be comprised of three karateka, regardless of gender and rank, and perform the stated kata. There shall be two Team Kata Divisions: **BEGINNER-INTERMEDIATE** and **ADVANCED**. For the Advanced Team FINALS, each Team will perform the bunkai for the kata performed. Bunkai is not required for all other Team FINALS.

3.5 SCORING

3.5.1 SCORING RANGE

The suggested average score and range of scoring is dependant on the contestants experience level as specified in Table 3-VI.

Experience Level	Range of Score	Average Score
BEGINNER	4.0 to 6.0	5.0
NOVICE	4.0 to 6.0	5.0
INTERMEDIATE	5.0 to 7.0	6.0
ADVANCED	6.0 to 8.0	7.0
TEAM	6.0 to 8.0	7.0

The average score and scoring range used will be announced by the Referee to the Judge's panel prior to each division being contested. The point range selected should be fully utilized and in some cases may extend below or above the ranges given.

3.5.2 SCORE DETERMINATION

The Kata contest will be judged by a head referee and four corner judges on a scale of 0.0 to 10.0 with a 0.1 point distinction. The highest and lowest scores will be dropped from the total of each round to determine a contestant's score for a single kata performance. In the case of multiple rounds, the contestant's score is determined by the combined score of each round.

3.5.3 TIES

In case of a tie score, the highest of the low scores for the tied contestants will be used to break the tie (highest low score wins).

If a tie persists, each contestant will individually perform a DIFFERENT Kata (one not previously performed) of his/her own choosing from the appropriate Required Kata List and be scored as in the previous round(s).

If a tie still persists after a tiebreaker Kata is performed, the contestants will simultaneously perform a DIFFERENT Kata (one not previously performed) of his/her own choosing from any round of the appropriate Required Kata List. The winner will be decided by HANTEI.

In the case of a tie score in TEAM KATA, the highest of the low scores for the tied TEAMS will be used to break the tie (highest low score wins). If a tie persists, each TEAM will perform a DIFFERENT Kata of their choosing (without the performance of

BUNKAI) from the appropriate required Kata list in Table 3-V. If a tie still persists the winner will be decided by HANTEI.

3.6 CRITERIA FOR SCORING

3.6.1 TECHNICAL CONSIDERATIONS

All Kata must be performed with competence and demonstrate a clear understanding of the principles of Seito Shito Ryu.

The KATA contest shall be judged by the following technical criteria:

- a. Correct sequence of movements
- b. Consistency and correctness of basic techniques
- c. **BALANCE:** All stances shall demonstrate correct weight distribution with feet edges firmly planted on the floor while in any given stance (as appropriate) and smooth and even transition between stances (*hara* remaining rooted)
- d. **FOCUS**
- e. **POWER**
- f. **SPEED**
- g. **TIMING** (within and between BUNKAI)
- h. **Proper BREATHING**
- i. **SPIRIT** (including proper use of KIAI)
- j. **ZANCHIN**

3.6.2 PENALTIES/DEDUCTIONS

- a. **UNOFFICIAL KATA:** Any contestant that does not perform an OFFICIAL kata as defined in section 3.1 shall be disqualified (score = 0.0)
- b. **INCORRECT KATA:** Beginner and Novice contestants who perform a Kata different from that announced shall be assessed a 0.2 to 0.5 point deduction. Intermediate and Advanced contestants that perform a Kata different from that announced shall be disqualified (score = 0.0)
- c. **FORGETTING KATA:** Beginner and Novice contestants who forget a Kata will be given a second chance with no penalty. Intermediate and Advanced contestants who forget a Kata will be disqualified (score = 0.0)
- d. **TECHNICAL INCOMPETENCE:** A deduction of 0.1 to 0.2 points shall be assessed for minor technical deficiencies. A deduction of 0.3 to 0.5 points shall be assessed for moderate technical deficiencies. A deduction of 0.5 to 1.0 shall be assessed for major technical deficiencies. Penalties are per deficiency and based on discretion of the scoring official.

- e. **HESITATIONS, PAUSES, AND HALTS:** A momentary hesitation in the smooth performance of a Kata that is quickly remedied shall be assessed a deduction of up to 0.2 points. A momentary hesitation that results in a discernable pause shall be assessed a deduction of 0.2 to 0.5 points. A distinct halt in a performance (greater than 5 seconds) shall result in disqualification (score = 0.0)
- f. **LOSS OF BALANCE:** A momentary imbalance quickly remedied shall be assessed a deduction of up to 0.2 points. Actual instabilities where there is a distinct but recoverable loss of balance shall be assessed a deduction of 0.2 to 0.5 points. A complete loss of balance and/or falling shall result in disqualification (score = 0.0)
- g. **INAPPROPRIATE POSITIONING:** All contestants must remain in the RING at all times when performing a Kata and return appropriately and within a reasonable distance of the starting position. A one-point deduction will be imposed for leaving the RING or finishing a Kata in an inappropriate position
- h. **INAPPROPRIATE EMPHASIS:** A deduction of 2.0 points shall be assessed for an ITOSU Kata performed with movements/timing/breathing of a HIGAONNA Kata. A deduction of 2.0 points shall be assessed for a HIGAONNA Kata performed with movements/timing/breathing of an ITOSU Kata.
- i. **THEATRICALS:** Any contestant that performs Kata with emphasis on theatrical movements (extended pauses or KIAIs, holding postures, etc.) shall be assessed a deduction of NOT LESS THAN 0.5 points for each occurrence. Extended pauses, holding postures are acceptable in TEAM KATA for the purposes of demonstrating BUNKAI.

3.7 RESULTS DETERMINATION

- 3.7.1 The placement of the contestants shall be determined by ordering the total scores for all rounds numerically in increasing order with the highest score winning the competition
- 3.7.2 The FOUR highest scoring contestants (with ties resolved as specified in section 3.5.3) will be awarded medals.
- 3.7.3 All awards will be presented at the FINALS event

4.0 RULES FOR KUMITE COMPETITION

4.1 COMPETITION AREA

4.1.1 CHARACTERISTICS:

- a. The competition area shall be flat with a stable and smooth surface, and be devoid of any hazard
- b. The competition area shall be matted whenever feasible
- c. The competition area shall be square with sides of approximately 8 meters in length
- d. A single line 0.5 meters in length shall be drawn 2 meters from the center of the competition area on the side closest to the officials table for positioning the Referee
- e. Two parallel lines (each one meter long and at right angles to the Referee's line) shall be drawn at a distance of 1.5 meters from the center of the competition area for positioning the contestants
- f. The official's table shall be a minimum of 2 meters (6 feet) behind the boundary line of the competition area
- g. As a general rule, each of the corner judges shall be positioned 0.5 meters away from the corner of the competition area
- h. All measurements are made between the inner sides of the line markings
- i. As a general rule, all line markings shall be in distinct white and 0.05 meters (2 inches) in width

4.1.2 POSITIONING OF PARTICIPANTS

The positioning for the contestants and officials shall be as depicted in Figure 4-1 (circles designate the positioning of the Referee/Judges prior to bow-in, diamonds designate the positioning after bow-in, the contestants remain in position until called by the Announcer)

4.2 COMPETITION PROCEDURES

- 4.2.1 The Referee calls the participants to the start positions and performs a bow-in (SHOMEN NI REI, OTAGAI NI REI) to start the competition for a given division
- 4.2.2 Upon completion of the competition bow-in, all officials shall assume designated positions as depicted in Figure 4-1
- 4.2.3 The Judges will sit at the corners of the ring with the Referee standing outside the ring directly in front of the scorer's table. The contestants shall sit outside the competition area on opposite sides of the referee (LEFT = SHIRO (AO), RIGHT = AKA) based on designation from the match expediter.
- 4.2.4 The Announcer will call one contestant from both SHIRO (AO) and AKA contestant groups

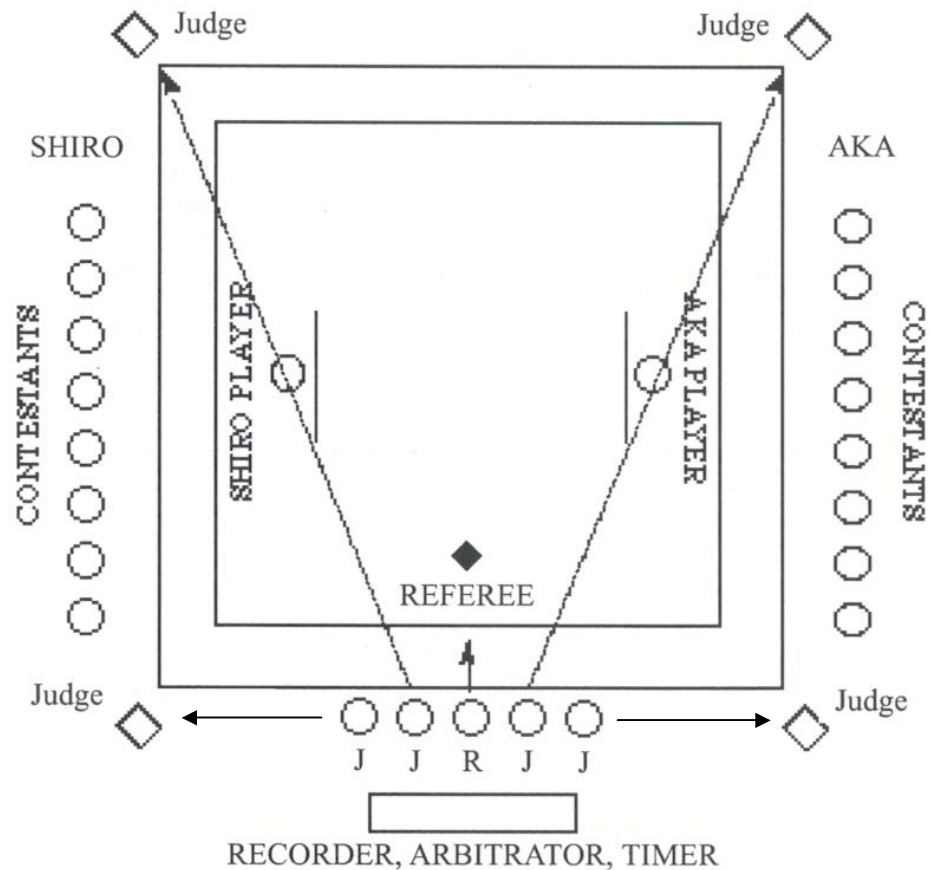


Figure 4-1 Positioning of Officials/Contestants for Kumite Match

- 4.2.5 The contestants will respond to the calling by going directly to the competition area outside the ring directly opposite each other on the appropriate sides of the ring (AKA and SHIRO (AO))
- 4.2.6 The Referee will signal the contestants to enter whereby the contestants and the Referee BOW and then enter the ring and stand on prescribed starting positions (the contestants may choose to bow to each other at this point)
- 4.2.7 The Referee shall conduct the Kumite match using terminology specified in Appendix A and gesturing depicted in Appendix B.
- 4.2.8 The Corner Judges shall render decisions using gestures depicted in Appendix C
- 4.2.9 The contestants shall return to the starting lines and comport themselves within dignity during the rendition of a judgment by the Referee

- 4.2.10 At the conclusion of the contest as determined by the Referee, the contestants will bow and depart the competition area and go directly to the Scorer's Table to verify match results

4.3 ORGANIZATION OF THE KUMITE COMPETITION

- 4.3.1 The Kumite competition shall consist of INDIVIDUAL matches and TEAM KUMITE
- 4.3.2 The Kumite contestants shall compete based on gender, age, skill divisions, and weight as specified in section 5.
- 4.3.3 The Kumite match play shall be single elimination rounds.
- 4.3.4 The Advanced Kumite match play shall be single elimination with modified Repechage as follows: Winners advance in each of two Brackets until only one contestant is remaining in each Bracket. The two Bracket winners will compete for 1st and 2nd place. The **losers to each of the Bracket winners** will each create new Brackets (2 Loser-to-Winner Brackets) whereby a winner will be decided by single elimination. The winners of the 2 Loser-to-Winner Brackets will compete for 3rd and 4th place.
- 4.3.5 TEAM KUMITE competition will consist of teams of 3 competitors with two males and one female. A list of TEAM members shall be submitted to the Referee's table prior to the match commencing.

4.4 DURATION OF INDIVIDUAL AND TEAM KUMITE MATCH

- 4.4.1 Duration of the Kumite match shall be 2 minutes for the BEGINNER, NOVICE, INTERMEDIATE, YOUTH, SENIORS, MASTERS and WOMEN divisions. Duration of the Kumite match shall be 3 minutes for the ADVANCED MEN divisions.
- 4.4.2 TEAM KUMITE match shall be 2 minutes each round.
- 4.4.3 The timing of the match shall start and stop in conjunction with match play governed by the Referee (HAJIME and YAME, respectively) – NO RUNNING CLOCK
- 4.4.4 A warning signal shall be given when the remaining time for a match reaches 30 seconds (ATOSHIBARAKU) and upon timeout (JIKAN)

4.5 SCORING IPPON

- 4.5.1 An IPPON shall be awarded based on the following criteria:
- Correct form: the characteristic of conferring probable effectiveness within the framework of traditional Karate concepts
 - Correct attitude: a non-malicious intent of great concentration obvious during delivery of the scoring technique
 - Vigorous application: the level of power and speed of the technique and the palpable will for it to succeed
 - Proper Zanshin (perfect finish): most often missed when a score is assessed, the state of continued commitment that endures after the technique is executed and the

ability to continue with proper form, other continuing techniques. The contestant with proper Zanshin maintains total concentration and awareness of the opponents potentiality to counter attack

- e. Proper Timing: the ability to deliver an attack when it will have the greatest potential effect. An attack delivered when the opponent is rapidly moving away from the attack has POOR timing and shall NOT be considered valid
 - f. Correct Distance: the ability to deliver a controlled technique within an appropriate distance of a target area (dependent on the experience level of the contestant) such that there is sufficient capability to extend properly to assure effectiveness
- 4.5.2 An IPPON may also be awarded for techniques deficient in one of the above criteria but which conform to the following:
- a. Jodan kicks or other technically difficult techniques
 - b. Deflecting an attack and counter-attacking to an unguarded target of the opponent
 - c. Valid sweeping or throwing followed by an effective scoring technique
 - d. Delivering a combination technique where the individual components each would score in their own right
 - e. Successfully scoring at the precise moment the opponent attacks
- 4.5.3 A decision over an opponent that has been assessed HANSOKU or SHIKKAKU shall be worth SANBON (same as scoring 3 IPPON)
- 4.5.4 A decision over an opponent by KIKEN (opponent not present, withdraws, or is withdrawn) shall be worth SANBON (same as scoring 3 IPPON)
- 4.5.5 Attacks shall be limited to the following target areas: Head (except for YOUTH divisions), Face, Neck, Abdomen, Chest, Back (but excluding top of shoulders), Side
- 4.5.6 An effective technique delivered at the same time as match timeout or an order to suspend or stop match play shall be considered valid
- 4.5.7 Any attack delivered subsequent to match timeout or an order to suspend or stop match play shall NOT be considered valid (cannot score IPPON) and may result in a penalty imposed on the offender at the discretion of the Referee
- 4.5.8 Any attack delivered by a contestant that is outside the competition area shall NOT be considered valid and cannot score IPPON
- 4.5.9 Techniques must be delivered perpendicular to the scoring area and directed to the axis of the body to be considered for IPPON

4.6 CRITERIA FOR DECISION

- 4.6.1 All matches shall be decided for the first contestant that scores SANBON (3 IPPON) in the allotted time (2 or 3 minutes)

- 4.6.2 In the absence of a SANBON score, or of a defeat caused by KIKEN, HANSOKU, or SHIKKAKU during the match, the match shall be decided by SHOBU HANTEI (Referee call for Judges to make a match decision)
- 4.6.3 The Corner Judges shall respond to SHOBU HANTEI as follows:
- a. If one contestant has scored more IPPON than the other, all Judges shall render their decision for the contestant with more IPPON
 - b. If both contestants have the same IPPON score or have NO SCORE, all Judges shall render a decision based on the following:
 1. Attitude, fighting spirit, and strength demonstrated by the contestants
 2. Superiority of tactics and techniques
- 4.6.4 In the event the result of SHOBU HANTEI is HIKIWAKE, the contestants will participate in a 2-minute ENCHOSEN (match extension) whereby the match shall be decided for the contestant who scores IPPON first
- 4.6.5 If neither contestant scores IPPON prior to ENCHOSEN timeout, the match shall be decided by ENCHOSEN HANTEI (Referee call for Judges to make a match extension decision). Judges shall respond to ENCHOSEN HANTEI by rendering a decision for one of the contestants (no HIKIWAKE allowed)
- 4.6.6 Discussion Pertaining to HANTEI:
- a. The Referee shall back outside the competition area and call HANTEI followed by a two-tone sharp blow of a whistle (beep-BEEP), the second of which the Judges will indicate their decision by means of flag gestures (AKA (AO/SHIRO) NO KACHI or HIKIWAKE) as depicted in Appendix C
 - b. In the case where the contestants' scores are tied, if superiority can be established for one of the contestants, it is appropriate to render the decision for the contestant who demonstrated superior ability and tactics
 - c. In the event the result of HANTEI is HIKIWAKE, the ENCHOSEN is considered part of the match and as such all penalties awarded in the initial 2-minute match shall carry over into the ENCHOSEN. If at the end of the ENCHOSEN, there is no score, the judges shall render a decision for one of the contestants in the ensuing HANTEI

4.7 PROHIBITED BEHAVIOR

- 4.7.1 Techniques that make contact with the throat or spine shall be penalized (unless caused by the recipient – MUBOBI)
- 4.7.2 Techniques that make excessive contact. All techniques must be controlled. Any technique that impacts the head, face, or neck and results in visible injury shall be penalized (unless caused by the recipient - MUBOBI)

When assessing the contact force used, the Referee must take all the circumstances into account including:

- a. Injudicious movement by the victim that exacerbates the impact of an otherwise controlled technique
- b. Marked disparity in size between the opponents
- c. Allowing enough time for the Victim's symptoms to progress whereby the extent of an injury can be properly assessed (redness, swelling, bleeding, etc.)
- d. Observing the victim's behavior with regard to efforts to aggravate slight injury for tactical advantage (examples include blowing violently through an injured nose or rubbing the face roughly with the back of a hand protector)
- e. Pre-existing injury that may allow symptoms to progress out of proportion to the degree of contact used by the contestant

The trained Karate-Ka can absorb strong impact over muscled areas of the body such as the abdomen; however, the breastbone and ribs are vulnerable to injury. As such, reasonable control over body contact MUST be exercised by all contestants.

4.7.3 Attacks to the groin, joints, or instep (intentional or not).

Foot sweeps that land high on the leg can cause knee injury. The Referee MUST assess the validity of any sweep-attack to the leg and penalize ineffectual but painful attacks of this sort.

4.7.4 Attacks to the face with open hand techniques

The face is defined as covering an area that begins one centimeter above the eyebrows, extending down and including the temples, narrowing from the cheekbones and finishing just under the chin.

4.7.5 Direct attacks to the arms or legs

4.7.6 Dangerous throws that by their nature preclude or prejudice the opponent's ability to land with safety

As different Karate-Ka have different abilities at controlling throwing techniques, the Referee must take into account the contestants ability to perform all techniques with control and good form. If the contestant cannot, then regardless of the technique misused, the Referee must impose a warning or penalty

4.7.7 Techniques that, by their nature, cannot be controlled for the safety of the opponent

4.7.8 Repeated exits from the competition area (JOGAI) or persistent running from the opponent in order to waste time. An EXIT from the competition area shall occur when ANY part of a competitor's body touches the floor OUTSIDE the match area.

The point at which YAME is called will determine if JOGAI occurs. If a contestant executes a successful technique and then exits the competition area immediately, YAME will occur at the instant of score and the exit thereafter occurs outside of match time and may NOT be penalized. In this case, if the contestant's attempt to score was unsuccessful, YAME will occur upon the contestant's exit from the competition area and contestant shall be penalized for JOGAI appropriately. If a contestant exits after his/her opponent scores a successful attack, YAME will occur immediately on the score and the

contestant's JOGAI will NOT be penalized/recorded. If a contestant exits or has exited as his/her opponent scores (with the opponent remaining within the competition area), YAME will occur immediately upon the score with the opponent's score being awarded and the contestant penalized for JOGAI

Movements that waste time include pointless circling where one or both contestants do not engage in combat. It is expected that contestants will initially test each other but within a short time, deliberate and effective attacks and counter attacks should occur. If for any reason this does not happen after a reasonable interval, the Referee shall stop the match and caution the offender(s). The contestant who constantly retreats without effective counter or remains out of range of combat shall be penalized for JOGAI.

4.7.9 Wrestling, pushing, or seizing without an immediate technique

4.7.10 Lack of regard for one's safety (MUBOBI).

Some examples include the following:

- a. Launching attacks without the capability to defend
- b. Positioning too close to an opponent without effective guard posture
- c. Turning the back to the opponent during match play
- d. Maneuvering into an oncoming attack (no attempt to block)

For the safety of the contestant, the Referee shall warn/penalize for defenseless attitude immediately upon any occurrence.

4.7.11 Feigning an injury in order to gain an advantage

Feigning an injury that does not exist is a serious infraction of the rules and the honor of the Kumite event. Exaggerating an injury, which does exist, is less serious. SHIKKAKU can be imposed on a contestant who feigns injury (i.e. when such behavior as collapsing and rolling about on the floor are NOT supported by evidence of commensurate injury as reported by a neutral doctor). A warning or penalty can be imposed for exaggerating injury at the discretion of the Referee

4.7.12 The head is NOT a target for all YOUTH divisions.

4.8 PENALTIES

4.8.1 PENALTY PROGRESSION

- a. CHUKOKU or ATENAIYONI (warning for non-contact or contact foul without penalty) – shall be imposed for the first instance of a minor infraction
- b. HANSOKU CHUI (warning for a foul with IPPON penalty) – shall be imposed for infractions for which a CHUKOKU or ATENAIYONI has previously been assessed against the same contestant in the current match

- c. HANSOKU (warning for a foul with NO KACHI penalty) – shall be imposed for infractions for which a HANSOKU CHUI has previously been assessed against the same contestant in the current match
- d. SHIKKAKU (disqualification) – shall be imposed for acts that harm the Prestige and Honor of Karate-Do and for other actions that violate the rules of the Tai Kai

4.8.2 GENERAL DISCUSSION

- a. Any penalty can be directly imposed for any rules infraction based on the severity of the initial infraction at the discretion of the Referee. Once a penalty is assessed, however, repeats of that particular infraction shall be accompanied by an increase in severity of penalty imposed (i.e. the penalty assessed can NEVER decrease in severity)
- b. Penalties do NOT cross-accumulate, e.g. the progression of penalties is based on the type of foul and shall not impact the penalty progression for a different type of foul for a given match
- c. Penalties shall not accumulate from one match to any other match (all penalties are cleared for both contestants once the match is complete)
- d. CHUKOKU or ATENAIYONI (warnings) shall be assessed when there has clearly been a minor infraction of the rules, but the contestant's potential for winning is not diminished (as determined by the Referee Panel) by the opponent's foul
- e. HANSOKU CHUI may be assessed directly or following a warning and is used when the contestant's potential for winning is somewhat reduced as a direct result of the offender's actions
- f. HANSOKU may be assessed directly (for serious rules infractions) or based on cumulative penalties and is used when the contestant's potential for winning is seriously reduced as a direct result of the offender's actions
- g. SHIKAKKU may be assessed directly without warnings of any kind and is used when the Referee believes the contestant has acted maliciously, regardless of whether or not actual physical injury has been caused or when the contestant demonstrates behavior that harms the prestige and honor of Karate Do.

4.9 INJURIES AND ACCIDENTS IN COMPETITION

- 4.9.1 When a contestant is injured, the Referee shall immediately halt the bout and direct the Match Expediter to summon the medical personnel. ONLY the Tai Kai medical staff has authority to diagnose and treat injuries.
- 4.9.2 An injured contestant that is declared unfit to continue by the medical staff shall not be allowed to participate for the remainder of the competition for the current division. The injured contestant shall be assessed KIKEN (forfeiture)
- 4.9.3 An injured contestant who wins a bout through HANSOKU due to injury shall not be allowed to continue without the permission of the medical staff

- 4.9.4 Any contestant who falls down, is thrown, or is knocked down, and does not fully regain his/her feet within ten seconds, is considered unfit to continue and will be assessed KIKEN (forfeiture)
- 4.9.5 When both contestants are injured at the same time or are suffering from the effects of previously incurred injury, and are declared unfit to continue by the medical staff, the match is awarded to the contestant who has amassed the most points at the time of injury. If both contestant have equal IPPON, then a HANTEI shall be used to decide the outcome

5.0 COMPETITION CATEGORIZATION

5.1 TYPE OF COMPETITIONS

5.1.1 KATA

All Kata competition shall be compulsory (SHITEI) and free selection (TOKUI) as specified in section 3.2.3.

5.1.2 KUMITE

All Kumite competition shall be single elimination with modified repechage (as specified in section 4.3.4) SHOBU SANBON (3 point) matches

5.2 AGE

The age limits for all divisions (KATA and KUMITE) shall be as follows:

- a. YOUTH – 5 through 17 years of age (the YOUTH group shall be sub-divided into two to three year groupings at the discretion of the Tournament Committee in an effort to achieve a fair but reasonable level of competition for all contestants, i.e. 5-7, 8-9, 10-11, 12-13, 14-15, 16-17.
- b. ADULT – 18 through 34 years of age
- c. SENIORS – 35 through 44 years of age
- d. MASTERS – over 44 years of age

5.3 GENDER

The competition categorization for both KATA and KUMITE shall be segregated by gender where possible.

5.4 LEVEL OF EXPERIENCE

The competition categorization for both KATA and KUMITE shall be based on the contestant's level of experience as follows:

- a. BEGINNER – less than one and a half year of martial arts training
- b. NOVICE – One and a half year but less than two and a half years of martial arts training
- c. INTERMEDIATE – Two and a half years but less than 5 years of martial arts training
- d. ADVANCED – Five or more years of martial arts training

5.5 WEIGHT

The competition categorization for KUMITE may be further subdivided based on the contestant's weight as follows:

- a. YOUTH divisions – no subdivision by weight
- b. ADULT/SENIOR MALE – less than 75 kg (<165 lbs), 75 kg and over (\geq 165 lbs)
- c. ADULT/SENIOR FEMALE – less than 60 kg (<132 lbs), 60 kg and over (\geq 132 lbs)

5.5 OTHER

- 4.4.1 Contestants under 18 years of age MUST compete in the appropriate YOUTH age group category. Contestants 18 year of age and under 35 years of age shall compete in the adult division. Contestants aged 35 and older may compete in either the adult or the appropriate senior division, but not both.
- 4.4.2 Contestants shall enter the same division in both KATA and KUMITE
- 4.4.3 Divisions may be altered to achieve a fair and reasonable level of competition for all contestants as determined by the Tournament Committee

APPENDIX A: TERMINOLOGY OF THE KUMITE MATCH

Table A-1 Terminology of the Kumite Match		
TERM	MEANING	DEFINITION AND DESCRIPTION OF MOVEMENT
SHOMEN NI REI	Bow to head area	Start/End of competition for a given division – all contestants and officials assume positions in accordance with Figure 3-1 for Kata and Figure 4.1 for Kumite
OTAGAI NI REI	Bow to each other	Start/End of competition for a given division, subsequent to SHOMEN NI REI at start, prior to SHOMEN NI REI at end – all contestants and officials assume positions in accordance with Figure 3-1 for Kata and Figure 4.1 for Kumite
SHOBU SANBON HAJIME	Start the match	Start of individual match (contestants and Referee stand on prescribed starting positions)
YAME	Stop	Interruption or end of match (contestants and referee return to prescribed starting positions)
MOTO NO ICHI	Return to your original position	Contestants and referee return to prescribed starting positions
TSUZUKETE	Fight on	Resumption of fighting ordered when interruption occurs not proclaimed by referee
TSUZUKETE HAJIME	Resume fighting, begin	Referee standing on his/her prescribed position, steps back into ZENKUTSUDACHI with arms extended to sides and then brings his/her arms toward each other with palms facing inward
ATOSHIBARAKU	A little more time left (30	An audible signal given by

Table A-1 Terminology of the Kumite Match		
TERM	MEANING	DEFINITION AND DESCRIPTION OF MOVEMENT
	seconds)	the time-keeper when 30 seconds is remaining in the current match
AKA (SHIRO/AO) IPPON	Red (White/Blue) Score	The Referee extends his/her arm downward 45° on the side of the contestant who scored IPPON
AKA (SHIRO/AO) NO KACHI	Red (White/Blue) Victory	The Referee obliquely raises his/her arm on the side of the winner
TORIMASEN	Unacceptable as scoring technique	Referee crosses arms over chest, then uncrosses and holds arms out 45° downward from the body with the palms facing backward
AIUCHI	Simultaneous scoring technique	No score awarded to either contestant. Referee brings both fists together in front of chest
YOWAI	Technique lacks power	No score awarded to either contestant. Referee raises his/her arm with palm facing down at shoulder level and then presses his/her hand down to hip level
UKEMASHITA	Technique effectively blocked	No score awarded to either contestant. Referee places hand on forearm and in front of chest
NUKEMASHITA	Technique lacks focus	No score awarded to either contestant. Referee places arm with a clenched fist across body
	Technique lacks proper distancing – too far from target	No score awarded to either contestant. Referee extends arms in front of chest with palms facing each other with a discernible distance (12 inches) between the hands
	Technique lacks proper distancing – too close to target	No score awarded to either contestant. Referee crosses

Table A-1 Terminology of the Kumite Match		
TERM	MEANING	DEFINITION AND DESCRIPTION OF MOVEMENT
		open hands in front of chest
	Error in call	Referee turns towards the contestant that an error in call was made to and crosses arms over chest, then uncrosses and holds arms out 45° downward from the body with the palms facing backward
	Reconsideration	Referee points finger tips of one hand into palm of the other on the side of the contestant that scored first and then lifts both arms up (45° at elbow) with palms facing inward
ATENAIYONI	1 st warning for a contact foul – no penalty	Referee turns toward offender and raises one hand in a fist with the other hand covering it at the chest level
CHUKOKU	1 st warning for a non-contact foul – no penalty	Referee turns toward offender and crosses his hands at the wrist in front of his chest
HANSOKU CHUI	2 nd warning for a foul – IPPON awarded to opponent	Referee points with his/her index finger to the abdomen of the offender and then announces IPPON for the opponent
HANSOKU	3 rd warning for a foul – KACHI (victory) awarded to opponent	Referee points with his/her index finger to the face of the offender and then announces KACHI (Victory) for the opponent
JOGAI	1 st warning for running away – no penalty	Referee points with his/her index finger at a 45° angle to the competition area boundary on the side of the offender
JOGAI HANSOKU CHUI	2 nd warning for running away – IPPON awarded to opponent	Referee uses two hand signals with announcement AKA (SHIRO/AO) JOGAI

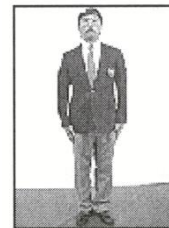
Table A-1 Terminology of the Kumite Match		
TERM	MEANING	DEFINITION AND DESCRIPTION OF MOVEMENT
		HANSOKU CHUI. Referee first points with his/her index finger at a 45° angle to the competition area boundary on the side of the offender and then points to the offender's abdomen followed by announcing IPPON for the opponent (as described above)
JOGAI HANSOKU	3 rd warning for running away – KACHI (victory) awarded to opponent	Referee uses two hand signals with announcement AKA (SHIRO/AO) JOGAI HANSOKU. Referee first points with his/her index finger at a 45° angle to the competition area boundary on the side of the offender and then points to the offender's face followed by announcing KACHI (Victory) for the opponent (as described above)
MUBOBI	1 st warning for defenseless attitude – no penalty	Referee points his/her index finger in the air at a 60° angle with elbow bent on the side of the offender
MUBOBI HANSOKU CHUI	2 nd warning for defenseless attitude – no penalty	Referee uses two hand signals with announcement AKA (SHIRO/AO) MUBOBI HANSOKU CHUI. Referee first points with his/her index finger at a 60° angle on the side of the offender and then points to the offender's abdomen followed by announcing IPPON for the opponent (as described above)
MUBOBI HANSOKU	3 rd warning for defenseless attitude – KACHI (victory) awarded to opponent	Referee uses two hand signals with announcement AKA (SHIRO/AO) MUBOBI HANSOKU. Referee first points with his/her index finger at a 60° angle on the side of the offender and then

Table A-1 Terminology of the Kumite Match		
TERM	MEANING	DEFINITION AND DESCRIPTION OF MOVEMENT
		points to the offender's face followed by announcing KACHI (Victory) for the opponent (as described above)
SHIKKAKU	Disqualification	Referee uses two hand signals with announcement AKA (SHIRO/AO) SHIKKAKU. Referee first points with his/her index finger at offender's face and then points obliquely above and behind followed by announcing KACHI (Victory) for the opponent (as described above)
KIKEN	Renunciation	Referee points with his/her index finger towards the contestant
(FUKUSHIN) SHUGO	Judges beckoned	Referee extends one arm at face height in the direction of the judges with the palm facing downward and then flexes his/her arm bending at the elbow 45° with palm rotating toward his/her face
HANTEI	Judgment	Referee steps back outside of the competition area and indicates to the Judges to render a decision with a two tone sharp blow of a whistle (beep-BEEP), the second of which the Judges respond by flag signal as depicted in Appendix C
HIKIWAKE	Tie match (draw)	Referee crosses arms over chest, then uncrosses and holds arms out 45° downward from the body with the palms showing forward
ENCHOSEN	Match extension	Referee reopens match extension with SHOBU HAJIME

APPENDIX B: GESTURES OF REFEREE DURING KUMITE MATCH PLAY

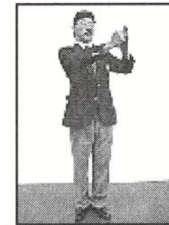
1. **SHOBU SANBON – HAJIME** (3-point match – begin!)

Referee stands in open-toed attention posture and then steps back to observe contestants



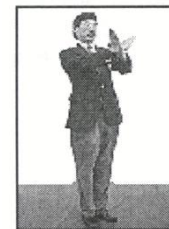
2. **ATENAIYONI** (Warning for contact violation)

Referee raises one hand with the other hand covering it at chest level and turns toward the offender



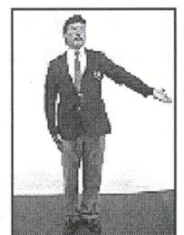
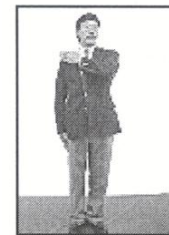
3. **CHUKOKU** (Warning for non-contact violation)

Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level, and turns toward the offender



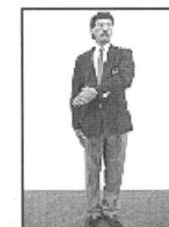
4. **IPPON** (Effective Scoring Technique)

Referee extends his arm upwards at a 45° angle on the side of the contestant receiving the score



5. **KACHI** (Victory)

Referee obliquely raises his arm on the side of the winner



6. **TSUZUKETE HAJIME** (Resume fighting – begin)

Referee standing at attention steps back into Zenkutsudachi and extends both arms straight to the side and then brings both palms toward each other with elbows remaining straight



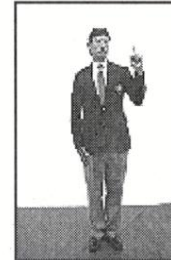
7. **YAME** (Stop)

Referee raises arm overhead and drops down as in SHUTO in between the contestants



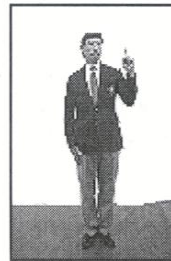
8. **HANSOKU CHUI** (2nd Warning for a foul – IPPON penalty)

Referee points with his/her index finger to the mid-section of the offender (then awards IPPON to opponent as depicted in step 4)



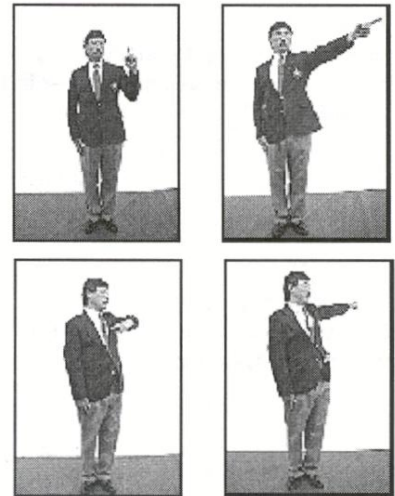
9. **HANSOKU** (3rd Warning for a foul – NO KACHI penalty)

Referee points his/her index finger to the face of the offender (then awards NO KACHI to opponent as depicted in step 5)



10. SHIKKAKU (Disqualification)

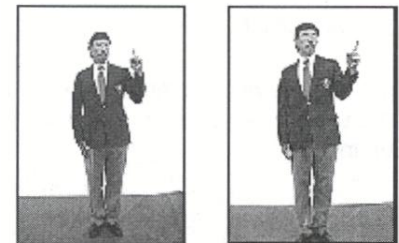
Referee uses two hand signals with the announcement SHIKKAKU. He/she points with his/her index finger to the offender's face, then obliquely above and behind, then announces NO KACHI to opponent



11. MUBOBI (Defenseless attitude)

Referee points his/her index finger at a 60° angle on the side of the offender. Three warnings are given for MUBOBI as follows:

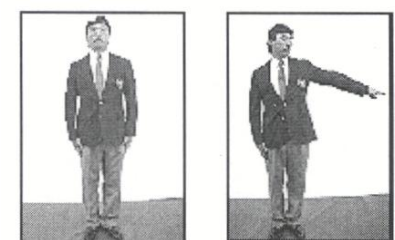
- a. MUBOBI
1st warning – no penalty
- b. MUBOBI HANSOKU CHUI
2nd warning – IPPON penalty
- c. MUBOBI HANSOKU
3rd warning –KACHI penalty



12. JOGAI (Exit outside match area)

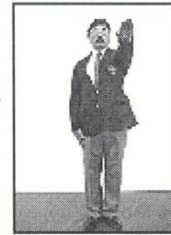
Referee points with his/her index finger to the boundary line on the side of the offender. Three warnings are given for JOGAI as follows:

- a. JOGAI
1ST Warning – no penalty
- b. JOGAI HANSOKU CHUI
2ND Warning – IPPON penalty
- c. JOGAI HANSOKU
3rd Warning –KACHI penalty



13. **SHUGO** (Beckoning the judges for a meeting)

Referee extends one arm at face height in the direction of the judges with the palm facing downward and then flexes his/her arm bending at the elbow 45° with palm rotating toward his/her face



14. **HIKIWAKE** (Tie match – draw)

Referee crosses arms over his/her chest with palms facing toward his/her chest then uncrosses and extends both arms 45° downward away from body with the palms facing forward



15. **AIUCHI** (Simultaneous scoring techniques)

Referee brings fists together in front of his/her chest (no score awarded to either contestant)



16. **UKEMASHITA** (Technique effectively blocked)

Referee places hand on forearm and in front of chest (no score awarded)



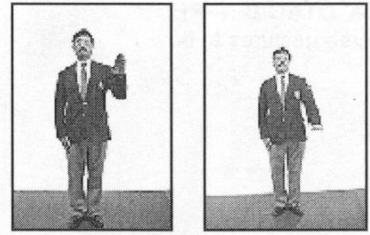
17. **NUKEMASHITA** (Technique lacks focus)

Referee places arm with a clenched fist across body (no score awarded)



18. **YOWAI** (Technique lacks power)

Referee presses hand from shoulder level to waist level with palm facing down



19. Technique lacks proper distancing – too far from target

Referee extends arms in front of chest with palms facing each other with a discernible distance (12 inches) between the hands



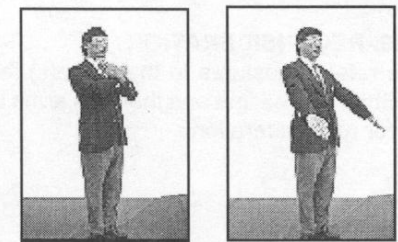
20. Technique lacks proper distancing – too close to target

Referee crosses open hands in front of chest



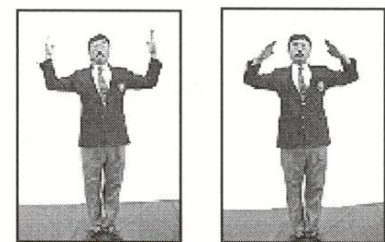
21. Error in call

Referee turns towards the contestant that an error in call was made to and makes the 'no point' gesture (depicted in step 25)



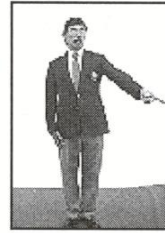
22. **OTAGAI NI REI** (Contestants bow to each other)

Referee extends both arms to side with elbows bent at 90° angle with palms facing inward then further extends elbows to 45° degrees



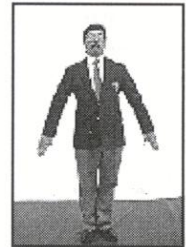
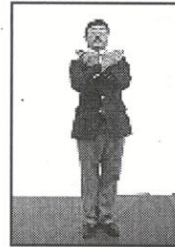
23. **KIKEN** (Renunciation)

Referee points with his/her index finger towards the renouncing contestant and then awards KACHI to the opponent



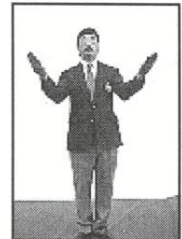
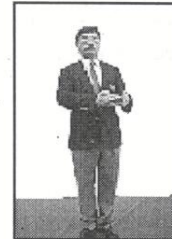
24. **TORIMASEN** (Unacceptable as a scoring technique – no point)

Referee crosses arms over chest with palms facing inward, then uncrosses and extends arms 45° downward away from body with the palms facing backward (to the referee's back)



25. Reconsideration

Referee points finger tips of one hand into palm of the other on the side of the contestant that scored first and then lifts both arms up (45° at elbow) with palms facing inward



APPENDIX C: GESTURES OF THE CORNER JUDGE DURING KUMITE MATCH PLAY

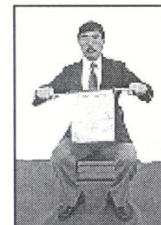
1. IPPON (Effective scoring technique)

Judge extends flag at the shoulder level on the side of the contestant with the scoring technique



2. AIUCHI (Simultaneous scoring techniques)

Referee raises one hand with the other hand covering it at chest level and turns toward the offender



3. MIENAI (Did not see a valid technique)

Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level, and turns toward the offender



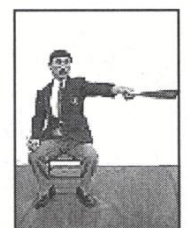
4. ATENAIYONI (1ST warning for a CONTACT foul)

Judge extends flag overhead with a small circular motion then points the flag at the feet of the offender



5. HANSOKU CHUI (2nd warning for a CONTACT foul)

Judge extends flag overhead with a small circular motion then points the flag at the mid-section of the offender



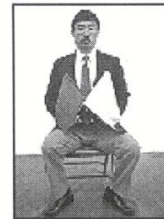
6. **HANSOKU** (3rd warning for a CONTACT foul)

Judge extends flag overhead with a large circular motion then points the flag at the face of the offender



7. **CHUKOKU** (warning for a non-contact violation)

Judge crosses both flags in front of his/her chest and on the side of the offender



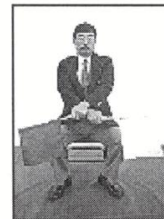
8. **JOGAI** (Exit outside match area)

Judge extends flag 45° toward the out of bounds line on the side of the offender and moves the flag up and down



9. **TORIMASEN** (Unacceptable as a scoring technique – no point)

Judge waives and crosses both flags just above the knees



10. **KACHI** (Victory)

Judge extends flag 45° upward and to the side of the contestant that he/she deems the victor by decision (resulting from HANTEI from Referee)



11. **HIKIWAKE** (Tie match – draw)

Judge crosses both flags above his/her head (resulting from HANTEI from Referee)

