



# EUROPEAN SHITO RYU KARATE FEDERATION

## KATA AND KUMITE COMPETITION RULES

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# KATA RULES

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## ARTICLE 1: OFFICIAL DRESS

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1. Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.
2. Any person who does not comply with this regulation may be disbarred.

### EXPLANATION:

*The karate-gi jacket may not be removed during the performance of Kata. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.*

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## ARTICLE 2: ORGANISATION OF KATA COMPETITION

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1. Kata competition takes the form of Individual and Team matches. The Individual Kata match consists of individual performance in separate male and female divisions. Team matches consist of competition between three person teams. Each Team is exclusively male, or exclusively female. The kata Team must be composed in such a composition that at least two contestants in the Team must be of the age of the given competition age category. The third contestant can be in age nearest higher or lower age category.
2. The elimination system with repechage will be applied.
3. The contestants in all ages categories will be expected to perform both compulsory Shitei Kata and free selection Tokui Kata. In rounds with 9-16, 17-32, 33-64, 65-128 contestants will be expected perform SHITEI KATA, in rounds with 8-5, 4 and 2 contestants will be allowed perform TOKUI KATA ). In repasage, contestant will be expected performe Tokui kata in match before and in medal match, before this matches is expected preforme Shitei kata.
4. When performing SHITEI & TOKUI Kata variations as taught by the contestant's school are permitted.
5. The score table will be notified of the choice of Kata prior to each round.
6. Contestants must perform a different Kata in each round. Once performed a Kata may not be repeated.
7. Contestant in all ages categories in the repechage may perform Kata subject to paragraph 3 above.
8. In the Finals of Team Kata Competition, the two Finalist Teams will perform their chosen Kata from the Tokui list in Appendix 2 in the usual way. They will then perform a demonstration of the meaning of the Kata (BUNKAI). The time allowed for the BUNKAI demonstration is three minutes. The official timekeeper will start the countdown clock as the team members perform the bow at

the completion of the KATA performance and will stop the clock at the final bow after the BUNKAI performance. A team which exceeds the three minutes period allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed.

**EXPLANATION:**

*The number of Shitei and Tokui Kata required is dependant on the number of individual competitors or teams entered as shown in the following table. Byes are counted as competitors or teams.*

Competitors or Teams in rounds	Kata Required	Shitei Kata	Tokui Kata
65-128	7	4	0
33-64	6	3	0
17-32	5	2	0
9-16	4	1	0
5-8	3	0	3
4	2	0	2
2	1	0	1

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**ARTICLE 3: THE JUDGING PANEL**

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1. The panel of three or five Judges for each match will be designated by the Referee Commission or Match Area Controller.
2. The Judges of a Kata match must not be from Federation ( Country) of either of the participants.
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.

**EXPLANATION:**

*In case the panel of Judges consists of three Judges the Chief Judge will sit at the perimeter of the competition area facing the contestant(s). In eliminations and repassage matches will Judges 2 & 3 sit in the corners of the competition area. In medal matches will Judges 2 & 3 sit on the left and right sides, two metres from the centerline of the area, and towards the contestant's entry point.*

*Five Judges may be used when sufficient personnel are available. If five Judges are being used the Chief Judge will sit in the centre position facing the contestant(s) and the other four will be seated at the corners of the competition area. Each Judge will be equipped with red and a blue flag.*

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**ARTICLE 4: CRITERIA FOR DECISION**

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1. The Kata must be performed with competence, and must demonstrate good knowledge of the basing traditional principles . In assessing the performance of a contestant or team the Judges will look for:

- a. Realistic demonstration of the Kata meaning.
- b. Good timing, rhythm, speed, balance, and focusing of power (KIME).
- c. Correct and proper use of breathing.
- d. Correct focus of attention (CHAKUGAN) and concentration.
- e. Correct stances (DACHI) with proper tension in the legs, feet flat on the floor, direction of displacement of stances and techniques with compliance of the (EMBUSEN).
- f. Proper tension in the abdomen (HARA).
- g. Correct form (KIHON).
- h. In Team Kata synchronization without external cues is an added factor.

The contestant will be disqualified:

- a. When breaks the performance.
- b. When falls or seriously lose balance.
- c. When performs different Kata then be announced.
- d. A distinct pause in the performance for several seconds.
- e. When forgets a technique or performs an additional movement.
- f. When exceeding the time limits of 3 minutes for durations of Kata and Bunkai performance.
- g. When commits a grave mistakes.

#### **EXPLANATION:**

*Kata must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed, timing, rhythm and balance.*

*Time wasting, excessive bowing or prolonged pause before starting the performance individual or teams, should be taken into account by the Judges when arriving at a decision.*

*In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge. The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronization. Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-gi, and inappropriate exhalation, are all examples of external cues and should be taken into account by the Judges when arriving at a decision.*

*In all ages categories is the sole responsibility of the coach or the competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.*

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#### **ARTICLE 5: OPERATION OF MATCHES**

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1. A/ In all age categories in elimination and repassage matches after salutation between competitors, the two contestants one wearing a red belt (AKA) and the other wearing a blue belt (AO) both will move to prescribed starting position in competition area and bow to the Referee panel announce the Kata name. Judge 1 will blow his whistle to start competitors performance. After completion of performance, both competitors bow to the panel and will leave the area, outside will await the decision from the Panel.
2. B/ At the start of medal match and in answer to their names, the two competitors, one wearing a red belt (AKA), and the other wearing a blue belt (AO), will line up at the match area perimeter facing the Chief Kata Judge and bow to the panel. Following a bow between competitors, AO will then step back out of the Match Area. AKA moving to the starting position bow to the

Referee panel and announce of the name of the Kata that is to be performed, AKA will begin. On completion of the Kata, AKA will bow to the Referee panel and leave the area to await the performance of AO. After Ao's Kata has been completed both will return to the match area perimeter and await the decision from the Panel.

3. If the Kata does not conform to the Rules, or there is some other irregularity, the Chief Judge may call the other Judges in order to reach a verdict.
4. If a contestant is disqualified the Chief Judge will cross and uncross the flags (as in the Kumite TORIMASEN signal).
5. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes.
6. The decision will be for AKA or AO. No ties are permitted. The competitor, who receives the majority of votes will be declared the winner by the caller/announcer.
7. The competitors will bow to each other and leave the area.

**EXPLANATION:**

*The starting point for Individuals Kata performance in elimination & repassage rounds is marked for Aka & Ao in perimeter of the competition area. Competitor in medal bout may choose his starting point in perimeter of competition area facing to Chief Judge. After end of performance the Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The Judges will raise the flags simultaneously. After giving sufficient time for the votes ( three to five second) to be counted the flags will be lowered after a further short blast on the whistle.*

*Should a competitor fail to turn up when called or withdraws (Kiken) the decision will be awarded automatically to the opponent without the need to perform the previously notified Kata. In this case competitor who not perform notified Kata, he/she can perform this Kata in next round of competition.*

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## APPENDIX 1: THE SHITEI KATA LIST FOR ALL AGE CATEGORIES

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### SCHEDULE OF ESHRKF COMPULSORY (SHITEI) KATA

#### **Age Category : 8 – 9 year**

Juni no Ichi – Kihon Kata Ichi  
Juni no Ni – Kihon Kata Ni  
Hean/ Pinan Nidan  
Chi No Kata - Shinsei  
Hean/Pinan Shodan

#### **Age Category: 10 - 11 year**

Juni no Ichi – Kihoin Kata Ichi  
Hean/ Pinan Shodan  
Ten No Kata - Shinsei Ni  
Hean/ Pinan Sandan  
Chi No Kata - Shinsei

#### **Age Category: 12 – 13 year**

Hean/Pinan Shodan  
Hean/Pinan Yondan  
Chi No Kata – Shinsei  
Bassai Dai  
Matsumura Rohai

#### **Age Category: 14 year and over**

Jion  
Matsumura Rohai  
Bassai Dai  
Seienchin  
Nipaipo

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## APPENDIX 2: ESHRKF TOKUI KATA LIST FOR ALL AGE CATERORIES

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### SCHEDULE OF ESHRKF FREE SELECTION (TOKUI KATA) LIST :

Annan - Annan Dai  
Ananko  
Aoyagi  
Bassai Sho  
Bassai Dai  
Gojushiho  
Haufa  
Hakucho  
Heiku  
Hean/ Pinan 1 - 5  
Chi No Kata  
Chintei  
Chinto  
Chatan Yara Kushanku  
Ishimine Bassai  
Itosu Rohai 1 - 2 - 3  
Jitte  
Jiin  
Jion  
Juroku  
Kosokun Sho  
Kosokun Dai  
Kururunfa  
Matsukase  
Matsumura Bassai  
Matsumura Rohai  
Myojo  
Naifanchin 1 - 2 - 3  
Nipaipo  
Niseishi  
Pachu  
Paiku  
Papuren  
Rohai  
Saifa  
Sanchin  
Sanseru  
Seienchin  
Seisan  
Shiho Kosokun  
Shimpa  
Shinsei Ichi  
Shinsei Ni  
Shisochin  
Sochin  
Suparinpei  
Tensho  
Ten No Kata  
Tomari Bassai  
Unshu  
Wanshu



# KUMITE RULES

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## ARTICLE 1: ORGANISATION OF KUMITE COMPETITIONS

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1. ESHRKF Kumite competition are divided into the individual and the team matches. The individual match may be further divided into weight divisions. Weight divisions are divided ultimately into bouts. The term "bout" also describes the individual Kumite competitions between opposing pairs of team members.
2. No contestant may be replaced by another in an individual title match.
3. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category.
4. Male and Female teams comprise five members with three competing in a round.
5. The contestants are all members of the team. There are no fixed reserves.
6. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team members, and their fighting order, can be changed for each round provided the new fighting order is notified first, but once notified, it cannot then be changed until that round is completed.
7. A team will be disqualified if any of its members or its coach changes the team's composition or fighting order without written notification prior to the round.

### **EXPLANATION:**

*A "round" is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty percent of contestants within it, counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix, or "round robin" competition, a round allows all contestants in a pool to fight once. When lining up before a match, a team will present the actual fighters. The unused fighter(s) will not be included and shall sit in an area set aside for them. In order to compete male and female teams must present at least present at least two competitors. A team with less than the required number of competitors will forfeit the match (Kiken).The fighting order form can be presented by the Coach or a nominated contestant from the team. If the Coach hands in the form, he must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the Federation colour allotted to the team for that match and the fighting order of the team members. Both the competitor's names and their tournament numbers must be included and the form signed by the coach, or a nominated person. If, through an error in charting, the wrong contestants compete, then regardless of the outcome, that bout/match is declared null and void. To reduce such errors the winner of each bout/match must confirm victory with the control table before leaving the area.*

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**ARTICLE 2: OFFICIAL DRESS**

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1. Contestants and their coaches must wear the official uniform as herein defined.
2. The Referee Commission may disbar any official or competitor who does not comply with this regulation.

**REFEREES**

1. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
  - A single breasted navy blue blazer bearing two silver buttons.
  - A white shirt with short sleeves.
  - An official tie worn without tiepin.
  - Plain light-grey trousers.
  - A black whistle on a discreet white cord.
  - Plain dark blue or black socks and black slip-on shoes for use on the match area.
  - Female referees and judges may wear a hairclip.

**CONTESTANTS**

1. Contestants must wear a white karate gi without stripes or piping. The Federation or Group emblem will be worn on the left breast of the jacket and may not exceed an overall size of 10cm by 10cm . In addition, identification issued by the Organising Committee will be worn on the back.
2. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than half thigh length. Female competitors may wear a plain white T-shirt beneath the Karate jacket.
3. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.
4. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, he may disbar the contestant from the bout. In Kumite matches hair slides are prohibited, as are metal hairgrips. Ribbons and other decorations are prohibited. A discreet rubber band or pony tail retainer is permitted.
5. Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor. The contestant accepts full responsibility for any injury.
6. The following protective equipment is compulsory:
  - 6.1 Approved mitts, one contestant wearing red and the other wearing blue.
  - 6.2. Gum shield
  - 6.3. The female chest protector.
  - 6.4. Approved shin pads.

- 6.5. Approved foot protection, one contestant wearing red and the other wearing blue
- 6.6 Groin Guards are not mandatory. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk. The wearing of unauthorized clothing or equipment is forbidden.
7. Wearing of approved body protector are optional.
8. It is the duty of the Arbitrator (Kansa) to ensure before start of competition category that the competitors are wearing the approved equipment.
9. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Official Doctor.
10. Advertising may be use at the Karate Gi jacket:  
Back of the jacket – space for member Federations or Groups, size of 30 x 20 cm  
Left sleeve of jacket – space for ESHRKF or organizer of Championships, size 20 x 10 cm  
Right sleeve of jacket – space for personal sponsor of competitor, size of 15 x 10 cm

#### **COACHES**

1. Coaches shall at all times during the tournament, wear the official tracksuit of their Members Federation and display their official identification.

#### **EXPLANATION:**

*The contestant must wear: Aka wear red mitts, red foot protectors and single red belt, Ao wear blue mitts, blue foot protectors and single blue belt, Shin pads should be red or blue depending which color of belt he/she wear. In addition Shin pads shall be white. Gum shields must fit properly. Groin protectors using a removable plastic cup slipped into a jockstrap are not permitted and persons wearing them will be held at fault. If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead the fighter will be given one minute to remedy matters. If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.*

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#### **ARTICLE 3: THE REFEREE PANEL**

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1. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), two Judges (FUKUSHIN), and one arbitrator (KANSA).
2. The Referee and Judges of a kumite bout must not be from Federation, Group or have the nationality of either of the participants.
3. In addition, for facilitating the operation of matches, timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.

#### **EXPLANATION:**

*At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and on the right stands Judge 2. After the formal exchange of bows by contestants and Referee Panel, the Referee takes a step back, the Judges turn inwards, and all bow together. All then take up their positions. When changing the entire Referee Panel, the departing Officials take up position as at the start of the bout or match, bow to each other, then leave*

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

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**ARTICLE 4: DURATION OF BOUT**

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1. Duration of the Kumite bout is defined as three minutes for Senior Male Kumite (both teams and individuals) and two minutes for Women's, Junior, and Cadet bouts. Duration of bout for Children Categories 1 is 1 minute and for Categories 2 and 3 is 1 minute 30 second.
2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "YAME".
3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "15 seconds to go" or "time up". The "time up" signal marks the end of the bout.

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**ARTICLE 5: SCORING**

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1. Scores are as follows:
  - a) IPPON One points
  - b) NIHON Two points
  - c) SANBON Three points
2. A score is awarded when a technique is performed according to the following criteria to a scoring area:
  - a) Good form
  - b) Sporting attitude
  - c) Vigorous application
  - d) Awareness (ZANSHIN)
  - e) Good timing
  - f) Correct distance
3. **IPPON** is awarded for:
  - a) Chudan or Jodan Tsuki, Uchi.
4. **NIHON** is awarded for:
  - a) Chudan kicks.
  - b) Unbalancing and delivering a scoring technique.
5. **SANBON** is awarded for:
  - a) Jodan kicks. Throwing or sweeping technique and scoring on a fallen opponent who is out of feet and lie on matt ( **upper trunk should be on floor**). If upper trunk not lie on a matt for such technique will be awarded Nihon.
6. Contestant who score first will obtaine 'first unopposed score advantage' (SENSHU).
7. Attacks are limited to the following areas: Head, Face, Neck, Abdomen, Chest, Back, Side

8. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.

No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.

**EXPLANATION:**

*In order to score, a technique must be applied to a scoring area as defined in paragraph 6 above. The technique must be appropriately controlled with regard to the area being attacked and must satisfy all six scoring criteria in paragraph 2 above.*

<b>Vocabulary</b>	<b>Technical Criteria</b>
<b>Ippon</b> (1 Point) is awarded for:	Any punch (tsuki, uchi) delivered to Jodan or Chudan area.
<b>Nihon</b> (2 Points) is awarded for:	Chudan kicks. Chudan being defined as the abdomen, chest, back and side. Any scoring technique which is delivered on the opponent who is unbalanced by leg sweeping technique.
<b>Sanbon</b> (3 Points) is awarded for:	Jodan kicks, Jodan being defined as the face, head and neck. Any scoring technique delivered after legally throwing or sweeping technique on the opponent who is out of the feet and lie with upper trunk on the mat. When competitor is out of feet but upper trunk not lie on the matt will be awarded Nihon.

*For reasons of safety, throws where the opponent is thrown without being held onto, or thrown dangerously, or where the pivot point is above hip level, are prohibited and will incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as de ashi-barai, ko uchi gari, kani waza etc. After a throw should contestant immediately execute a scoring technique. When a contestant slips, falls, or loses balance as a result of their own action and is scored upon by the opponent the score will be given as if the contestant had been standing upright. A technique with "Good Form" is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts. **Sporting Attitude** is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique. **Vigorous Application** defines the power and speed of the technique and the palpable will for it to succeed. **Awareness (ZANSHIN)** is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counter-attack. He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards. **Good Timing** means delivering a technique when it will have the greatest potential effect. **Correct Distance** similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced. **Distancing** also relates to the point at which the completed technique comes to rest on or near the target. In competitions categories **+ 18 years** a punch or kick that comes somewhere between skin touch and 2—5 centimetres from the face, head may be said to have the correct distance. In competition categories **17 years** and youngest techniques should does not touch the face and head. In this categories correct distance is 1 – 10 centimetres form the face, head. However, Jodan punches, which come within a reasonable distance of the target and which the opponent makes no attempt to block or avoid will be scored, provided the technique meets the other criteria. All technique delivered on opponent should be under control of attacker. A*

worthless technique is a worthless technique — regardless of where and how it is delivered. A technique, which is badly deficient in good form, or lacking power, will score nothing. Techniques, which land below the belt may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact to the throat is permitted, although a score may be awarded for a properly controlled technique, which does not touch. A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Commission.

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**ARTICLE 6: CRITERIA FOR DECISION**

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**The result of a individual bout is determined:** by a contestant obtaining a clear lead of eight points, or at time-up having the highest number of points, obtaining a decision (HANTEI), or by disqualification HANSOKU, SHIKKAKU, or forfeit KIKEN, imposed against a contestant. Contestant who score in actual match first will obtained 'first unopposed score advantage' (SENSHU), this advantage will be apply only as last criteria when after full time the score are equal in technical points & there is same amount of C2 warnings.

1. When a bout in individual competition end without technical point, with equal number of warnings or without warning C2, the Referee will announce a tie (HIKIWAKE). In this cases the decision will be made by a final vote of the Referee and two Judges (HANTEI). A decision in favour of one or the other competitor is obligatory and is taken on the basis of the following:
  - a. The attitude, fighting spirit, and strength demonstrated by the contestants.
  - b. The superiority of tactics and techniques displayed.
  - c. Which of the contestants has initiated the majority of the action.
  
2. In case of tie by points the winner will be declared by following consideration:
  - a. the highest value of technical points / 3 points, 2 points, 1 point/.
  - b. the least amount of warnings C2 at the end of match when there are no score.
  - c. the least amount of warnings C2 when value of competitors technical points are same.
  - d. if the techcal points value & C2 warning are same the winner will be declared contestant who has obtained 'first unopposed score advantage' (SENSHU)

**Example**

AKA	OA	Comment	Result
3 1 1	<u>2</u> 2 1	Aka scored technical point with value 3 points. This is the highest value of technical points. Senshu are not applied	Aka winner
0 0 0 <u>2</u> 3	0 0 3 2	Point and technical point are equal , Aka has three warning C2 and Ao only two. Senshu are not applied	Ao winner
3 3 0 0 0	0 <u>3</u> 0 2 1	Point score are equal, Ao has first score Senshu Aka has three warning C2 and Ao two. Aka has two highets techcal points. C2 and Senshu are not applied.	Aka winner
0 0 <u>3</u> 2 1	0 1 3 2 0	Point and Technical score points are equal, Aka and Ao has two warning C2 , Aka has 'first unopposed score' advantage' Senshu	Aka winner by Senshu

3. In instances where both AKA and OA are disqualified in the same match by Hansoku, the opponents scheduled for the next round will win by ( and no result is announced ), unless the double disqualification applies to a medal bout, in which case will be declared by Hantei.

**The result of a team matches is determined by:**

1. The winning team is the one with the most bout victories. Should the two teams have the same number of bout victories then the winning team will be the one with the most points, taking both winning and losing bouts into account. The all points are recorded., match can finish by score 10 : 1, and this score are recorded.

2. If the two teams have the same number of bout victories and points, then a deciding bout will be held. In the event that there is no score the decision will be made with same procedur as in individual match.

3. In team matches when a team has won sufficient bout victories or scored sufficient points as to be the established winner then the match is declared over and no further bouts will take place.

**EXPLANATION:**

*When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive match, Referee will move to the match area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time indicate his own vote by raising his arm on the side of the preferred contestant. The Referee will give a short blast on his whistle, return to his original position and announce the majority decision. When a individual bout in team competition end without technical point, with equal number of warnings or without warning C2, the Referee will announce a tie (HIKIWAKE).*

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**ARTICLE 7: PROHIBITED BEHAVIOUR**

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There are two categories of prohibited behaviour, Category 1 and Category 2.

**CATEGORY 1.**

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open hand techniques.
4. Dangerous or forbidden throwing techniques.

**CATEGORY 2.**

1. Feigning, or exaggerating injury.
2. Exits from the competition area (JOGAI).
3. Self-endangerment by indulging in behaviour, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Clinching, wrestling, pushing, or seizing, without attempting a throw or other technique.
6. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.

7. Passivity – not attempting to engage in combat. (Cannot be given after less than the last 15 seconds of the match.)
8. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
9. Attacks with the head, knees, or elbows.
10. Talking to, or goading the opponent, failing to obey the orders of the referee, discourteous behaviour towards the refereeing officials, or other breaches of etiquette.
11. Grabbing the opponents arm or karategi with one hand without immediately attempting a scoring technique or takedown.

### **EXPLANATION:**

*At the competition for reason of safety all techniques must be controlled. Trained competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin and joints are particularly susceptible to injury. Therefore any technique, which results in injury, may be penalized unless caused by the recipient. The contestants must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.*

### **FACE CONTACT — SENIORS**

*In that categories , non-injurious, light, controlled “touch” contact to the face, head, and neck is allowed (but not to the throat). Where contact is deemed by the referee to be too strong, but does not diminish the competitor’s chances of winning, a warning (CHUKOKU) may be given. A second contact under the same circumstances will be given KEIKOKU. A third offence will be given HANSOKU CHUI and further offence will result in disqualification by HANSOKU. **In case of first instance of too strong contact or repeated too strong contact which cause injury and diminish the competitors chance to win will be given HANSOKU CHUI and NIHON ( Two points ) for recipient.** The warning or penalty should be apply depending an severity of attack or injury.*

### **FACE CONTACT — JUNIORS, CADETS and CATEGORIES under 14 years**

*In that categories all hand techniques to the head, face, and neck must be control and no contact is allowed, the Referee Panel will **not** award a score. **In the case of hand techniques, which make contact considered to be more than a “LIGHT SKIN TOUCH”, the Referee Panel will give a warning or penalty.** Any technique to the head, face or neck, which causes injury no matter how slight, will be warned or penalized unless caused by the recipient. Kicking techniques to the head, face and neck, are allowed to make a light “skin touch” and may score.*

*The Referee must constantly observe the injured contestant. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate slight injury for tactical advantage. Examples of this are blowing violently through an injured nose, or rubbing the face roughly.*

*Pre-existing injury can produce symptoms out of all proportion to the degree of contact used and referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact could result in a competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout. Referee must be informed if a contestant has been treated for injury.*

*Contestants who over-react to light contact, in an effort to have the referee penalize their opponent, such as holding the face and staggering about, or falling unnecessarily, will be warned or penalized themselves directly by Category 2 Hansoku Chui.*



Feigning of an injury, which does not exist, is a serious infraction of the rules. SHIKKAKU will be imposed on the contestant feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor.

Competitors, who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the ESHRKF Medical Commission, who will carry out an immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Referee Commission. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.

The throat is a particularly vulnerable area and even the slightest contact will be warned or penalized, unless it is the recipient's own fault.

Throwing techniques are divided into two types. The established "conventional" karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off-balance or thrown without being grabbed first — and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. The only instance where a throw may be performed holding onto the opponent with both hands is as throw following trapping the opponent's kicking leg. The pivotal point of the throw must not be above the thrower's belt level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as seoi nage, kata guruma etc., are expressly forbidden, as are so-called "sacrifice" throws such as tomoe nage, sumi gaeshi etc. It is also forbidden to grab the opponent below the waist and lift and throw them or to reach down to pull the legs from under them. If a contestant is injured as a result of a throwing technique, the Judges will decide whether a penalty is called for.

The competitor may seize the opponents arm or karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques. Holding on with one hand when immediately executing a scoring technique or takedown or to break a fall. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for purpose of executing a takedown.

Open hand techniques to the face are forbidden due to the danger to the contestant's sight. JOGAI relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent. A contestant who delivers a scoring technique then exits the area before the Referee calls "Yamae" will be given the value of the score and Jogai will not be imposed. If the contestant's attempt to score is unsuccessful the exit will be recorded as a Jogai. If AO exits just after Aka scores with a successful attack, then "Yame" will occur immediately on the score and AO's exit will not be recorded. If AO 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 AO's Jogai penalty will be imposed.

The contestant who constantly retreats without effective counter, who clinches unnecessarily, or who deliberately exits the area rather than allow the opponent an opportunity to score must be warned or penalized. This often occurs during the closing seconds of a bout. If the offence occurs with ten seconds or more of the bout time remaining the referee will warn the offender. If there has been a previous Category 2 offence or offences, this will result in a penalty being imposed. If however, there is less than 15 seconds to go, the referee will penalize the offender with Hansoku Chui (whether there has been a previous Category 2 Chukoku, Keikoku or not) If there has been a previous Category 2 Hansoku Chui the Referee will penalize the offender with Hansoku. However, the referee must ensure that the contestant's behaviour is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalized.

An example of MUBOBI is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch, and are unable to block a counter. Such open attacks constitute an act of Mubobi and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose

*of the turn-away is to draw the Referee's attention to their technique. This is also a clear act of Mubobi. Should the offender receive an excessive contact and/or sustain an injury and the fault is considered to be the recipient's, the referee will issue a Category 2 warning or penalty and may decline to give a penalty to the opponent.*

*Any discourteous behaviour from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament. Passivity refers situation when one or both competitors do not attempt to exchange technique in over an extended period of time (20 – 30 second).*

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**ARTICLE 8: PENALTIES**

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<b>CHUKOKU:</b>	Warning may be imposed for attendant minor infractions or the first instance of a minor infraction.
<b>KEIKOKU:</b>	This is a warning. KEIKOKU is imposed for minor infractions for which a warning has previously been given in that bout, or for infractions not sufficiently serious to merit HANSOKU-CHUI.
<b>HANSOKU-CHUI:</b>	This is warning of disqualification. HANSOKU-CHUI is usually imposed for infractions for which a KEIKOKU has previously been given. In case when HANSOKU-CHUI is impose in Category 1. for serious rules infraction then offender will be penalized and two point NIHON will be given to opponent.
<b>HANSOKU:</b>	This is disqualification imposed following a very serious infraction or when a HANSOKU CHUI has already been given a contestant. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.
<b>SHIKKAKU:</b>	This is a disqualification from the actual tournament, competition, or match In order to define the limit of SHIKKAKU, the Referee Commission, must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the referee, acts maliciously, or commits an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.

**EXPLANATION:**

*Category 1 and Category 2 penalties during match do not cross-accumulate. A penalty can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning for a second instance of excessive contact. Warnings (CHUKOKU) are given where there has clearly been a minor infraction of the rules, but the contestant's potential for winning is not diminished (in the opinion of the Referee Panel) by the opponent's foul. A KEIKOKU may be imposed directly, without first giving a warning. KEIKOKU is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Referee Panel) by the opponent's foul.*

*A HANSOKU CHUI may be imposed for following previous CHUKOKU or KEIKOKU. For first contact or repeated contact which cause injury and seriously diminish contestant's (in the opinion of the Referee panel) potential to win by the opponent's foul two point is given to injured contestant.*

*A HANSOKU is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when the contestant's potential for winning has been reduced virtually to zero (in the opinion of the Referee Panel) by the opponent's foul.*

*Any competitor who receives HANSOKU for causing injury, and who has in the opinion of the Referee Panel and Match Area Controller, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for ESHRKF competition, will be reported to the Referee Commission. The Referee Commission will decide if that competitor shall be suspended from the rest of that competition and/or subsequent competitions.*

*A SHIKKAKU can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it — it is sufficient if the Coach or non-combatant members of the contestants' delegation behave in such a way as to harm the prestige and honour of Karate-Do. If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused, Shikkaku and not Hansoku, is the correct penalty. A public announcement of Shikkaku must be made.*

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#### **ARTICLE 9: INJURIES AND ACCIDENTS IN COMPETITION**

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1. KIKEN or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.
2. If two contestants injure each other, or are suffering from the effects of previously incurred injury, and are declared by the tournament doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. In Individual Matches if the points score is equal, then a vote (HANTEI) will decide the outcome of the bout. In Team Matches the Referee will announce a tie (HIKIWAKE). Should the situation occur in a deciding Team Match then a vote (HANTEI) will determine the outcome.
3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
4. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from further Kumite competition in that tournament.
5. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorized to diagnose and treat injury only.
6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight (Article 13, Paragraph 9d), or

whether an extension of treatment time shall be given. Contestant who need treatment will be taken by doctor from competition area.

7. Any competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the referee will signal to the timekeeper to start the ten second count-down by a blast on his whistle, at the same time calling the doctor if required. The timekeeper will stop the clock when the referee raises his arm. In all cases when 10 second rules has been started the doctor will examine the contestant, doctor may examine the contestant on the mat.

**EXPLANATION:**

*When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels.*

*A contestant may win through disqualification of the opponent for accumulated minor Category 1 infractions. Perhaps the winner has sustained no significant injury. A second win on the same grounds must lead to withdrawal, even though the contestant may be physically able to continue.*

*The referee should only call the doctor when a contestant is injured and needs medical treatment. The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.*

*When applying the "Ten Second Rule" the time will be kept by a timekeeper appointed for this specific purpose. A warning will be sounded at seven seconds followed by the final bell at ten seconds. The timekeeper will start the clock only on the referee's signal. The timekeeper will stop the clock when the competitor stands fully upright and the referee raises his arm.*

*The Referee Panel will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.*

*In team matches, should a team member receive KIKEN, their score, if any, will be zeroed and the opponent's score will be set at eight points.*

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**ARTICLE 10: OFFICIAL PROTEST**

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1. No one may protest about a judgement to the members of the Refereeing Panel.
2. If a refereeing procedure appears to contravene the rules, the President of the Federation, or the official representative is the only one allowed to make a protest.
3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction. The Match Area Controller should be notified immediately the administrative malfunction is detected).
4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for.

5. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the ESHRKF COUNCIL. It must be submitted in writing and signed by the official representative of the team or contestant(s).
6. The complainant must deposit a Protest Fee as agreed by the ESHRKF COUNCIL, and this, together with the protest must be lodged with a representative of the Appeals Jury.
7. The Appeals Jury is comprised of three senior referee representatives appointed by the Referee Commission (RC). No two members may be appointed from the same Members Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict of interest situation where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the refereeing panel involved in the protested incident.
8. It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer. Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest. Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.
9. If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word "DECLINED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General.
10. If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:
  - \* Reversing previous judgments that contravene the rules
  - \* Voiding results of the affected matches in the pool from the point previous to the incident
  - \* Redoing such matches that have been affected by the incident
  - \* Issuing a recommendation to the RC that involved referees are evaluated for correction or sanction

The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome. The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word "ACCEPTED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return the deposited amount to the protestor, and in turn forward the protest document to the Secretary General. Subsequent to handling the incident in the above prescribed manner, the Jury Panel will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Secretary General.

11. The decision of the Appeals Jury is final, and can only be overruled by a decision of the Executive Committee. The Appeals Jury may not impose sanctions or penalties. Their function is to pass

judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any refereeing procedure found to contravene the rules.

**EXPLANATION:**

*The protest must give the names of the contestants, the Referee Panel officiating, and the **precise details of what is being protested**. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*

*The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.*

*If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasury.*

*If the protest is held by the Appeals Jury to be invalid, it will be rejected and the deposit forfeited to ESHRKF.*

*Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Arbitrator, to ensure that the match has been conducted in accordance with the Rules of Competition.*

*In case of an administrative malfunction during a match in progress, the Coach can notify the Match Area Controller directly. In turn, the Match Area Controller will notify the Referee.*

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**ARTICLE 11: POWERS AND DUTIES**

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**REFEREE COMMISSION**

The Referee Commission's powers and duties shall be as follows:

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To appoint and deploy the Match Area Controllers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.
3. To supervise and co-ordinate the overall performance of the refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final judgement on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

**MATCH AREA CONTROLLERS**

The Match Area Controllers powers and duties shall be as follows:

1. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Arbitrator signals a contravention of the Rules of Competition.
4. To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.

**REFEREES**

The Referee's powers shall be as follows:

1. The Referee ("SHUSHIN") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
2. To award points.
3. To explain to the Match Area Controller, Referee Commission, or Appeals Jury, if necessary, the basis for giving a judgement.
4. To impose penalties and to issue warnings, before, during, or after a bout.
5. To obtain and act upon the opinion(s) of the Judges.
6. To announce extensions.
7. To conduct voting of the Referee Panel (HANTEI) and announce the result.
8. To announce the winner.
9. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
10. The Referee shall give all commands and make all announcements.

### **JUDGES**

The Judges (FUKUSHIN) powers shall be as follows:

1. To assist the Referee by flag signals.
2. To exercise a right to vote on a decision to be taken.

The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:

- a) When a score is observed.
- b) When a contestant has committed a prohibited act and/or techniques.
- c) When an injury or illness of a contestant is noticed.
- d) When both or either of the contestants have moved out of the competition area (JOGAI).
- e) In other cases when it is deemed necessary to call the attention of the Referee.

### **ARBITRATORS**

The Arbitrator (KANSA) will assist the Match Area Controller by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Arbitrator will immediately raise the red flag or sign and sound the buzzer. The Match Area Controller will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Arbitrator. Before the start of each match or bout the Arbitrator will ensure that the contestants' are wearing approved equipment.

### **SCORE SUPERVISORS**

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

### **EXPLANATION:**

*When the Referee sees a score he halt the match with prescribed gesture and call "YAME" and immediately signalize the value of technique at the side of scoring contestant.*

*When two Judges give the same signal, or indicate a score for the same competitor, the Referee should stop the bout and render the majority decision. Should the Referee fail to stop the bout the arbitrator will raise the red flag sign and sound by whistle .*

*When the bout is halted, the majority decision will prevail. When Judges have different opinions, the Referee may give a decision, which is supported by one of the Judges. At HANTEI the Referee and two Judges each have one vote.*

*The Judge shall indicate as score only technique which meet all criteria and clearly see that technique land on a target.*

*The role of the Arbitrator is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He is not there as an additional Judge. His sole responsibility is in matters of procedure.*

*In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle.*

*When explaining the basis for a judgement after the match, the Referee Panel may speak to the Match Area Controller, the Referee Commission, or the Appeals Jury. They will explain to no one else.*

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**ARTICLE 12: STARTING, SUSPENDING AND ENDING OF MATCHES**

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1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices 1 and 2.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce "SHOBU HAJIME!" and the bout will commence.
3. The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the contestants to take up their original positions (MOTO NO ICHI).
4. The Referee returns to his position and the Judges indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (Aka or AO), the area attacked (Chudan or Jodan), the scoring technique (Tsuki, Uchi, or Keri), and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "TSUZUKETE HAJIME".
5. When a contestant has established a clear lead of twelve points during a bout, the Referee shall call "YAME" and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "AO (AKA) NO KACHI". The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring "AO (AKA) NO KACHI". The bout is ended at this point.
7. When time is up and scores are equal, or no scores have been awarded, the Referee shall call "YAME" and return to his position. He will announce a tie (HIKIWAKE) and start voting ( HANTEI) and announce the winner.
8. At HANTEI the Referee and Judges each have one vote.
9. When faced with the following situations, the Referee will call "YAME!" and halt the bout temporarily.
  - a. When either or both contestants are out of the match area.
  - b. When the Referee orders the contestant to adjust the karate- gi or protective equipment.
  - c. When a contestant has contravened the rules.



- d. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.
- e. When a contestant seizes the opponent and does not perform an immediate technique, or throw within two seconds.
- f. When one or both contestants fall or are thrown and no effective techniques are made within two seconds.
- g. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
- h. When a score is observed.
- i. When there are passivity from one or both competitors.
- j. When two judges give the same signal, or indicate a score for the same competitor.
- k. When requested to do so by the Match Area Controller.

**EXPLANATION:**

*When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient. The Referee can call for a bow where none is volunteered.*

*When restarting the bout, the Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.*

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**ARTICLE 13:   MODIFICATIONS**

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Only the ESHRKF Sports Commission with the approval of the ESHRKF Council can alter or modify these rules.

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## APPENDIX 1: THE TERMINOLOGY

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<b>SHOBU HAJIME</b>	Start the Match or Bout	After the announcement, the Referee takes a step back.
<b>ATOSHI BARAKU</b>	A little more time left	An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce "Atoshi Baraku".
<b>YAME</b>	Stop	Interruption, or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.
<b>MOTO NO ICHI</b>	Original position	Contestants and Referee return to their starting positions.
<b>TSUZUKETE</b>	Fight on	Resumption of fighting ordered when an unauthorised interruption occurs.
<b>TSUZUKETE HAJIME</b>	Resume fighting - Begin	The Referee stands in a forward stance. As he says "Tsuzukete" he extends his arms, palms outwards towards the contestants. As he says "Hajime" he turns the palms and brings them rapidly towards one another, at the same time stepping back.
<b>SHUGO</b>	Judges called	The Referee calls the Judges at the end of the match or bout, or to recommend Shikkaku.
<b>HANTEI</b>	Decision	Referee calls for a decision at the end of an inconclusive match. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote at the same time by raising his arm.
<b>HIKIWAKE</b>	Draw	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.
<b>TORIMASEN</b>	Unacceptable as a scoring technique	The Referee crosses his arms then makes a cutting motion, palms downward.
<b>AKA (AO) NO KACHI</b>	Red (Blue) wins	The Referee obliquely raises his arm on the side of the winner.
<b>AKA (AO) SANBON</b>	Red (Blue) scores three points	The Referee raises his bend arm up at 45 degrees on the side of the scorer.
<b>AKA (AO) NIHON</b>	Red (Blue) scores two points	The Referee extends his arm at shoulder level on the side of the scorer.
<b>AKA (AO) IPPON</b>	Red (Blue) scores one point	The Referee extends his arm downward at 45 degrees on the side of the scorer.

<b>CHUKOKU</b>	First Category 1 or Category 2 warning	For Category 1 offences, the Referee turns toward the offender and crosses his arms at chest level. For Category 2 offences, the Referee points his index finger (arm bent), at the face of the offender.
<b>KEIKOKU</b>	Warning	The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender.
<b>HANSOKU-CHUI</b>	Warning of Disqualification	The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.
<b>HANSOKU</b>	Disqualification	The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent.
<b>JOGAI</b>	Exit from the match area	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
<b>SHIKKAKU</b>	Disqualification "Leave the Area"	The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "Aka (AO) Shikkaku!" He then announces a win for the opponent.
<b>KIKEN</b>	Renunciation	The Referee points downwards at 45 degrees in the direction of the contestant's starting line.
<b>MUBOBI</b>	Self Endangerment	The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself.
<b>SENSHU</b>	First onopposed scote	After awarding the point in the regular fashion, the Referee calls "Aka (Ao) Senshu" while holding lifting his/her bent arm with the palm facing the Referee's own face

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## APPENDIX 2: GESTURES AND FLAG SIGNALS

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### ANNOUNCEMENTS AND GESTURES OF THE REFEREE

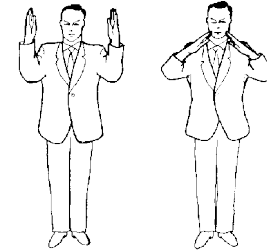
#### SHOMEN-NI-REI

The Referee extends his arms palms to the front.



#### OTAGAI-NI-REI

The Referee motions to the contestants to bow to each other.



#### SHOBU HAJIME

“Start the Match”

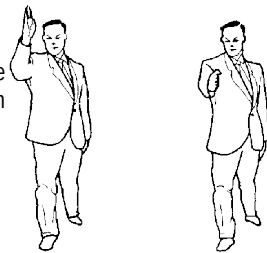
After the announcement, the Referee takes a step back.



#### YAME

“Stop”

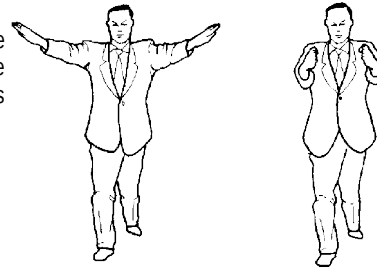
Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.



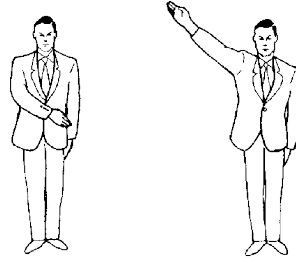
**TSUZUKETE HAJIME**

“Resume fighting—Begin”

As he says “Tsuzukete”, and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says “Hajime” he turns the palms and brings them rapidly towards one another at the same time stepping back.

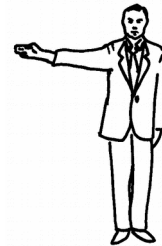


**SANBON ( Three Points)** The Referee extend his arm at 45 degrees above shoulder high at the side of scorer.



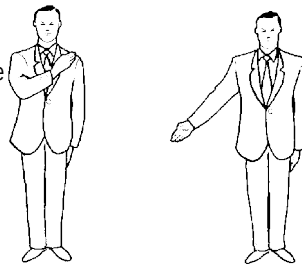
**NIHON (Two Points)**

The Referee extends his arm at shoulder level on the side of the scorer.



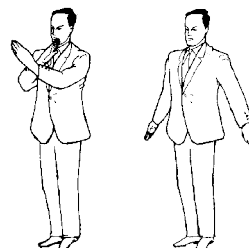
**IPPON (1 point)**

The Referee extends his arm downward at 45 degrees on the side of the scorer.



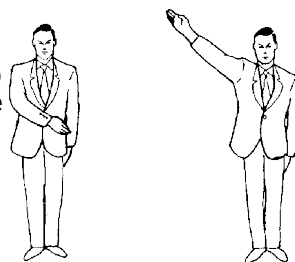
**CANCEL LAST DECISION**

When an award or penalty has been given in error the Referee turns towards the contestant, announces “Aka” or “AO”, crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.



**NO KACHI (Win)**

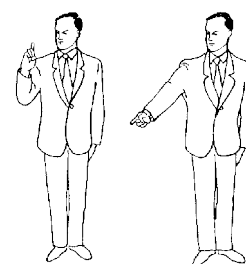
At the end of the match or bout, announcing "Aka (or AO) No Kachi" the Referee extends his arm upward at 45 degrees on the side of the winner.



**KIKEN**

"Renunciation"

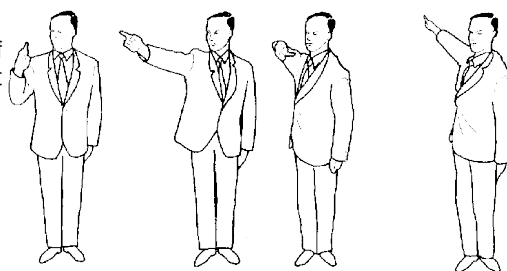
The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.



**SHIKKAKU**

"Disqualification, Leave the Area".

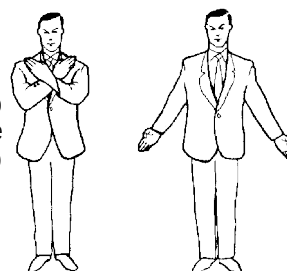
The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "Aka (AO) Shikkaku!" He then announces a win for the opponent.



**HIKIWAKE**

"Draw"

When time is up in Team match and scores are equal, no scores or C2 warning have not been imposed the Referee crosses his arms then extends them with the palms showing to the front and announce Hikiwake.



**SENSHU**

After awarding the point in the regular fashion, the Referee calls "Aka (Senshu)" while holding lifting his/her bent arm with the palm facing the Referee's own face



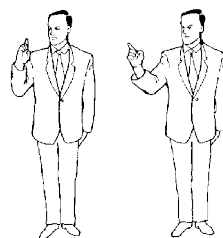
**CATEGORY 1 OFFENCE**

The Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level.



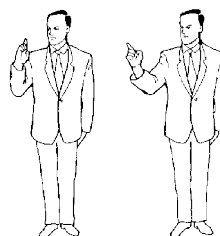
**CATEGORY 2 OFFENCE**

The Referee points with a bent arm at the face of the offender.



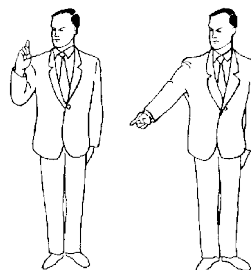
**CHUKOKU**

Making the appropriate signal the Referee gives a warning of a Category 1 or Category 2 offence. No penalty is issued at this time.



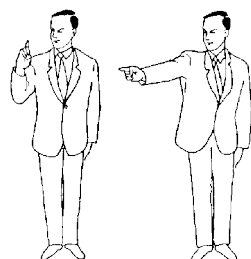
**KEIKOKU**

The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender



**HANSOKU CHUI**

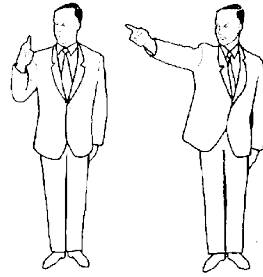
The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.



**HANSOKU**

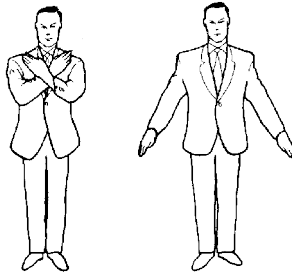
“Disqualification”

The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and awards a win to the opponent.



**TORIMASEN**

“Unacceptable as a Scoring Technique”. The Referee crosses his arms then makes a cutting motion, palms downward. When the Referee uses this signal to the Judges followed by the signal for reconsideration it means that the technique was deficient in one or more of the six scoring criteria.



**TECHNIQUE BLOCKED OR OFF TARGET.**

The Referee places an open hand over the other arm to indicate to the Judges that the technique was blocked or hit a non-scoring area.



**TECHNIQUE MISSED**

The Referee moves the clenched fist across the body to indicate to the Judges that the technique missed or glanced off the scoring area.



**EXCESSIVE CONTACT**

The Referee indicates to the Judges that there has been excessive contact or other Category 1 offence.





**FEIGNING OR EXAGGERATING INJURY**

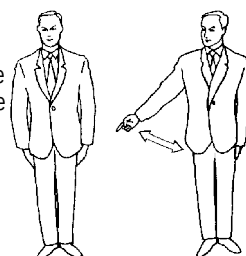
The Referee holds both hands to his face to indicate to the Judges a Category 2 offence.



**JOGAI**

“Exit from the Match Area”

The Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender.



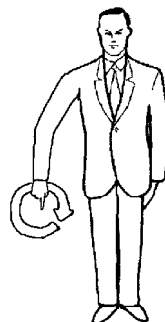
**MUBOBI (Self Endangerment)**

The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate to the Judges that the contestant has endangered himself.



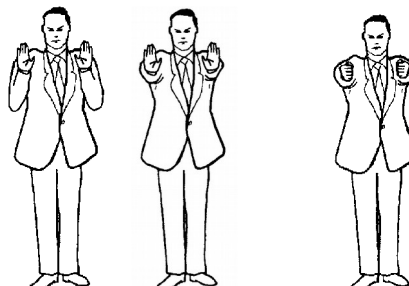
**AVOIDING COMBAT**

The Referee makes a circling motion with the down turned index finger to indicate to the Judges a Category 2 offence.



**UNNECESSARY CLINCHING, WRESTLING, PUSHING OR SEIZING WITHOUT A TECHNIQUE**

The Referee holds both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate to the Judges a Category 2 offence.



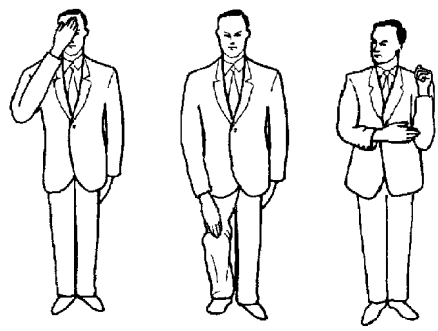
**DANGEROUS AND UNCONTROLLED ATTACKS**

The Referee brings his clenched fist past the side of his head to indicate to the Judges a Category 2 offence.



**ATTACKS WITH THE HEAD KNEES OR ELBOWS**

The Referee touches his forehead, knee, or elbow with the open hand to indicate to the Judges a Category 2 offence.



**TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR**

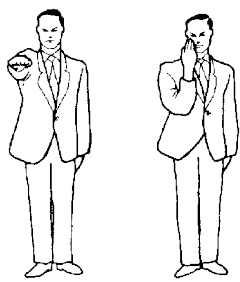
The Referee places his index finger to his lips to indicate to the Judges a Category 2 offence.



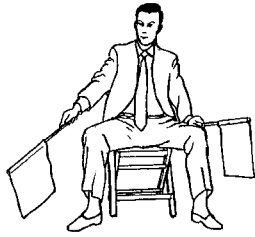
**SHUGO**

“Judges Called”

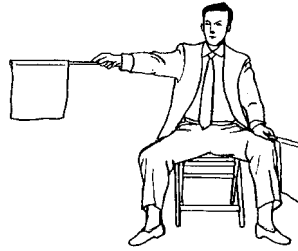
The Referee calls the Judges at the end of the match or bout: or to recommend Shikkaku.



## THE JUDGE'S FLAG SIGNALS



**IPPON**



**NIHON**

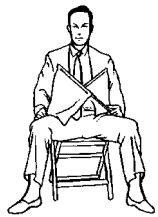


**SANBON**



**FOUL**

Warning of a foul. The appropriate flag is waved in a circle, then a Category 1 or 2 signal is made.



**CATEGORY 1 OFFENCE**

The flags are crossed and extended with the arms straight.



**CATEGORY 2 OFFENCE**

The Judge points the flag with arm bent.



**JOGAI**

The Judge taps the floor with the appropriate flag



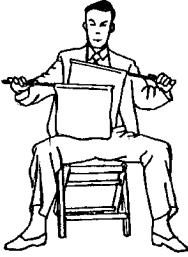
**KEIKOKU**



**HANSOKU CHUI**



**HANSOKU**



**PASSIVITY**

The flags are rotated around each other, in front of the chest.

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### **APPENDIX 3: LAYOUT OF THE KUMITE AND KATA COMPETITION AREA**

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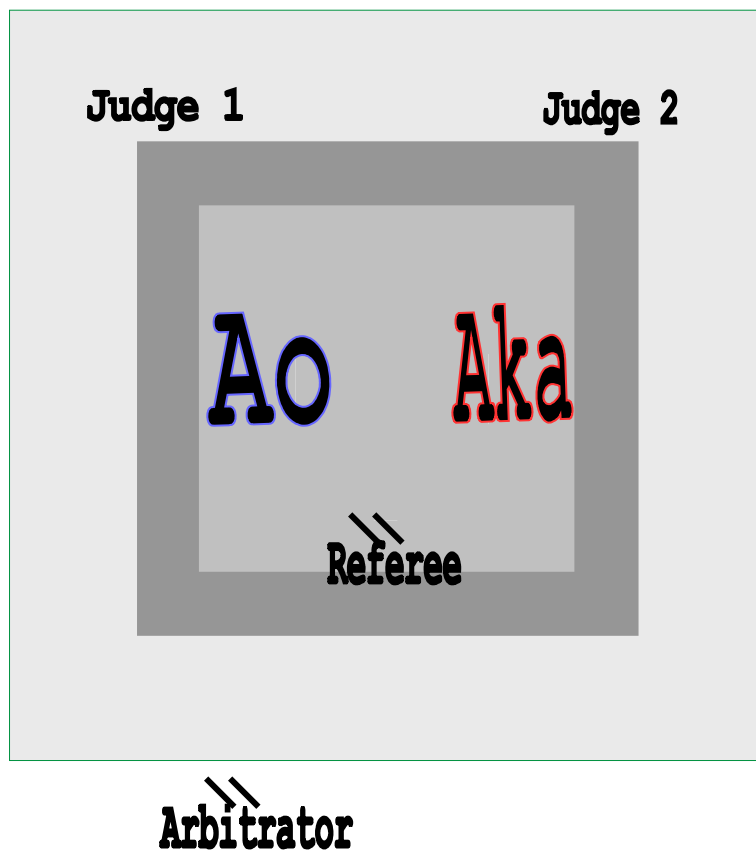
1. The competition area for Kumite and Kata will be a matted square, with sides of eight meters (measured from the outside) with an additional one meter on all sides as a safety area. There will be a clear safety area of one meter on each side.
2. For Kata competition the mats are to be of uniform colour with the exception that outer meter of the 8 x 8 metres mats that must be of a different colour.
3. For Kumite competition two mats are inverted with the red side turned up in one metre distance from the mat centre to form a boundary between the Competitors. When starting or resuming combat the Competitors will be standing front and centre on the mat facing each other.
4. The Referee will be standing centred between the two mats facing the Competitors at a distance of two metres from the safety area.
5. In Kumite competition the Judges will seat in corners the safety area. Each will be equipped with a red and a blue flag. The Arbitrator will seat just outside the safety area, behind, and to the left of the Referee. He will be equipped with a red flag and whistle. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
6. Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table.
7. The one meter border should be in a different color from the rest of the matted area.

**EXPLANATION:**

*!. There must be no advertisement hoardings, walls, pillars etc. within one meter of the safety area's outer perimeter.*

*II. For the proper performance of Kata a stable smooth surface is required. Usually the matted Kumite areas will be suitable.*

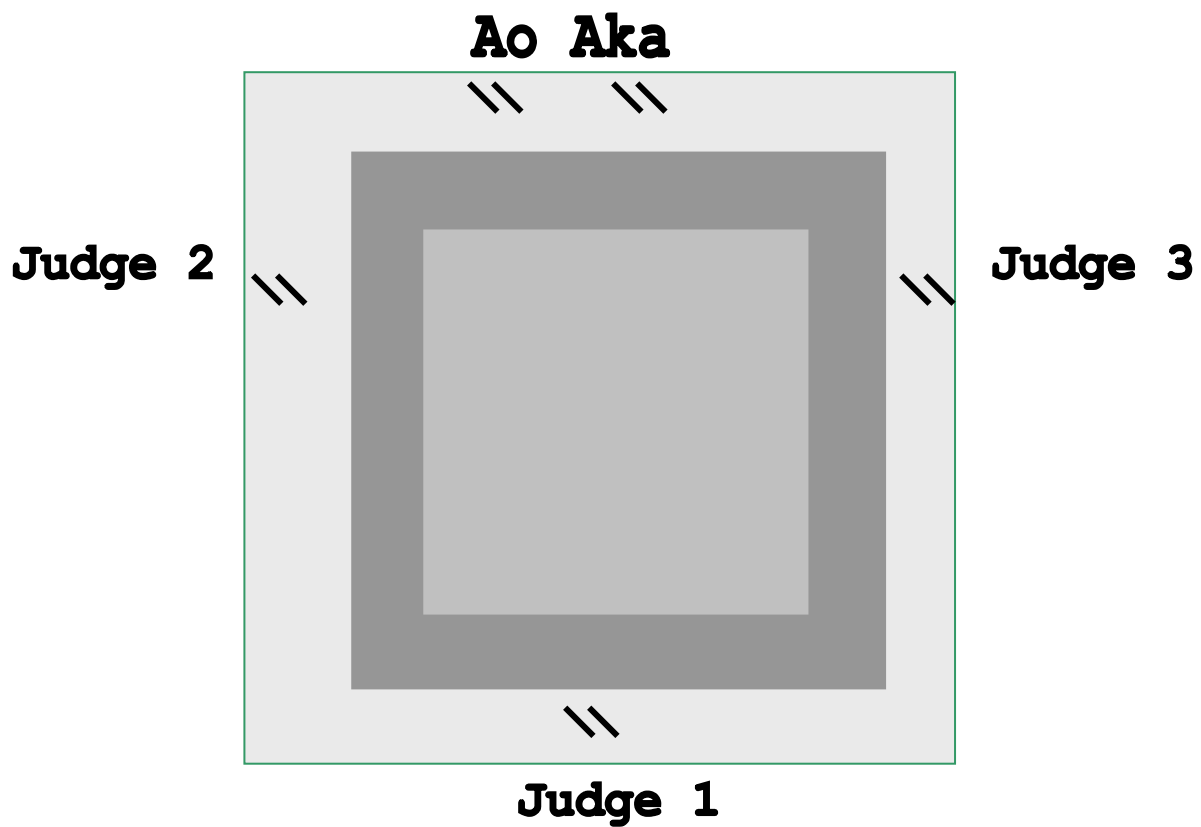
**Kumite competition layout**



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Kata - Three Judge layout for medal match

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Kata - Three Judge layout for elimination and repasage match

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