



TOURNAMENT RULES

CHAPTER A -	GENERAL RULES
CHAPTER B -	KUMITE
CHAPTER C -	KATA
CHAPTER D -	APPENDICES

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The revision of this document is approved by the Masters Committee | *Shihan-Kai* with a majority of two thirds of the members present.

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All JSKA tournaments and events will consist of *Kumite* and *Kata* events as described in more detail in this document.

TABLE OF CONTENTS

CHAPTER A GENERAL RULES	4
1. GOALS AND OBJECTIVES	4
2. APPLICANTS CONCERNED.....	4
3. CODE OF CONDUCT	4
4. TOURNAMENT ADMINISTRATIVE RULES	4
5. POWERS AND DUTIES.....	6
6. CONFLICT RESOLUTION	9
7. OFFICIAL DRESS CODE	9
CHAPTER B KUMITE.....	11
1. COMPETITION AREA AND EQUIPMENT	11
2. JUDGING PANEL.....	12
3. DESCRIPTION OF KUMITE EVENTS	12
4. DURATION OF MATCHES.....	19
5. CRITERIA FOR SCORING	19
6. PROHIBITED BEHAVIOUR	20
7. INJURIES AND ACCIDENTS	22
8. WARNINGS AND PENALTIES.....	22
9. DISQUALIFICATIONS AND WITHDRAWALS.....	24
CHAPTER C KATA.....	26
1. COMPETITION AREA AND EQUIPMENT	26
2. DESCRIPTION OF KATA EVENTS.....	26
3. JUDGING PANEL.....	27
4. CRITERIA FOR EVALUATION	27
5. OPERATIONS AND PROCEDURES OF MATCHES (OPEN EVENTS).....	29
CHAPTER D APPENDICES	31
1. PROCEDURES FOR JUDGING	31
2. TOURNAMENT OPERATIONAL GUIDELINES	45

CHAPTER A GENERAL RULES

1. GOALS AND OBJECTIVES

- 1.1. To standardise and improve the overall quality of Instruction, Training, Competition, Evaluation and Judging; and
- 1.2. To ensure fair and well-run tournaments.

2. APPLICANTS CONCERNED

These rules and regulations shall apply to the following JSKA related events:

- 2.1. JSKA Development Championships.
- 2.2. JSKA World Championships.

3. CODE OF CONDUCT

This Code of Conduct applies to all participants at a tournament, including but not limited to officials, contestants, coaches, tournament officials, spectators and/or supporters.

All participants shall act in accordance to the highest standards of ability and of fair play in the spirit of *Karate Do* and strive to have the utmost respect and dignity towards their opponents and/or other participants. The general behaviour of all participants should be in such a way that it does not harm the image of JSKA.

3.1. Code of Conduct for Judges

- 3.1.1. All judging officials are to be neutral and fair.
- 3.1.2. All judging officials should make their decisions freely and based upon the Tournament Rules and Regulations documents.
- 3.1.3. All judging officials are to behave in a dignified and professional manner.
- 3.1.4. All judging officials are to give their decisions promptly and accurately.
- 3.1.5. During a match, a judging official may not attend to any person other than the contestants or officials of the match.
- 3.1.6. If any situation undefined by this present document arises, the Chief Judge shall make a final decision.

4. TOURNAMENT ADMINISTRATIVE RULES

- 4.1. Proposed event planning will be submitted to JSKA for consideration and approval at least two months prior to the planned tournament;
- 4.2. All Country Heads must attend the Tournament Meetings and officiate at JSKA World Championships;

- 4.3. All JSKA Tournaments will be published on the JSKA Calendar;
- 4.4. JSKA Tournament invitations will be circulated to all Countries and Regions within two months in advance;
- 4.5. The Draws for each division in JSKA Tournaments as well as the final Program of Events will be circulated to all Countries and Regions at least one week prior to the tournament;
- 4.6. The Draws and court allocations of all events will be displayed at the stadium and/or courts on the day of the event;
- 4.7. All Judges must have completed the examination, be qualified and rated in accordance with the JSKA Judges Policy. It is important that all judges, coaches, officials and contestants have a clear understanding and knowledge of the JSKA tournament rules and regulations;
- 4.8. Tournament Officials required:
 - 4.8.1. Tournament Director (Tournament Organiser)
 - 4.8.2. Director of Operations (Preparation Area)
 - 4.8.3. Tournament Secretary
 - 4.8.4. Chief Judge
 - 4.8.5. Head Judge (allocated for a specific *tatami*)
 - 4.8.6. Judges (allocated for a specific *tatami*)
 - 4.8.7. Disciplinary Board (Technical Board)
 - 4.8.8. Tournament Officials allocated for a specific *tatami*
 - 4.8.9. Runners allocated for a specific *tatami*
 - 4.8.10. Public announcer
- 4.9. Tournament Authority:
 - 4.9.1. Technical board
 - 4.9.2. Chief Judge
 - 4.9.3. Tournament Director
 - 4.9.4. *Tatami* Arbitrator
 - 4.9.5. *Tatami* Head Judge
 - 4.9.6. *Tatami* Judges
- 4.10. Events

The following events will be presented in divisions as described in Chapter D2.1. Divisions may be changed with the approval of the Chief Judge in order to assist the event organizers:

 - 4.10.1. *Sanbon Kumite*
 - 4.10.2. *Kihon Ippon Kumite*
 - 4.10.3. *Jiyu Ippon Kumite*
 - 4.10.4. *Jiyu Kumite*
 - 4.10.5. *Team Kumite*

- 4.10.6. Team *Kumite* (*Kihon*)
- 4.10.7. Individual *Kata*
- 4.10.8. Team *Kata*

5. POWERS AND DUTIES

5.1. Tournament Director responsibilities:

- 5.1.1. Booking and securing a suitable venue;
- 5.1.2. Printing programs;
- 5.1.3. To arrange public address system;
- 5.1.4. Appoint a public announcer, runners, security, etc.;
- 5.1.5. Supply tournament equipment;
- 5.1.6. Set up, mark and number courts;
- 5.1.7. In conjunction with the Chief Judge, specify the duration of matches between 1 and 5 minutes;
- 5.1.8. Ensure good communication between all contestants and officials to ensure a smooth and well-run tournament;
- 5.1.9. Arrange for medical emergency staff, paramedics and First Aid;
- 5.1.10. Tournament medals and trophies; and
- 5.1.11. Arrange for refreshments.

5.2. Arbitrators (*Kansa*)

- 5.2.1. An arbitrator is selected amongst the members of the Masters Committee or *Shihan-Kai* and appointed to that position by the Chief Judge;
- 5.2.2. The Arbitrator is responsible for providing appropriate guidance, support and ruling to all judges if there is an issue with the Rules and Regulations or if unfairness has been identified;
- 5.2.3. At least one Arbitrator shall be stationed at a *Kumite* Event;
- 5.2.4. The Arbitrator must ensure:
 - 5.2.4.1 That the Head Judge and the Judges have appropriate qualifications for tournament;
 - 5.2.4.2 That the contestants have appropriate qualifications as well; and
 - 5.2.4.3 That the rules and regulations are adhered to.
- 5.2.5. The Arbitrator is responsible for providing appropriate decisions to the Head Judge and the Judges, timekeepers and scorekeepers in the event of any objection or complaint; and
- 5.2.6. The Arbitrator may consult with the Head Judge, Judges or support personnel involved.

5.3. Chief Judge

- 5.3.1. The Chief Judge is responsible for a fair and well-run tournament;
- 5.3.2. The Chief Judge, in conjunction with the Tournament Director, will specify the duration of matches between 1 and 5 minutes;
- 5.3.3. The Chief Judge is responsible for providing appropriate final decisions in the following situations:
 - 5.3.3.1 If there is an issue with the rules and regulations or if unfairness has been identified;
 - 5.3.3.2 If a judge is requesting advice or guidance;
 - 5.3.3.3 If a situation arises that is not described in these rules and regulations; and
 - 5.3.3.4 If there is an accident.
- 5.3.4. If a situation arises that is not described in these rules and regulations, the Chief Judge may consult with the Arbitrator and/or Head Judge and Judges in order to:
 - 5.3.4.1 Give special advise or instructions;
 - 5.3.4.2 Banish anyone from the tournament; and/or
 - 5.3.4.3 Disqualify a contestant from the tournament.
- 5.3.5. After consultation with the Judges, the Chief Judge will decide the duration of disqualification and if it applies to further tournaments;
- 5.3.6. The Host Organization appoints the Chief Judge. If necessary, the Host Organization may also appoint an Assistant Chief Judge; and
- 5.3.7. As a general rule, the JSKA Chief Instructor is the person normally selected as the Chief Judge in JSKA World Championships.

5.4. Head Judge

- 5.4.1. The Head Judge is selected amongst the pool of certified Judges and appointed to their positions by the Host Organisation;
- 5.4.2. The Head Judge is responsible for a match and makes decisions during a given match on a specific *tatami*;
- 5.4.3. The Head Judge executes control over the surroundings of a match;
- 5.4.4. The Head Judge is solely responsible for the outcome of a match and cannot be challenged, with the exception of the Arbitrator; and
- 5.4.5. The Head Judge coordinates the match and gives the final decision regarding the outcome of a match.

5.5. Judges

- 5.5.1. The Judges are selected amongst the pool of certified Judges and appointed to their positions by the Host Organisation;
- 5.5.2. Judges, previously called Corner Judges, shall assist the Head Judge by carefully observing the actions of contestants in a match and signalling their opinions in the following instances:
 - 5.5.2.1 When a point is scored;

- 5.5.2.2 When the awarding of a warning and/or penalty is deemed necessary;
- 5.5.2.3 When a contestant steps out of the court during a match (*Jogai*);
- 5.5.2.4 When an injury or inability of a contestant is noticed; and
- 5.5.2.5 Whenever the Judges deems it necessary to call for the Head Judges' attention and/or consultation; and
- 5.5.2.6 To make a decision and vote on the outcome of a match when requested by the Head Judge (*Hantei*).

5.6. Contestants

- 5.6.1. As a general rule, contestants are active members of JSKA or members of an affiliated organisation approved by JSKA;
- 5.6.2. If a contestant is qualified, the Host Organisation cannot refuse his or her participation in a tournament; and
- 5.6.3. No contestant who is entered in a finite age or grade category/division may be entered into another category/division. If there is, for some reason, an overlap in divisions in respect of grade or age, the contestant may choose ONE category/division into which he or she is entered.

5.7. Head Coach

- 5.7.1. A Head Coach must have an instructor's qualification;
- 5.7.2. A Head Coach must be registered with the Host Organisation prior to any tournament;
- 5.7.3. One Head Coach may be present at his/her contestant's match;
- 5.7.4. Should a Head Coach have an objection regarding a match, he/she may lodge such an objection with the Arbitrator; and
- 5.7.5. A Head Coach may give advice to the contestant from a designated area, during a match.

5.8. Timekeepers

A timekeeper is responsible for keeping time in a match, as well as to notify the Head Judge of elapsed time of a match as per set procedure.

5.9. Scorekeepers

A scorekeeper is responsible for keeping a record of all scores, warnings and penalties during a match, as well as announcing and presenting the outcomes to the Public Announcer. If necessary, the scorekeeper shall notify the Head Judge of these scores.

5.10. Official Doctor

- 5.10.1. The Host Organizer and ultimately the Director of Operations will appoint an Official Doctor.

- 5.10.2. The Official Doctor, in conjunction with the Chief Judge, will, in the event of an injury, take a final decision whether the contestant is to continue or withdraw from a match.

5.11. Medical Attendants

A medical attendant is responsible to treat and support an illness or injury that may occur during the course of a tournament, in order to maintain a safe environment for all participants.

6. CONFLICT RESOLUTION

- 6.1. Should any situation, objection, protest, complaint or issue not described in these rules arise, a ruling and final decision to resolve the issue will be taken by the Chief Judge.
- 6.2. Any discrepancy or difficulty experienced by the Tournament Director must be directed to the Chief Judge, who in turn will liaise with the Disciplinary Board.
- 6.3. The Arbitrator may request the Chief Judge or Head Judge to stop a match when a member of the public, e.g. someone from the public gallery, interferes with an event. If the person persists, he/she will be warned or may be evicted from the stadium. The contestant on whose behalf the interference occurred may be penalised where appropriate.
- 6.4. The Arbitrator is responsible for his court and surrounding area.

7. OFFICIAL DRESS CODE

The Tournament Director, in conjunction with the Chief Judge, may consider any of the following as official dress code:

- 7.1. The Head Judges, the Judges and the Arbitrators must wear the JSKA official dress code that consists of a pair of light grey pants without turn-up's, a short sleeve white shirt (Men) or short sleeve white blouse (Ladies), JSKA tie and JSKA blazer. An official judge's badge may be worn on the left breast pocket. All Head Judges and Judges will wear a whistle. No visible jewellery is allowed.
- 7.2. Contestants
 - 7.2.1. A contestant wears an all white karate uniform (*Gi*). In order to differentiate between opponents, one shall wear a red band around the waist;
 - 7.2.2. A number may be placed on the back of contestants;
 - 7.2.3. Protective gear as per specification, e.g. mitts and gum-guards are compulsory in *Kumite* events for all contestants as well as breast protectors for female contestants;
 - 7.2.4. No jewellery of any kind may be worn. Should jewellery worn under the *gi* that causes injury to either contestant or opponent, the contestant will be disqualified; and

- 7.2.5. Unless specified by either the Head Judge or the Chief Judge, contestants may not wear any other clothing or equipment.
- 7.3. Wearing a similar dress code must easily identify support staff.
- 7.4. All coaches representing a participating team shall wear a tracksuit with "COACH" clearly visible on it. No other person will be entitled to act as coach.

CHAPTER B KUMITE

1. COMPETITION AREA AND EQUIPMENT

1.1. Court (*Tatami*) Layout

- 1.1.1. The court area is a square measuring 12 x 12 meters. The competition area of such *tatami* is 8 x 8 meters, which includes a 1 meter 'out-of-bounds' area in different colour and a 2 meter safety area around the court, again in a different colour.
- 1.1.2. For a *Kumite* Match, the starting positions of the contestants are on the centerline, indicated by two parallel lines both 1 meter long, and 3 meters apart from each other. The line on the right of the Head Judge is *Aka* and the line on his left is *Shiro*.
- 1.1.3. To indicate the position of the Head Judge, a line is drawn 2 meters back from the centre of the court, perpendicular to the contestants' lines.
- 1.1.4. For safety reasons, a court shall not be raised for more than 1 meter above the ground level.
- 1.1.5. The surface of the court should be flat and smooth. It may be made of wood, resin or urethane mats.

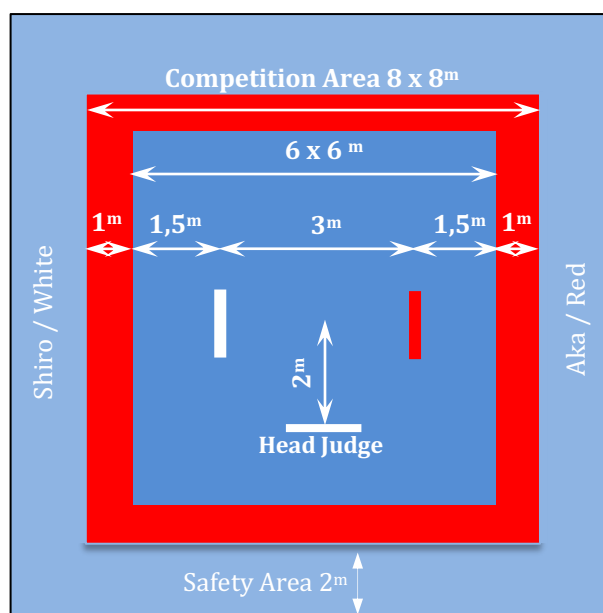


Figure 1 : Court / *Tatami* set up

1.2. Required Equipment

- 1.2.1. Whistles – one per judge
- 1.2.2. Red and White flags – a pair for each Judge
- 1.2.3. A stopwatch
- 1.2.4. A bell
- 1.2.5. Official forms for scorekeepers including a copy for the Arbitrator

- 1.2.6. Red bands of cloth to differentiate the contestants– the dimensions of this red band of cloth worn around the waist should not hinder the match in any way
- 1.2.7. White mitts, the padded area of which does not extend past the wrist
- 1.2.8. A gum guard
- 1.2.9. Groin guard for men (optional)
- 1.2.10. Chest protector for women

2. JUDGING PANEL

Judges form the backbone of any tournament and therefore the success of the tournament depends entirely on firm, fair and honest adjudication by judges that act with integrity and character by not coaching, socializing and/or siding with any contestants or coaches.

- 2.1. Judges may not evaluate and act as Judge for:
 - 2.1.1. A member of his / her own family;
 - 2.1.2. A member of his / her own *dojo*, club or Country;
 - 2.1.3. A member that was a member of his/her *dojo* within the past 12 months; or
 - 2.1.4. A Judge cannot interfere with the draw sheets once they have been approved by the Draws Committee, but may refer an obvious or likely error in respect of a contestant's inclusion in a draw sheet to the head judge or chief judge as the case may be, either of their own accord or upon a query by the contestant or coach.
- 2.2. Judges may not :
 - 2.2.1. Be near another floor where the competing contestant is a family member; or
 - 2.2.2. Comment on any judges' decision in which the competing contestant is a family member.
- 2.3. Duties additional to the standard duties of Judges:
 - 2.3.1. Judges must control the area around the court in a responsible way (limits demarcated); and
 - 2.3.2. Impose penalties to coaches and supporters when needed.

3. DESCRIPTION OF KUMITE EVENTS

Prior to a tournament, the Host Organization and event organizer shall submit a proposed event plan in accordance with these rules to JSKA for consideration and approval at least two months prior to the planned tournament, which tournaments will include the officials as described in Chapter A4.8 and Chapter A4.9.

Kumite Event Divisions are more fully described in Chapter D2.1.

In any *Kumite* match, all techniques (punches, kicks and strikes) have to be performed with full control. Techniques performed should be close enough to be effective, but with no damage to the opponent.

The following events may be presented at tournaments:

3.1. *Sanbon Kumite*

Sanbon Kumite is a demonstration of techniques that focuses on readiness (*Kamae*), Attacks, Defence, Target, Correct blocking technique, and Direction of movement (straight forward and backwards).

3.1.1. *Sanbon Kumite* Procedure

- 3.1.1.1 Contestants will be called to their respective *Aka* and *Shiro*, positions outside the court area and bows;
- 3.1.1.2 The Head Judge will call contestants to the two lines, 3 meters apart. On command the contestants will bow to each other;
- 3.1.1.3 The Head Judge will announce “*Sanbon Kumite*”. The contestants will move to within arms length of each other;
- 3.1.1.4 On command, *Aka* will step back “*gedan barai kamae*”;
- 3.1.1.5 *Aka* must announce “*Sanbon*” and perform *Jodan oi-zuki* followed by *Chudan* and *mae-geri* attacks;
- 3.1.1.6 *Shiro* must defend “*age-uke*” followed by a strong “*soto uke*” and “*gedan barai*”, followed by a strong “*gyaku zuki*” counter attack; and
- 3.1.1.7 The same procedure is repeated with *Shiro* performing the attack.

3.1.2. Judgement of *Sanbon Kumite*:

- 3.1.2.1 After both contestants have completed their attacks and defences, they will return to their starting positions 3 meters apart;
- 3.1.2.2 The Head Judge steps back and call for “*Hantei*” (blow the whistle for each Judges’ decision);
- 3.1.2.3 The judges will immediately raise their flags for either *Aka* or *Shiro*. Judges must indicate a winner and may not indicate a draw between contestants;
- 3.1.2.4 The Head Judge will announce the winner;
- 3.1.2.5 Should the Judges’ flags result in a draw the Head Judge will take a final decision (Head Judges are encouraged to take a decision before seeing the Judges decision in order to make an impartial final decision). No repeats allowed; and
- 3.1.2.6 The Head Judge will announces “*Shomen-ni Rei*”, upon which the contestants bow to the front, then “*Otagai-ni Rei*”, bow to each other and leave the court area.

3.1.3. Criteria for decisions

- 3.1.3.1 Victory will be determined by exhibition of *kata* criteria, not trying to score and demonstrate!
- 3.1.3.2 Correct form, no *Jodan*, exercise *Yori-ashi*;
- 3.1.3.3 Correct sequences and accuracy of techniques;
- 3.1.3.4 Correct use of power (*kime*);
- 3.1.3.5 Correct co-ordination and timing;
- 3.1.3.6 Correct *kiai* at focus point;
- 3.1.3.7 The attacker may *kiai* on final attack or counter attack, foot inside of the defenders';
- 3.1.3.8 Obtain correct distance to target on 1st attack (*maai*); and
- 3.1.3.9 No contact allowed on attack or defence.

3.2. ***Kihon Ippon Kumite***

Kihon Ippon Kumite is a demonstration of techniques that focuses on Attacks, Target, correct Blocking Techniques, Direction of Movement (three directions), and correct Counter Attacks.

3.2.1. *Kihon Ippon Kumite* Procedure

- 3.2.1.1 Contestants will be called to their respective *Aka* and *Shiro*, positions outside the court area and bows;
- 3.2.1.2 The Head Judge will call contestants to the two lines, 3 meters apart. On command the contestants will bow to each other;
- 3.2.1.3 The Head Judge will command "*Kihon ippon kumite*";
- 3.2.1.4 On command the *Aka* will step back into *gedan barai kamae*;
- 3.2.1.5 *Aka* announces "*jodan*" and attack using a *jodan* step over punch;
- 3.2.1.6 The defender must block stepping straight backwards using *age-uke* followed by a *chudan* reverse punch;
- 3.2.1.7 The contestants return to the starting position, which is one arm's length away and *Shiro* repeats the *jodan* attack;
- 3.2.1.8 *Aka* will step back into the *kamae* position and announce "*chudan*" followed by *Shiro* confirming it and immediately attack with a *chudan* step over punch. The defender must pivot 45 degrees to the left and execute a *chudan* block (*soto-uke*) followed by a reverse punch (*gyaku-zuki*);
- 3.2.1.9 The contestants return to the starting position, which is one arm's length away and *Shiro* repeats the *chudan* attack;
- 3.2.1.10 *Aka* will announce "*mae-geri*" and will attack with a *chudan mae-geri*. The defender will block using a left *gedan-uke* shifting at 45 degrees to the right side, followed by a reverse punch counter attack; and

- 3.2.1.11 The contestants return to the starting position, which is one arm's length away and *Shiro* repeats the *chudan mae-geri* attack.
- 3.2.2. Judgement of *Kihon Ippon Kumite*
 - 3.2.2.1 After both contestants have completed their attacks and defences, they will return to their starting positions 3 meters apart;
 - 3.2.2.2 The Head Judge steps back and call for "*Hantei*" (blow the whistle for each Judges' decision);
 - 3.2.2.3 The judges will immediately raise their flags for either *Aka* or *Shiro*. Judges must indicate a winner and may not indicate a draw between contestants;
 - 3.2.2.4 The Head Judge will announce the winner;
 - 3.2.2.5 Should the Judges' flags result in a draw the Head Judge will take a final decision (Head Judges are encouraged to take a decision before seeing the Judges' decision in order to make an impartial final decision). No repeats allowed.; and
 - 3.2.2.6 The Head Judge will announces "*Shomen-ni Rei*", upon which the contestants bow to the front, then "*Otagai-ni Rei*", bow to each other and leave the court area.
- 3.2.3. Criteria for decisions
 - 3.2.3.1 Victory will be determined by exhibition of *kata* criteria, not trying to score, demonstrate!
 - 3.2.3.2 Correct form, no *Jodan*, exercise *Yori-ashi*;
 - 3.2.3.3 Correct sequences and accuracy of techniques;
 - 3.2.3.4 Correct use of power (*kime*);
 - 3.2.3.5 Correct co-ordination and timing;
 - 3.2.3.6 Correct *kiai* at focus point;
 - 3.2.3.7 The attacker may *kiai* on final attack or counter attack, foot inside of the defenders';
 - 3.2.3.8 Obtain correct distance to target on 1st attack (*maai*); and
 - 3.2.3.9 No contact allowed on attack or counter attack.

3.3. *Jiyu Ippon Kumite*

Jiyu Ippon Kumite is a demonstration of techniques that focuses on Attacks, Target, correct Blocking Techniques, Direction of Movement (three directions), correct Counter Attacks, and *Zanshin* (relaxed state of Readiness)

- 3.3.1. *Jiyu Ippon Kumite* Procedure
 - 3.3.1.1 Contestants will be called to their respective *Aka* and *Shiro*, positions outside the court area and bows;
 - 3.3.1.2 The Head Judge will call the first two contestants to the *Aka* and *Shiro* lines, 3 meters apart. On command the contestants will bow to each other;

- 3.3.1.3 The Head Judge will command “*jiyu ippon kumite*” – “*hajime*”;
- 3.3.1.4 On this command *Aka* and *Shiro* will step forward into *jiyu kamae* position;
- 3.3.1.5 *Aka* will announces “*Jodan*” and performs a step over *Jodan* punch;
Note: Contestants may use either left or right leg in front.
- 3.3.1.6 *Shiro* may use any block and any shifting to avoid the punch and counter immediately with any appropriate and focused counter attack (both contestants must *kiai* with attack and counter attack);
- 3.3.1.7 *Aka* must lock the attack and wait for the counter, which may not be blocked;
- 3.3.1.8 All attacks, defences and counter attacks must return to original position immediately after execution;
- 3.3.1.9 *Shiro* will then announce “*Jodan*” and repeat as above;
- 3.3.1.10 Next, *Aka* will announce “*Chudan*”. *Aka* is allowed to move and get into position and must then execute a *chudan oi-zuki*;
- 3.3.1.11 *Shiro* may use any appropriate shifting and defence technique and perform any appropriate and focused counter attack with a *kiai*;
- 3.3.1.12 *Aka* must wait and may not block the counter. Both contestants must then immediately take up the *kamae* position;
- 3.3.1.13 *Shiro* will then announce “*Chudan*” and repeat as above.
- 3.3.1.14 Next, *Aka* announces “*Mae-geri*” and executes a *mae-geri* using the back leg to the *chudan* area and wait for the counter;
- 3.3.1.15 *Shiro* may use any appropriate shifting and defence technique and perform any appropriate and focused counter attack with a *kiai*;
- 3.3.1.16 *Shiro* now announces “*Mae-geri*” and repeat as above; and
- 3.3.1.17 Next, both contestants must return to the *kamae* position after which the Head Judge will say “*yame*”.
- 3.3.2. Judgement of *Jiyu Ippon Kumite*
 - 3.3.2.1 After both contestants have completed their attacks and defences, they will return to their starting positions 3 meters apart;
 - 3.3.2.2 The Head Judge steps back and call for “*Hantei*” (blow the whistle for each Judges’ decision);
 - 3.3.2.3 The judges will immediately raise their flags for either *Aka* or *Shiro*. Judges must indicate a winner and may not indicate a draw between contestants;
 - 3.3.2.4 The Head Judge will announce the winner;

- 3.3.2.5 Should the Judges' flags result in a draw the Head Judge will take a final decision (Head Judges are encouraged to take a decision before seeing the Judges' decision in order to make an impartial final decision). No repeats allowed; and
- 3.3.2.6 The Head Judge will announces "*Shomen-ni Rei*", upon which the contestants bow to the front, then "*Otagai-ni Rei*", bow to each other and leave the court area.
- 3.3.3. Criteria for decisions
 - 3.3.3.1 Correct form;
 - 3.3.3.2 Correct sequences, accuracy and efficiency of techniques;
 - 3.3.3.3 Correct use of power (*kime*);
 - 3.3.3.4 Correct co-ordination and timing;
 - 3.3.3.5 Correct *kiai* at focus point;
 - 3.3.3.6 Both contestants must *kiai* on attacks and counter attacks;
 - 3.3.3.7 Correct distance to target in both attack and defence (*maai*);
 - 3.3.3.8 No contact on body or head with attack or counter attack; and
 - 3.3.3.9 Judging will be guided by effectiveness of attacks, defences and counter attacks.

3.4. ***Jiyu Kumite***

In a *Jiyu Kumite* Event, two contestants enter the court and within the allotted time (see Chapter B 4), perform various kinds of techniques freely against each other in an attempt to achieve victory. There are two different kinds of scoring system:

- ***Ippon Shobu***: The 1st contestant to score one full point or two half points within the allotted time is declared the winner.
- ***Sanbon Shobu***: The 1st contestant to score three full points within the allotted time is declared the winner.

3.4.1. *Jiyu Kumite Individual* Procedure

- 3.4.1.1 The Head Judge calls the contestants to line up. They bow to the Front or *Shomen Ni Rei* and to each other or *Otagai Ni Rei*.
- 3.4.1.2 Two contestants move to their respective designated positions and bow to each other.
- 3.4.1.3 At the end of the match, the Head Judge calls the contestants to line up, to bow to each other and then to the Front.
- 3.4.1.4 The Head Judge may stop (*Yame*) or interrupt a match in any of the following situations:
 - 3.4.1.4.1 If there is a one point or *Ippon* or a half point or *Waza-Ari*
 - 3.4.1.4.2 If there are any elements that can lead to disqualification
 - 3.4.1.4.3 If an injury or accident occur
 - 3.4.1.4.4 If an Arbitrator requests an interruption

- 3.4.1.4.5 At a Judge's indication if considered necessary
 - 3.4.1.4.6 if a match or the surroundings of a match is considered dangerous
 - 3.4.1.4.7 If a contestant touches the area outside the borders of the court with any part of the body and is out of bounds (*Jogai*)
 - 3.4.1.4.8 When the allotted time for a match has elapsed
 - 3.4.1.5 If any of the above actions occur during a match, any Judges may signal an appropriate action to the Head Judge by whistle and a corresponding flag gesture.
 - 3.4.1.6 The Head Judge may confer with the Judges to discuss the particular action and make an appropriate decision. This takes place within the presence of the Arbitrator. If the Judges disagrees, a decision is taken with a majority rule and the Head Judge will announce the final decision.
 - 3.4.1.7 The Head Judge then gives the command to resume the match or *Tsuzukete Hajime*.
 - 3.4.1.8 When it is time to decide the outcome of the match, the Head Judge will use either voice command or whistle command to indicate that it is decision time or *Hantei*. The Judges will then indicate their decision by using the appropriate flag or flags.
 - 3.4.1.9 After taking notice of the decision of each of the Judges, the Head Judge will announce the outcome of the match.
 - 3.4.1.10 The timekeeper is seated at a designated location and monitors with a stopwatch the elapsing time during a match and uses a bell to indicate to the Judges by ringing once that 30 seconds are remaining, as well as by ringing twice that all allotted time has elapsed.
 - 3.4.1.11 The scorekeepers use the pertinent official forms to keep records of all scores and outcome of all matches or events, following the Head Judge's announcements.
- 3.4.2. *Jiyu Kumite* Team Event Procedure
- 3.4.2.1 A team consists of an odd number of contestants
 - 3.4.2.1.1 Men – 5 x (At least three contestants present)
 - 3.4.2.1.2 Women – 3 x (At least two contestants present)
 - 3.4.2.2 Prior to the event, the order in which the contestants will perform must be reported. The number of individual matches that are won determines the winning team.
 - 3.4.2.3 Team competition is when an equal amount of contestants from each team face each other. The number of wins determines the winning team. If there is a draw, the highest score determines the winner, as follows:

- 3.4.2.3.1 Most full points (*Ippons*) and half-points (*Waza-Ari's*) and least warnings (e.g. disqualification or *Hansoku*, absolute disqualification or *Shikkaku*, withdrawal by disqualification or *Kiken*, out of bounds or *Jogai Hansoku*, and/or self-endangerment or *Muboubi Hansoku*)
- 3.4.2.3.2 If there is still a draw, a match is held with a contestant chosen by each team, in order to determine the win.
- 3.4.2.3.3 If there is still a draw, a winner will be determined by a show of flags.
- 3.4.2.4 No mixed team of males and females are allowed.

4. DURATION OF MATCHES

- 4.1. The allotted time for a match is between 1 and 5 minutes, as specified by the Tournament Director in conjunction with the Chief Judge.
- 4.2. The Head Judge starts the match with a verbal cue: *Shobu Ippon* or *Shobu Sanbon - Hajime* at which time the countdown is started.
- 4.3. Countdown is stopped when *Yame* (stop) is called. Countdown resumes on *Tsuzukete - Hajime*. If the allotted time for the match has elapsed, the timekeeper will announce this to the Head Judge who will end the match immediately.

5. CRITERIA FOR SCORING

- 5.1. Definition & Criteria for Scoring Points
 - 5.1.1. The areas of attacks are defined as follows:
 - 5.1.1.1 Head and neck area or *Jodan*
 - 5.1.1.2 Stomach, sides of the abdomen and back, or *Chudan*
 - 5.1.2. Criteria for scoring points are as follows:
 - 5.1.2.1 Proper execution and power of the technique
 - 5.1.2.2 Proper distance and timing
 - 5.1.2.3 Correct posture and proper frame of mind
 - 5.1.2.4 Execution to the proper target
 - 5.1.3. If all the criteria mentioned above have been reached in the execution of a punch, a kick or a strike, this constitutes what is scored as *Ippon*.
 - 5.1.4. *Ippon* can be scored even if some of the above mentioned criteria are not reached, in the following situations:
 - 5.1.4.1 Successfully evading an attack while executing a effective counterattack
 - 5.1.4.2 Knocking the opponent off balance and executing an effective attack

- 5.1.4.3 A consecutive series of attacks that all reach their target
 - 5.1.4.4 The opponent is without any defence
 - 5.1.5. A technique that is well executed but does not qualify as *Ippon*, is defined as *Waza-Ari*.
 - 5.1.6. Two *Waza-Ari*'s become *Ippon*.
 - 5.1.7. If both contestants move and execute a technique at the same time and with similar intensity, this is called *Aiuchi*. In this instance, the attacks cancel each other and no points are scored.
- 5.2. Criteria for Reaching an Outcome in a Match
 - 5.2.1. If none of the two contestants reach the full score within the allotted time, each Judge indicate their decision as to the outcome of the match.
 - 5.2.2. If both contestants get injured or for other reasons cannot continue the match, the Judges will indicate their decision as to the outcome of the match.
 - 5.2.3. The following elements help to determine the outcome of a match:
 - 5.2.3.1 If any points are scored
 - 5.2.3.2 If there are warnings or *Hansoku Chui* have been given
 - 5.2.3.3 if there are out of bounds warnings or *Jogai Chui* have been given
 - 5.2.3.4 If there are volunteer non defending warnings or *Muboubi Chui* have been given
 - 5.2.3.5 If one contestant has dominated more in that match
 - 5.2.3.6 Skill and strength of the techniques displayed
 - 5.2.3.7 Fighting spirit and effort shown by a contestant; if there has been any caution or *Keikoku* given
 - 5.2.3.8 Proper frame of mind shown by a contestant
 - 5.2.3.9 The amount of attacks performed by one contestant as compared to the other
 - 5.2.4. The Head Judge who must have taken notice of the decision of each Judge ultimately decides the outcome of the match.
 - 5.2.5. If the outcome of the match cannot be decided, a draw or *Hikiwake* is then declared.
- 5.3. Re-Match (*Sai-Shiai*) & Second Re-Match (*Sai-Sai-Shiai*)
 - 5.3.1. If there is a draw, another match will be held. This re-match is called *Sai-Shiai*. If this re-match ends up in a draw, a second re-match called *Sai-Sai-Shiai* will be held. However, the Head Judge may order that this second re-match is a "sudden death" match meaning that the contestant that scores first is declared the winner.
 - 5.3.2. After a second re-match the Judges must determine a winner.

6. PROHIBITED BEHAVIOUR

6.1. *Sanbon Kumite* AND *Kihon Ippon Kumite*

6.1.1. Pertinent to Attack

- 6.1.1.1 Faking a movement in order to have the opponent move, and then attack that opponent.
- 6.1.1.2 Lunging the body towards the opponent or taking more than one basic step forward to attack.
- 6.1.1.3 From the natural position or *Shizentai*, the attack must follow a straight line forward and not follow the opponent who may have moved prior to completion of the attack.
Attention: The foot of the attacking contestant that has stepped forward, should end up positioned between the opponent's legs. Fundamental basic technique must be applied during execution.
- 6.1.1.4 Face level and stomach level attacks that are executed with forceful motions such as pressing the arm downward while the opponent is executing a blocking technique.
- 6.1.1.5 Attacks to any joints (shoulders, hips, knees, etc.).
- 6.1.1.6 Bouncing for tactical advantage is prohibited.
- 6.1.1.7 Withdrawing the hand too quickly when executing an attack.

6.1.2. Pertinent to Defence

- 6.1.2.1 Contact or hitting the attacking contestant other than the blocking technique that should be executed.
Attention: There is no contact to the other contestant except to execute the blocking technique.
- 6.1.2.2 Any combination techniques; sweeping the attacking contestant – *Ashi-Barai*; any projection techniques or holds involving the joints.
- 6.1.2.3 During the execution of a blocking technique to the stomach, to be blocking at the other contestant's elbow.
Attention: Proper blocking is done at the wrist of the attacking contestant.
- 6.1.2.4 During the execution of a blocking technique to the face, any forceful motions that may cause a loss of balance of the attacking contestant.
- 6.1.2.5 During the execution of a blocking technique to the stomach, to be using any forceful downward motions.
- 6.1.2.6 Bouncing for tactical advantage is prohibited.
- 6.1.2.7 Withdrawing too quickly the hand that is executing a counterattack.

6.2. *Jiyu Ippon Kumite*

6.2.1. Pertinent to Attack

- 6.2.1.1 Distance is too short, and lunging the body towards the opponent.
 - 6.2.1.2 Contact or hitting the opponent.
 - 6.2.1.3 Blocking or shifting the body during the counterattack.
 - 6.2.1.4 Grabbing or holding the opponent.
 - 6.2.1.5 Faking a movement in order to have the opponent respond and then attack.
 - 6.2.1.6 Bouncing for tactical advantage is prohibited.
 - 6.2.2. Pertinent to Defence
 - 6.2.2.1 Stepping out of the court for 3 times. A caution or *Keikoku* is given for the first time, a warning or *Chui* is given for the second time and a disqualification or *Hansoku* is given for the third time.
 - 6.2.2.2 Blocking and counter attacking at the same time.
 - 6.2.2.3 Bouncing for tactical advantage is prohibited.
- Note:** Please also refer to sections 8 and 9, Warnings and Penalties, and Disqualifications and Withdraws for additional information.

6.3. *Jiyu Kumite*

- 6.3.1. Pertinent to Attack
 - 6.3.1.1 Not attacking;
 - 6.3.1.2 Distance is too short, and lunging the body towards the opponent;
 - 6.3.1.3 Excessive Contact;
 - 6.3.1.4 Grabbing, pushing or holding the opponent; and
 - 6.3.2. Pertinent to Defence
 - 6.3.2.1 Stepping out of the court;
 - 6.3.2.2 Faking a hit; and
 - 6.3.2.3 Not defending.
- Note:** Please also refer to sections 8 and 9, Warnings and Penalties, and Disqualifications and Withdraws for additional information.

7. INJURIES AND ACCIDENTS

- 7.1. If a contestant is unable to continue a match due to injury, the Judges will decide if a withdrawal or *Kiken* is to be given. If that is the case, then the opponent is declared the winner.
- 7.2. If both contestants are injured and there are no disqualifications or *Hansoku's* issued, then the match is stopped and a winner will be selected by the Head Judge and Judges.

8. WARNINGS AND PENALTIES

This section describes the elements or criteria leading to Penalties.

Any contestant who has received a disqualification or *Hansoku* during a *Kumite* match, is not allowed to continue to compete in Individual or Team *Kumite*. However, participation in *Kata* Events is possible, subject to 9.1.2. The contestant who has received a disqualification or *Hansoku* is to be identified by a red tape affixed to the upper right arm.

When the Head Judge announces a *Hansoku*, the scorekeeper will record this on a specific document that is submitted to the Chief Judge.

8.1. **Contact Penalties:**

- 8.1.1. Excessive contact;
- 8.1.2. Whereas joints are attacked;
- 8.1.3. Performing dangerous throws;
- 8.1.4. Wasting time by not attacking;
- 8.1.5. Using provocative language and attitude, or verbal taunting;
- 8.1.6. Attacking after stop (*Yame*) or out of bounds (*Jogai*) is called;
- 8.1.7. Head butt;
- 8.1.8. Spear hand or *Nukite* attack to the eyes;
- 8.1.9. Open hand attacks;
- 8.1.10. Purposely attacking the groin area; and
- 8.1.11. When being attacked, the reaction is overly exaggerated.

Should any of the above perpetrations occur, the following decisions may be taken:

- 8.1.11.1 If an element has been identified but not so severe as to cause injury or damage to a contestant, a caution or *Keikoku* is then given. This caution does not affect judging decision but if a second caution is given in the same match, this could result in disqualification of the perpetrator and the other contestant is declared the winner.
- 8.1.11.2 If an element has been identified as severe and there is obvious malicious intent or if a contestant is seriously injured or damaged, a disqualification or *Hansoku* is given to the perpetrator and the other contestant is declared the winner.

8.2. **Out of Bounds (*Jogai*) Penalty**

- 8.2.1. If a contestant touches the ground outside the borders of the court with any part of the body, a caution indicative of out of bounds or *Jogai Keikoku* is then announced.
- 8.2.2. If this happens a second time, an out of bounds warning or *Jogai Chui* is given.
- 8.2.3. If this happens a third time, a disqualification by out of bounds or *Jogai Hansoku* is given to the perpetrator and the other contestant is declared the winner.

8.3. Self-Endangerment (*Muboubi*) Penalty

- 8.3.1. A caution (*Keikoku*), warning (*Chui*) or disqualification (*Hansoku*) for self-endangerment (*Muboubi*), may be given in the following situations:
 - 8.3.1.1 if it is obvious that a contestant does not provide any defensive effort and gets hit, then that contestant receives the appropriate level of self-endangerment caution (*Keikoku*), warning (*Chui*) or disqualification (*Hansoku*); or
 - 8.3.1.2 if it is evident that a contestant shows no fighting effort.
- 8.3.2. Although an opponent is not necessarily hit, should the Head Judge rule the present situation dangerous, that contestant may receive a self-endangerment reprimand by means of a caution (*Keikoku*), warning (*Chui*) or disqualification (*Hansoku*), in which case the opponent is declared the winner.
- 8.3.3. Contestants must demonstrate proper *Zanshin* (maintain total concentration, observation, and awareness of the opponent's potentiality to counter-attack).

8.4. Uncontrolled Attack / Penalty

- 8.4.1. If a contestant launches an uncontrolled attack at his opponent, he may receive a reprimand by means of a caution (*Keikoku*), warning (*Chui*) or disqualification (*Hansoku*), in which case the opponent is declared the winner.

8.5. Ill-Mannered Behaviour

- 8.5.1. Ill-mannered behaviour of both contestants and/or coaches may in such instances receive a reprimand by means of a caution (*Keikoku*), warning (*Chui*) or disqualification (*Hansoku*), in which case the opponent is declared the winner.

9. DISQUALIFICATIONS AND WITHDRAWALS

9.1. Absolute Disqualification (*Shikkaku*)

- 9.1.1. An absolute disqualification or *Shikkaku* is given in the following situations and therefore the opponent is declared the winner:
 - 9.1.1.1 Non-compliance to the orders of the Head Judge;
 - 9.1.1.2 Display of poor and unacceptable attitude and frame of mind and use of unacceptable verbal or body language as a Karate contestant; and
 - 9.1.1.3 If it is deemed inappropriate for the match to continue.
- 9.1.2. When a contestant receives an absolute disqualification, he/she cannot continue to participate in any other event in the tournament.
- 9.1.3. The details of an absolute disqualification must be discussed by the Judges involved and given to the pertinent scorekeepers who enter these specified details on the appropriate form, which is given to the Chief Judge.

- 9.1.4. If a team has perpetrated a serious offense, the whole team is given an absolute disqualification and the opposing team is declared the winner.

9.2. **Withdrawal (*Kiken*)**

- 9.2.1. If a contestant withdraws, the opponent is declared the winner.
- 9.2.2. A contestant who voluntarily withdraws from an event cannot compete in any other events.

CHAPTER C KATA

1. COMPETITION AREA AND EQUIPMENT

- 1.1. Required Equipment
 - 1.1.1. Whistles – one per official
 - 1.1.2. Red and white flags – a pair for each Judge
 - 1.1.3. Score boards or score cards – a set per Judge
 - 1.1.4. Official forms for scorekeepers including a copy for the Arbitrator
 - 1.1.5. *Kata* cards: a set of Designated Basic *Kata* and a set of Designated Intermediate *Kata*
 - 1.1.6. Red bands of cloth to differentiate the contestants– the dimensions of this red band of cloth worn around the waist should not hinder the match in any way.

2. DESCRIPTION OF KATA EVENTS

In a *Kata* Event, a *Kata* is performed in a court. The Judges make a decision in order to declare a winner. The following types of *Kata* Events or Matches may be presented:

- 2.1. Flag System: Two contestants simultaneously perform the same *Kata* that is chosen by the Head Judge and a winner is declared.
- 2.2. Point System: One contestant at a time performs a *Kata* and each Judge awards points based on the performance of that contestant. The highest and lowest scores are discarded and the total calculated of the remaining scores; the highest score is the winner.
- 2.3. Team (Unison) Kata: Each team of three contestants performs the same *Kata*, which may be repeated. Teams start by facing the Front or *Shomen*, at a starting position of their choice. The team is given a total score according to the Point System. *Aka* will perform their *kata* first, followed by *Shiro*.

A contestant or team chooses a *Kata* from the following list as approved by the Masters Committee or *Shihan-Kai*:

<i>Heian Shodan</i>	<i>Tekki Shodan</i>	<i>Empi</i>	<i>Nijushiho</i>	<i>Gojushiho Sho</i>
<i>Heian Nidan</i>	<i>Tekki Nidan</i>	<i>Bassai Sho</i>	<i>Chinte</i>	<i>Gojushiho Dai</i>
<i>Heian Sandan</i>	<i>Tekki Sandan</i>	<i>Kanku Sho</i>	<i>Unsu</i>	<i>Wankan</i>
<i>Heian Yondan</i>	<i>Bassai Dai</i>	<i>Jitte</i>	<i>Ji'in</i>	<i>Sochin</i>
<i>Heian Godan</i>	<i>Kanku Dai</i>	<i>Gankaku</i>	<i>Meikyo</i>	
	<i>Jion</i>	<i>Hangetsu</i>		

2.4. *Kata* Events performed per Division

2.4.1. Age / Grade Divisions

2.4.1.1 Preliminary, Semi-final and Final Round prerequisites are determined by the Chief Judge prior to the Tournament.

2.4.2. Open Division

2.4.2.1 Preliminary Rounds – Head Judge nominates and announces *Heian* or *Tekki Kata* to be performed; and

2.4.2.2 Semi-Final (last 8) Rounds – Contestant performs any JSKA *Kata* of choice and highest Points determine a winner. The highest and lowest scores are discarded and the total calculated of the remaining scores; the highest score is the winner.

3. JUDGING PANEL

The following officials are required per court:

3.1. One Head Judge;

3.2. Four Judges for the Red and White Flag System events, or

3.3. Six or Four Judges for the Point System events.

4. CRITERIA FOR EVALUATION

4.1. Criteria for Decisions

4.1.1. Evaluating elements as part of *Kata* sequence

4.1.1.1 Did not return to the starting point;

4.1.1.2 Mistake is made, but immediately corrected and *Kata* is resumed;

4.1.1.3 Movement is missed, but *Kata* is continued;

4.1.1.4 Major mistake is made and several movements are missed;

4.1.1.5 Stopped in the middle of the performance;

4.1.1.6 Being interrupted by the Head Judge; and

4.1.1.7 **Mistakes** made (more fully described below) are to be used to deduct points or to influence the selection of a preferred winner, but **Errors** made (as in 4.4 below) are considered much more serious and constitutes Disqualification:

4.1.1.7.1 Sample of a **mistake** would be to punch *jodan* instead of *chudan*, incorrect stance, etc.

4.1.1.7.2 Sample of an **error** would be to leave one or more moves out of performing a *kata*, doing a different *kata* than the one requested or announced, etc.

4.1.2. Fundamental Criteria for Decisions

- 4.1.2.1 Posture
 - 4.1.2.2 Balance
 - 4.1.2.3 Stances
 - 4.1.2.3.1 Width and length
 - 4.1.2.3.2 Adherence of the feet to the floor
 - 4.1.2.3.3 Position of the hips
 - 4.1.2.3.4 Rotation of the hips
 - 4.1.3. Basics or *Kihon*
 - 4.1.3.1 Transforming the body parts into “weapons”
 - 4.1.3.2 Strength and focus of techniques
 - 4.1.3.3 Aiming for the proper target
 - 4.1.3.4 Proper course of techniques
- 4.2. Criteria for *Kata* Evaluation
 - 4.2.1. *Kata*’s are not judged by seniority and/or grade
 - 4.2.2. Proper sequence of movements
 - 4.2.3. Observing the three key elements of *Kata*:
 - 4.2.3.1 Contraction / Expansion;
 - 4.2.3.2 Slow / Fast Movements; and
 - 4.2.3.3 Hard / Soft Techniques.
 - 4.2.4. Power and accuracy in performance of basic techniques
 - 4.2.5. Following the proper course of direction and accuracy in returning to the starting position or *Embusen*
 - 4.2.6. Overall performance and illustrating the essential characteristics of the chosen *Kata*
 - 4.2.7. Correct eye contact or *Chakugan*
 - 4.2.8. Fighting spirit and effort
 - 4.2.9. Proper use of stance and posture or *Kamae* and the ability to focus the mind or *Zanshin*
 - 4.2.10. Proper frame of mind
 - 4.2.11. Accuracy in transforming the body parts into “weapons” of attack and defence
 - 4.2.12. Accuracy in reaching the point of target
 - 4.2.13. If there are any exaggerated movements
 - 4.2.14. Intentional change to the set flow of the *Kata*
 - 4.2.15. Synchronization of performance in Team *Kata*
 - 4.2.16. Point System - The Judges and the Head Judge indicate their respective scores. The highest and the lowest scores are dropped and the rest is added up, forming the total score.
- 4.3. Criteria for Point Deduction

Points may be deducted in the following situations:

- 4.3.1. The contestant makes a mistake, but continues to perform;
- 4.3.2. The contestant pauses for no apparent reason but continues afterwards;
- 4.3.3. The contestant makes exaggerated breathing sounds while executing the *Kata*; and/or
- 4.3.4. The contestant is outside the 1 step allowance for coming back to the starting position (*Embusen*).
- 4.3.5. Depending on the severity of the mistake, each of the above deductions should vary between 0.1 and 0.3 of a point deducted in scoring.

4.4. Criteria for Disqualification

The contestant may be disqualified in the following situations:

- 4.4.1. The contestant does not finish the *Kata*;
- 4.4.2. The contestant does a different *Kata* from the one announced; and/or
- 4.4.3. The contestant uses profane verbal or body language.
- 4.4.4. A Contestant that has been disqualified in a *Kumite* match cannot compete in *Kata* Events as well, the disqualification (*Hansuko* or *Shikaku*) must be publicly announced.

4.5. Re-Match (*Sai-Shiai*)

- 4.5.1. If there is a draw in a Red and White Flag System match, the Head Judge will choose another *Kata* to be performed by the contestants.
- 4.5.2. If there is a draw in a Point System match, the contestants will perform the same *Kata* again. If there is still a draw, the lowest score that was dropped is now added up for a total score. If there is still a draw, the highest score that was dropped is now added up as well for a total score. If finally there is still a draw, the contestants will select and perform a different *Kata* of their choice.

5. OPERATIONS AND PROCEDURES OF MATCHES (OPEN EVENTS)

- 5.1. For a Flag System match, each contestant moves to their respective starting positions, bows to the Front (*Shomen*) and then to each other.
- 5.2. The Head Judge then chooses at random a *Kata* and announces the name of the *Kata* to the contestants who repeat the name of that *Kata*. Both contestants begin their performance at the Head Judge's command to start.
- 5.3. When their performances are finished, the two contestants will bow to each other and then to the Front before leaving the court area.
- 5.4. In Semi-Final Rounds, contestants select, announce and perform any JSKA *Kata*.
- 5.5. For Point System, each contestant chooses their own starting positions, and announces the name of their chosen *Kata*. The Head Judge will repeat the name of that *Kata* and the contestant will then start their performance at their own timing.

- 5.6. When the performance is finished, the contestant returns to the starting position and awaits the decision of the Judges.
- 5.7. If necessary, the Head Judge may confer with the Judges in order to make a decision and in case of a disagreement, consider the following aspects:
 - 5.7.1. Improper behaviour leading to disqualification (*Hansoku*) or making a mistake
 - 5.7.2. Injury or accident
 - 5.7.3. Questionable issue prior to scoring
- 5.8. If any of the above has been identified, the Judges will indicate it to the Head Judge by whistle command.
- 5.9. The Head Judge may overrule one Judge, but has to take action when two or more Judges indicate an action
- 5.10. The scorekeepers use the pertinent official forms to keep records of all the names of the *Kata* chosen by each contestant.
- 5.11. For Red and White Flag System, when it is time to decide the outcome of the match, the Head Judge will use either voice command or whistle command to indicate that it is decision time or *Hantei*. The Judges will then indicate their decision by using a flag or flags.
- 5.12. For Point System, when it is time to decide the outcome of the match, the Head Judge will use whistle command to indicate that it is decision time or *Hantei*. The Judges will then raise their scoreboards or score cards with their choice of score.
- 5.13. One of the scorekeepers reads in a loud and clear voice, each score, starting from the Head Judge and moving clockwise. The other scorekeepers write the announced scores on the appropriate official forms and make the necessary calculations for a total score.
- 5.14. A scorekeeper will announce the final score and the Head Judge repeats this score. The Head Judge will then use whistle command to indicate to the Judges to lower their scoreboards or score cards.
- 5.15. After the announcement of the final score or outcome of the match, the involved contestant steps out of the court.

CHAPTER D APPENDICES

1. PROCEDURES FOR JUDGING

1.1. Location of Judges

- 1.1.1. The Head Judge during a match is positioned as seen below and moves according to the contestants.
- 1.1.2. The Judges hold a whistle in their mouth as well as a red and white flag in their hands. They are positioned as seen below.

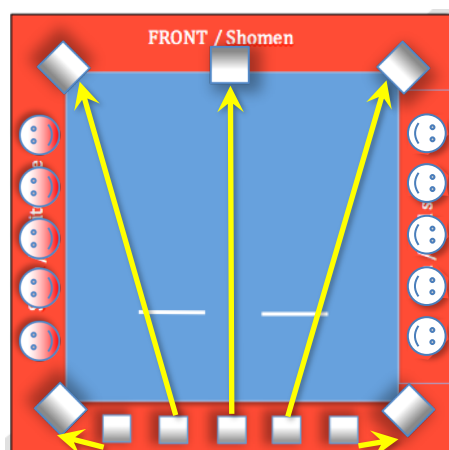
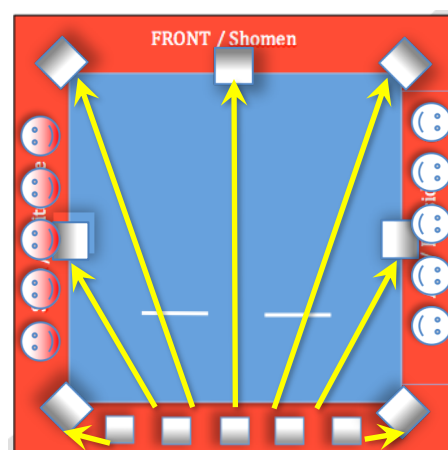


Figure 2

Judges in 4 and 6-Judge Systems



Location of

Note: For a Red and White Flag System, please see above diagram. *Aka* is situated at the right side of the Head Judge while *Shiro* is at the left side. For the positioning of the Head Judge and Judges, please follow the arrows to see where the contestants are positioned after initial bowing and when the match is over, to see them come back to their original positions for the final bowing.

The Arbitrator sits facing the Front or *Shomen*, for observation of the match.

1.2. Procedures for Judging *Kumite*

1.2.1. Voice Commands for the Head Judge

The following commands are to be used by the Head Judge:

- 1.2.1.1 'Shomen-ni Rei'; 'Otagai-ni Rei' and 'Centre'
- 1.2.1.2 1 Point or 3 Points Match begin – *Shobu Ippon* or *Shobu Sanbon*; *Hajime*
- 1.2.1.3 Stop – *Yame*
- 1.2.1.4 Return to your starting position – *Moto No Ichi*
- 1.2.1.5 Resume, for a *Kumite* match – *Tsuzukete Hajime*
- 1.2.1.6 30 seconds time remaining – *Ato Shibaraku*
- 1.2.1.7 Half point – *Waza-Ari*

- 1.2.1.8 1 point – *Ippon*
- 1.2.1.9 Scoring twice – *Awasete Ippon*
- 1.2.1.10 No points – *Torimasen*
- 1.2.1.11 Faster attack – *Aka / Shiro Hayai*
- 1.2.1.12 Simultaneous attacks – *Aiuchi*
- 1.2.1.13 Distance not sufficient – *Maai*
- 1.2.1.14 Blocked attack – *Ukete-Masu*
- 1.2.1.15 Off target attack – *Nukete-Masu*
- 1.2.1.16 Weak attack – *Yowai*
- 1.2.1.17 Caution – *Keikoku*
- 1.2.1.18 Warning – *Chui*
- 1.2.1.19 To disqualify – *Hansoku*
- 1.2.1.20 Non defending – *Muboubi*
- 1.2.1.21 Out of bounds – *Jogai*
- 1.2.1.22 Decision time – *Hantei*
- 1.2.1.23 Red (or White) is the winner – *Aka (or Shiro) No Kachi*
- 1.2.1.24 Draw – *Hikiwake*
- 1.2.1.25 Re-match – *Sai-Shiai*
- 1.2.1.26 Second re-match – *Sai-Sai-Shiai*
- 1.2.1.27 Call to confer – *Shugo*
- 1.2.1.28 Withdrawal of contestant – *Kiken*
- 1.2.1.29 Absolute disqualification – *Shikkaku*

When 1 point (*Ippon*) or half point (*Waza-Ari*) is scored, the Head Judge clearly announces the target area and the kind of attack that was done effectively.

- 1.2.1.30 Head and neck area – *Jodan*
- 1.2.1.31 Stomach, sides of the abdomen and back – *Chudan*
- 1.2.1.32 Punch – *Tsuki*
- 1.2.1.33 Kick – *Geri*
- 1.2.1.34 Strike – *Uchi*

1.2.2. **Whistle Commands** for the Head Judge

The following are the whistle commands (indicated by the length of __) used by the Head Judge:

- 1.2.2.1 ____ _ Start – *Hajime*
- 1.2.2.2 _ _ Stop – *Yame*
- 1.2.2.3 _ _ _ Call to confer - *Shugo*
- 1.2.2.4 ____ _ Decision time - *Hantei*
- 1.2.2.5 _ Lower flags or score boards

The following are the whistle commands used by the Arbitrator:

1.2.2.6 _ _ _ _ _ Stop the match

The following are the whistle commands used by the Judges:

1.2.2.7 _ 1 point or *Ippon* has been scored

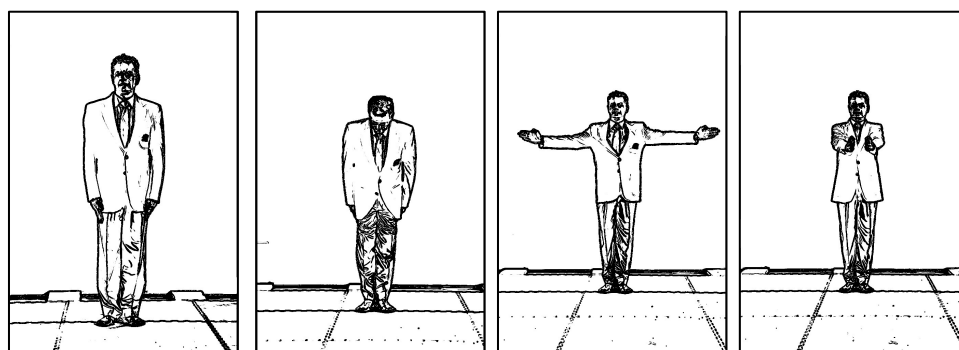
1.2.2.8 _ Half point or *Waza-Ari* has been scored

1.2.2.9 _ _ _ _ _ Attention call to Head Judge

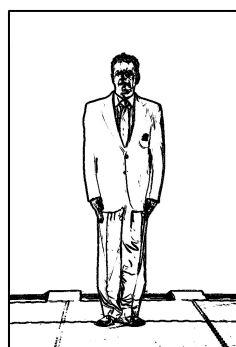
1.2.3. **Hand Signals** for the Head Judge

The Head Judge uses the following specific gestures when expressing his/her judgments and decisions:

1.2.3.1 1-Point Match begins / *Shobu Ippon - Hajime*
Shomen-ni - Rei Otagai-ni Rei and 'Centre'



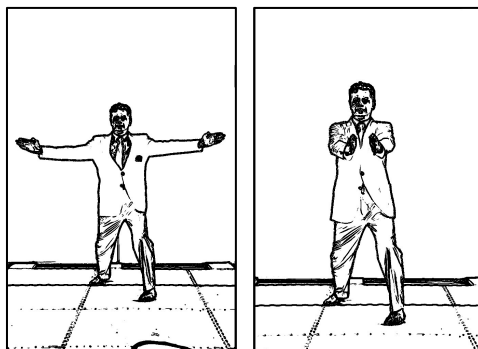
Shobu Ippon; Hajime



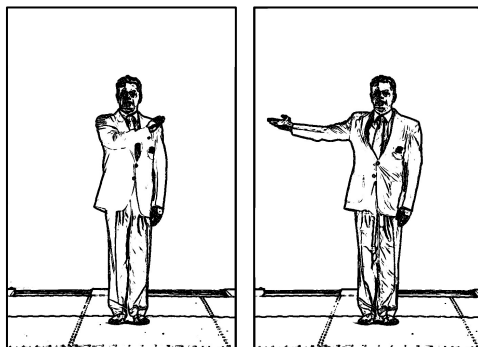
1.2.3.2 Stop / *Yame*



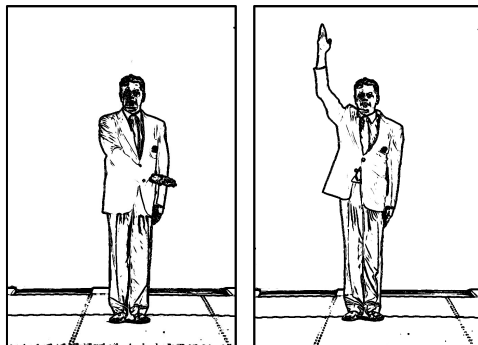
1.2.3.3 Resume Match / *Tsuzukete - Hajime*



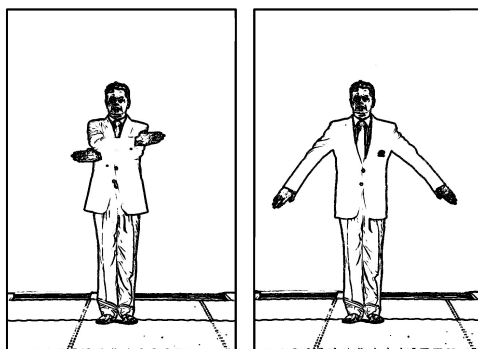
1.2.3.4 Half Point / *Waza-Ari*



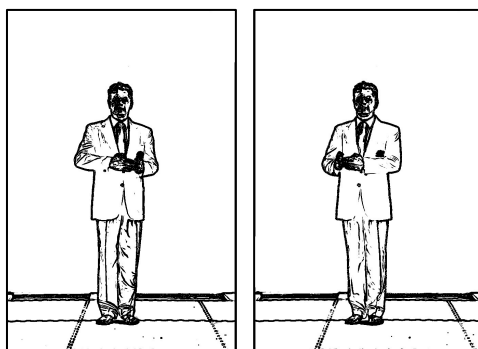
1.2.3.5 1 Point / *Ippon*



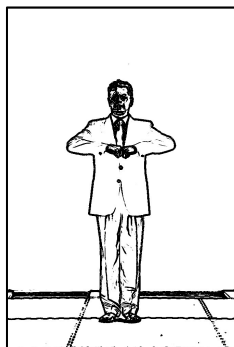
1.2.3.6 No Point / *Torimasen*



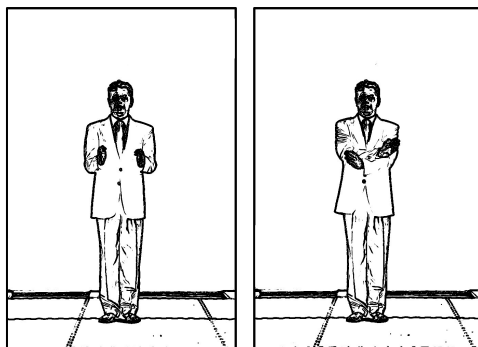
1.2.3.7 Faster Attack / *Hayai*



1.2.3.8 Attacks at same time / *Aiuchi*



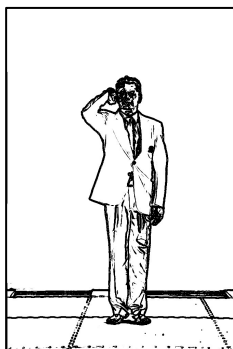
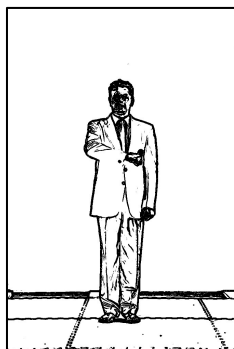
1.2.3.9 Distance not sufficient / *Maai*



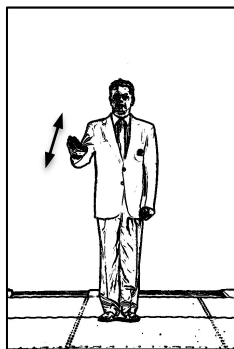
1.2.3.10 Blocked Attack / *Ukete-Masu*



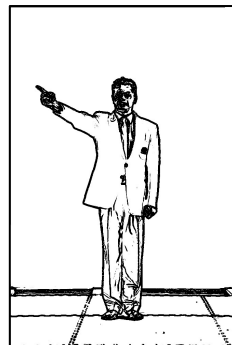
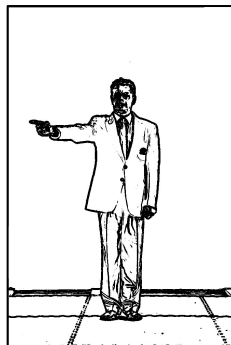
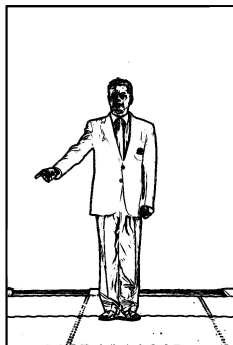
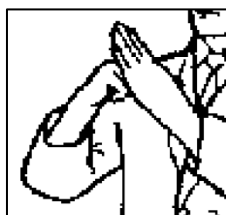
1.2.3.11 Off Target Attack / *Nukete-Masu*



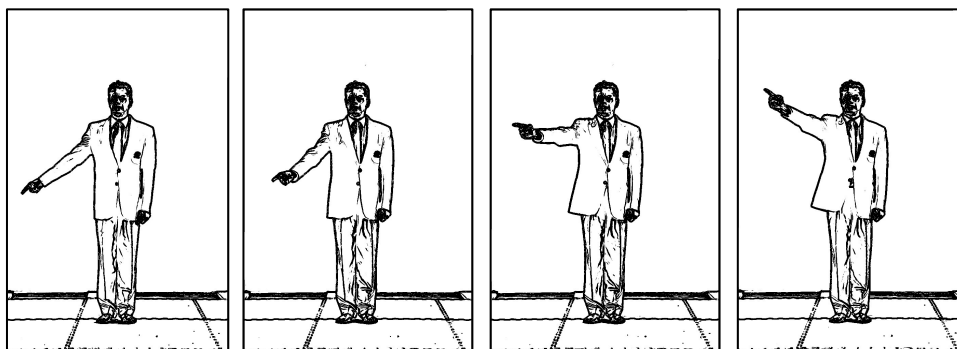
1.2.3.12 Weak Attack / *Yowai*



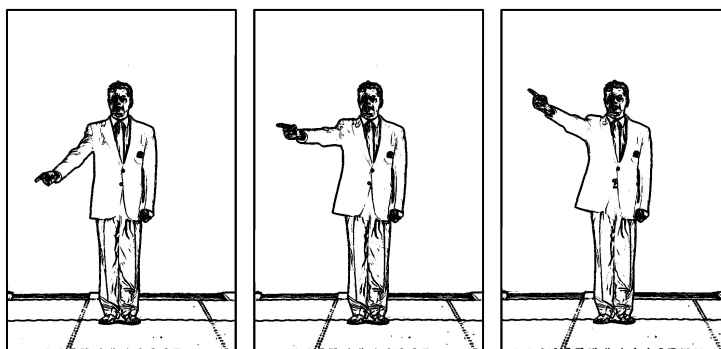
1.2.3.13 Excessive Contact - *Keikoku* | *Chui* | *Hansoku*



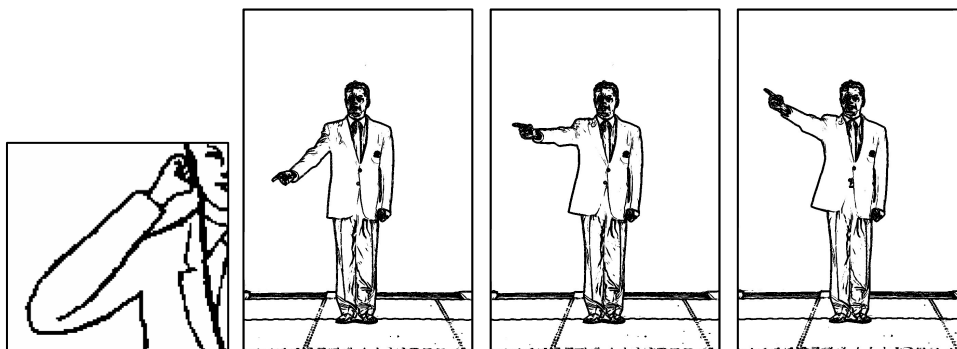
1.2.3.14 Out of Bounds / *Jogai - Keikoku* | *Chui* | *Hansoku*



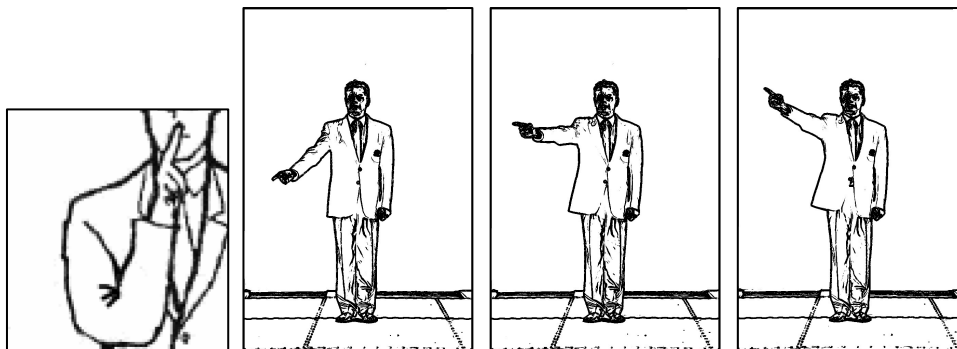
1.2.3.15 Self-endangerment / *Muboubi - Keikoku* | *Chui* | *Hansoku*



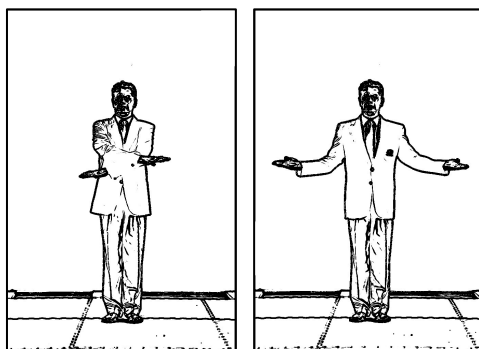
1.2.3.16 Uncontrolled Attack - *Keikoku* | *Chui* | *Hansoku*



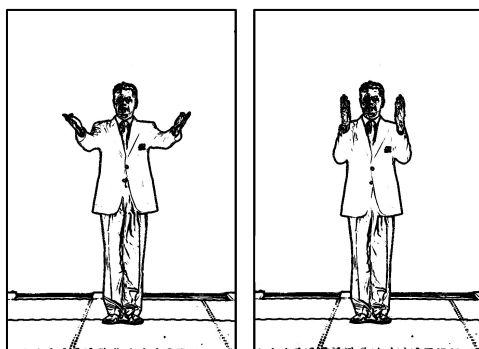
1.2.3.17 Ill-mannered behaviour - *Keikoku* | *Chui* | *Hansoku*



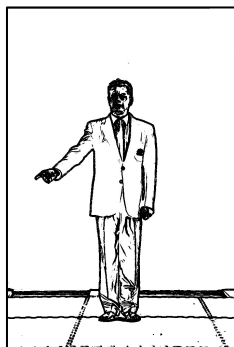
1.2.3.18 Draw / *Hikiwake*



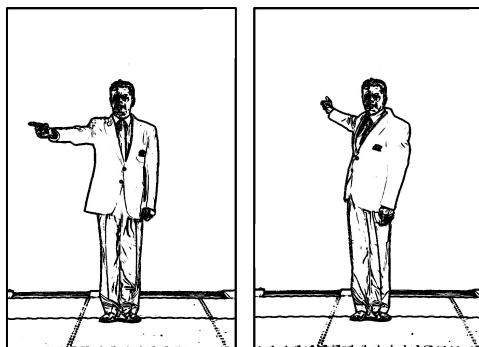
1.2.3.19 Calling Judges to Confer / *Shugo*



1.2.3.20 Withdrawal / *Kiken*

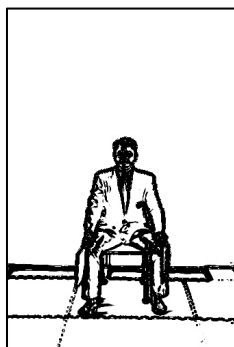


1.2.3.21 Absolute Disqualification / *Shikkaku*



1.2.4. **Flag Signals** for Judges

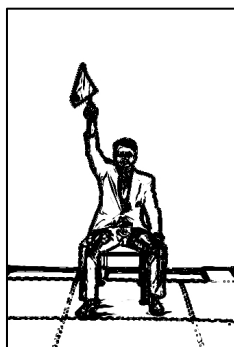
1.2.4.1 Ready, Begin / *Yoi - Hajime*



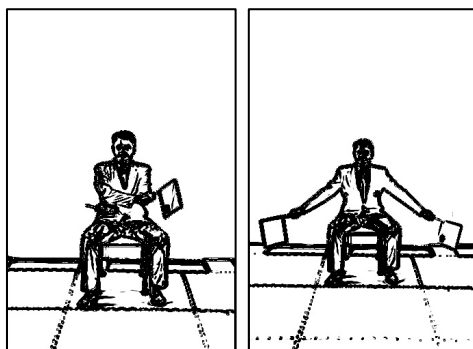
1.2.4.2 Half Point / *Waza-Ari*



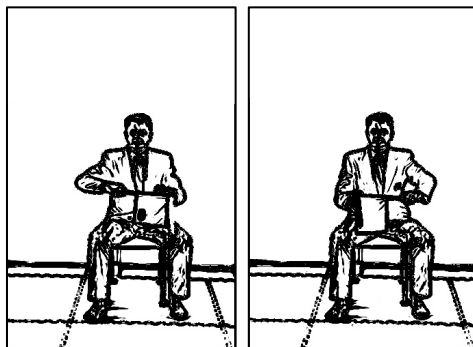
1.2.4.3 1 Point / *Ippon*



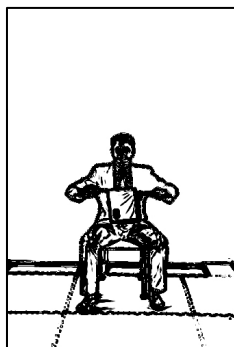
1.2.4.4 No Point / *Torimasen*



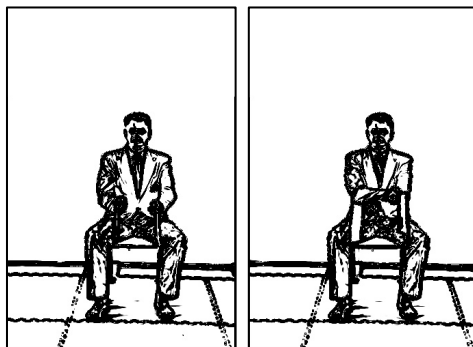
1.2.4.5 Faster Attack / *Hayai*



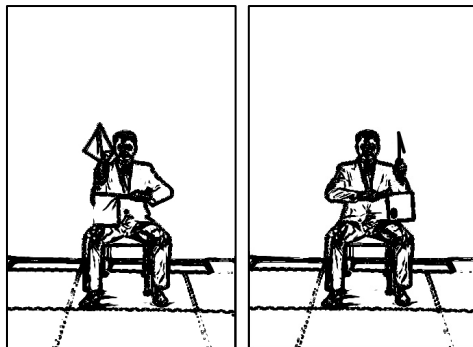
1.2.4.6 Attacks at same time / *Aiuchi*



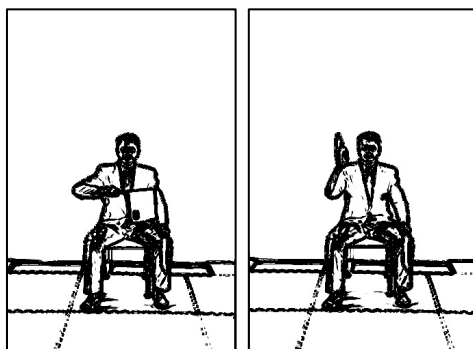
1.2.4.7 Distance not sufficient / *Maai*



1.2.4.8 Blocked Attack / *Ukete-Masu*



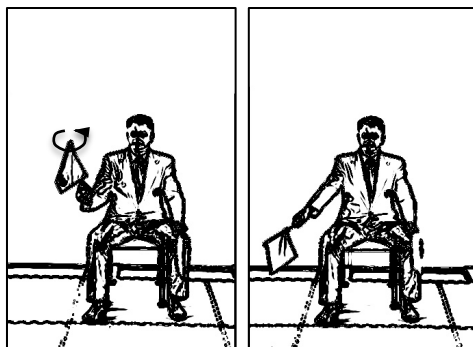
1.2.4.9 Off Target Attack / *Nukete-Masu*



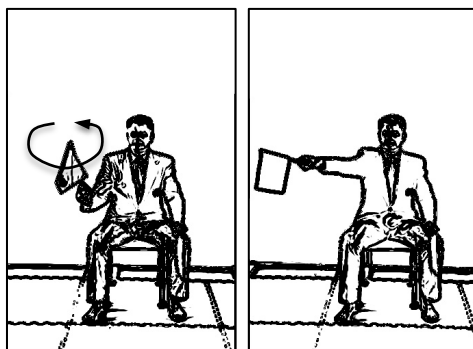
1.2.4.10 Weak Attack / *Yowai*



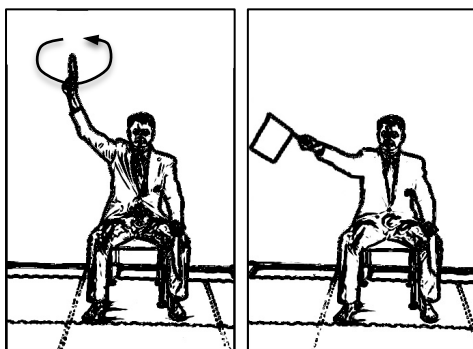
1.2.4.11 Caution leading to Disqualification / *Keikoku*



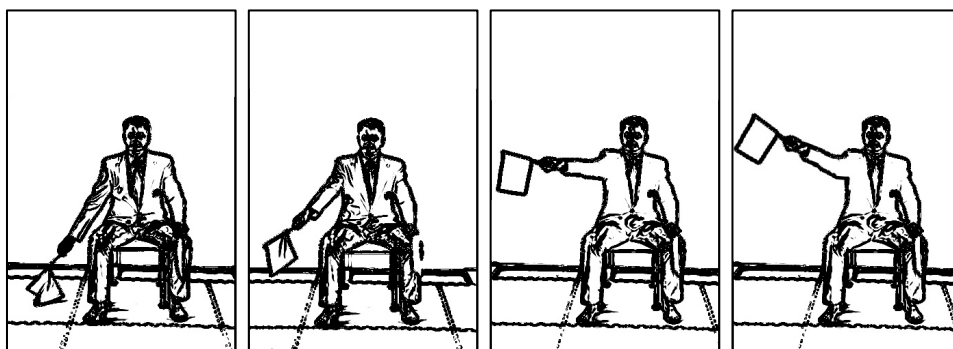
1.2.4.12 Warning leading to Disqualification / *Chui*



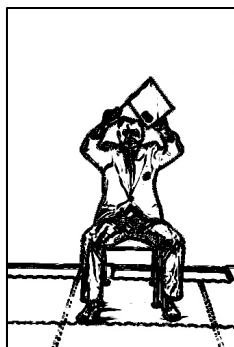
1.2.4.13 Disqualification / *Hansoku*



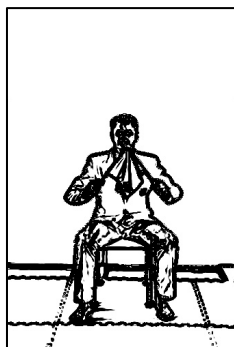
1.2.4.14 Out of Bounds / *Jogai – Keikoku* | *Chui* | *Hansoku*



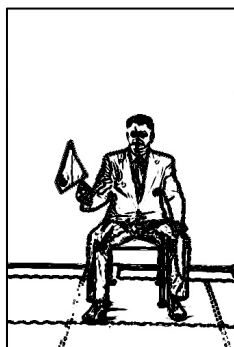
1.2.4.15 Draw / *Hikiwake*



1.2.4.16 Unable to see / *Mienai*



1.2.4.17 Voluntary Withdrawal / *Kiken*



1.3. Procedures for Judging *Kata*

1.3.1. Voice Commands for the Head Judge

The following commands are to be used by the Head Judge:

1.3.1.1 'Shomen-ni Rei'; 'Otagai-ni Rei' and contestants Enter *tatami*

1.3.1.2 Ready, begin – *Yoi; Kata?*; Head Judge/Contestants announce *Kata; Hajime*

1.3.1.3 *Rei* and contestants Exit *tatami*

1.3.2. Whistle Commands for the Head Judge

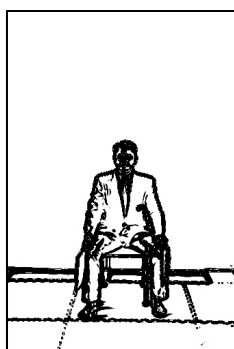
The following are the whistle commands (indicated by the length of __) used by the Head Judge:

1.3.2.1 _____ Decision time at completion of *Kata - Hantei*

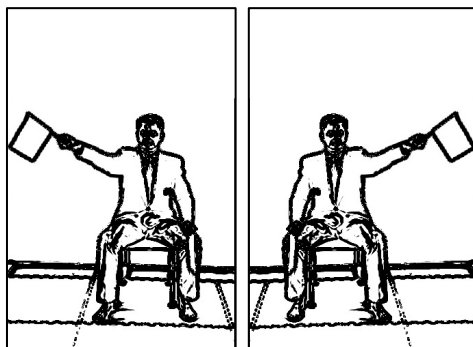
1.3.2.2 _ Lower flags or score boards

1.3.3. Flag Signals for Head Judge and Judges

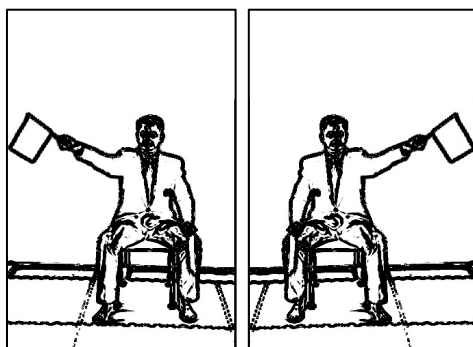
1.3.3.1 Ready, Begin / *Yoi; Kata? Hajime*



1.3.3.2 Decision time at completion of *Kata - Hantei*
Judges indicate the winner *Aka* or *Shiro*



1.3.3.3 Head Judge indicates the winner *Aka* or *Shiro*



1.4. Criteria for Decisions

The Head Judge decides the outcome of the match following the indications of all the Judges. Please see the table below for all possible decisions in a Red and White Flag System for both *Kumite* and *Kata* Events.

R – *Aka*/Red

W – *Shiro*/White

X – Draw

Judges decision				Decisions by the Head Judge
W	W	W	W	White is the Winner
W	W	W	R	White is the Winner
W	W	R	X	White is the Winner / Draw
W	W	X	R	White is the Winner / Draw
R	R	R	R	Red is the Winner
R	R	R	W	Red is the Winner
R	R	W	X	Red is the Winner / Draw
R	R	X	W	Red is the Winner / Draw
X	X	X	X	Draw
W	X	X	W	Draw / White is the Winner
R	X	X	R	Draw / Red is the Winner
R	X	X	W	Draw / Red is the Winner / White is the Winner
R	R	W	W	Red is the Winner / White is the Winner
W	W	X	X	Draw / White is the Winner
X	X	R	R	Draw / Red is the Winner

2. TOURNAMENT OPERATIONAL GUIDELINES

2.1. Tournament Divisions

- 2.1.1. Children (7 – 13 years)
- 2.1.2. Youth (14 – 15 years)
- 2.1.3. Juniors (16 – 17 years)
- 2.1.4. Under 21 (18 -20 years)
- 2.1.5. Seniors (21 – 34 years)
- 2.1.6. Veterans (35 – 44 years)
- 2.1.7. Masters (45 – 54 years)
- 2.1.8. Grand Masters (55+ years)
- 2.1.9. Open (18+ years)

2.2. Tournament Organiser responsibility CHECKLIST

2.3. Match Drawsheets

The Tournament Organiser and relevant Coaches and Officials jointly populates a Seed List of Contestants, based on knowledge of the participants and previous performances at championships.

Using the contestants from the seed list, drawsheets for 4 up to 32 contestants are compiled (numbers represent seeded contestants, letters the sequence of matches).

NOTES: