

A decorative graphic consisting of overlapping yellow, red, and blue squares with a black crosshair is positioned to the left of the text.

World Karate Federation

Kumite Seminar

Welcome!

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WKF COMPETITION RULES

KUMITE

Version 9.0 - January 2015

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TATAMI



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Jacket ties must be tied



Yes!



No!

Jackets without ties cannot be used

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Compulsory protective equipment

All protective equipment must be WKF homologated

Mitts **red** for AKA and **blue** for AO

Shin pads **red** for AKA and **blue** for AO

Foot protector **red** for AKA and **blue** for AO

Gum shield

Female chest protector

Body protector

Groin Guards (not mandatory but if worn must be approved WKF type)



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Compulsory protective equipment

C A D E T S

**WKF approved
FACE MASK**

Until 2015-12-31



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**Body protection for all Categories
plus chest protector for female competitors**

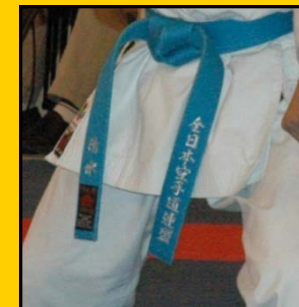


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The **red** and **blue** belts must be without any personal embroideries or markings



Only the manufacture's logotype



Not permitted



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Contestants must wear a white karate Gi without stripes or **personal embroidery**



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GI jacket



World Karate Federation

GI jacket



GI jacket

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Compulsory protective equipment

Shin pads & foot protector

RED for AKA and **BLUE** for AO



NO!



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ARTICLE 2 OFFICIAL DRESS



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ARTICLE 2 OFFICIAL DRESS



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PROHIBITED

Hair decorations
Metal hairgrips
Ribbons
Beads
Piercing



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DECORATIONS



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Discreet rubber band or pony tail retainer is permitted



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DECORATIONS



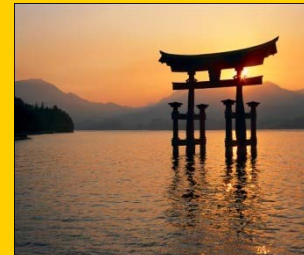
**Tape is
decoration!**



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The wearing of certain items because of religious basis are not allowed...



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EXCEPTION

WKF homologated black head scarf

Female competitors



Referees/judges





ADVERTISING SPACE FOR WKF, size 20 x 10 cm.



ADVERTISING SPACE FOR N.F., size 15 x 10 cm.



BACK RESERVED FOR ORGANISING FEDERATION, size 30 x 30 cm.



EMBLEM OF THE NATIONAL FEDERATION, size 12 x 8 cm.



SPACES FOR THE MANUFACTURERS TRADEMARK, size 5 x 4 cm.

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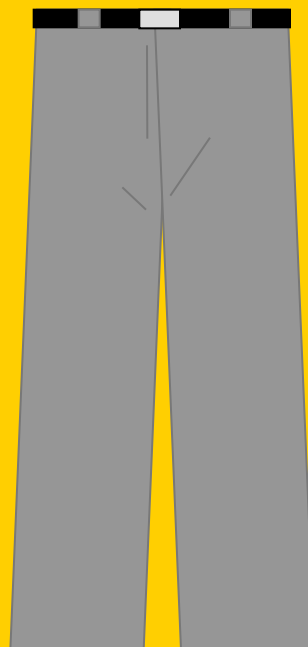
Sponsors



Sponsors

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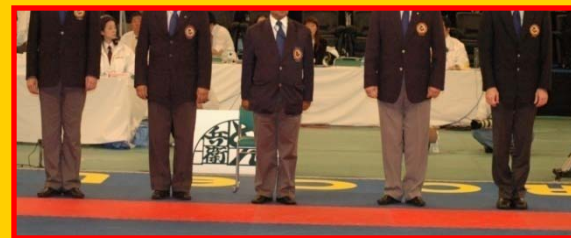
Referees uniform



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**Referees
uniform**



Not permitted

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**Referees
uniform**

Not permitted

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**Referee's
working
conditions
NO!**

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**Referee's
working
conditions
YES!**

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F U K U S H I N

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PROTEST ?

If you are a Judge or Referee

Don't get involved

Don't help translate

Don't make recommendations

Avoid conflict of interest!





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VIDEO REVIEW



ONLY KUMITE MATCHES & POINTS

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**Referees & Judges
AT WKF EVENTS...**



0-tolerance alcohol

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The Appeals Jury

6 senior Referees
3 members and
3 supplementary



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Match Supervisor

Very important function **AUTHORITY**
senior & experienced Referee



Must ensure that the competitors are wearing approved equipment



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Referees & Judges

1 Referee





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Referees & Judges

4 Judges



Each Judge is seated in a corner of the Tatami in the safety area

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No Match Supervisor at the line-up



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Referee – Judges - Coaches



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**Referees & Judges officiating cannot
perform another function**



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**Do not discuss the outcome of a match
with a coach or competitor!**

Referee Panel
Tatami Manager
Referee Commission

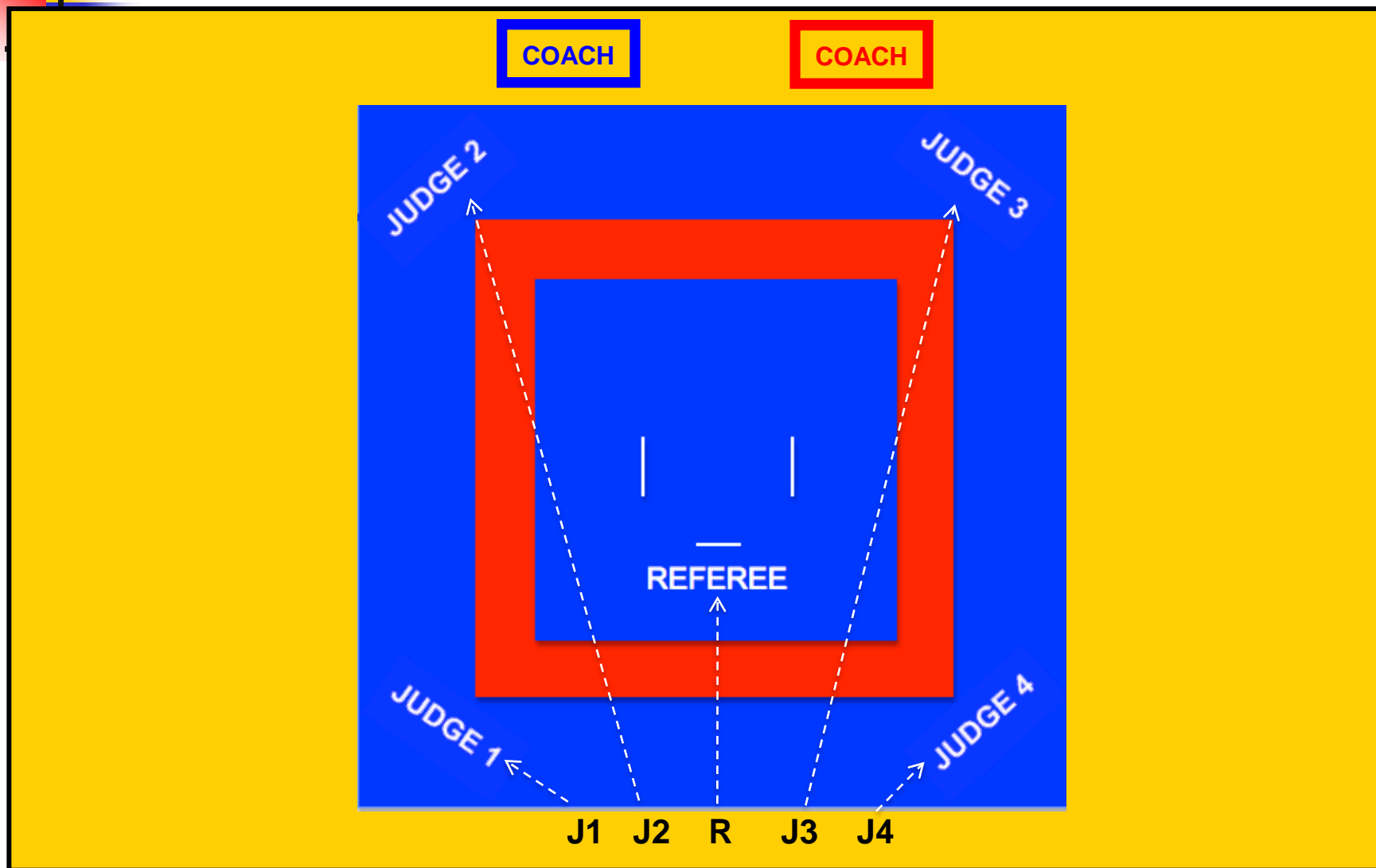


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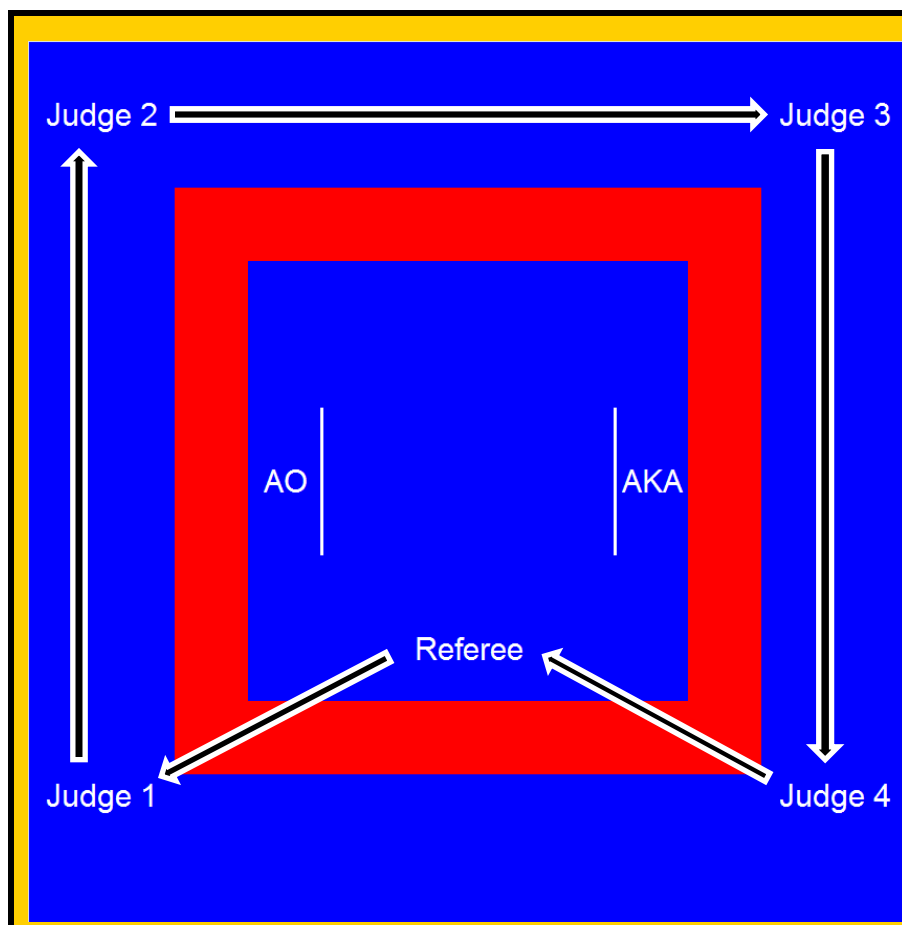
Don't touch the competitors!!! Call the doctor



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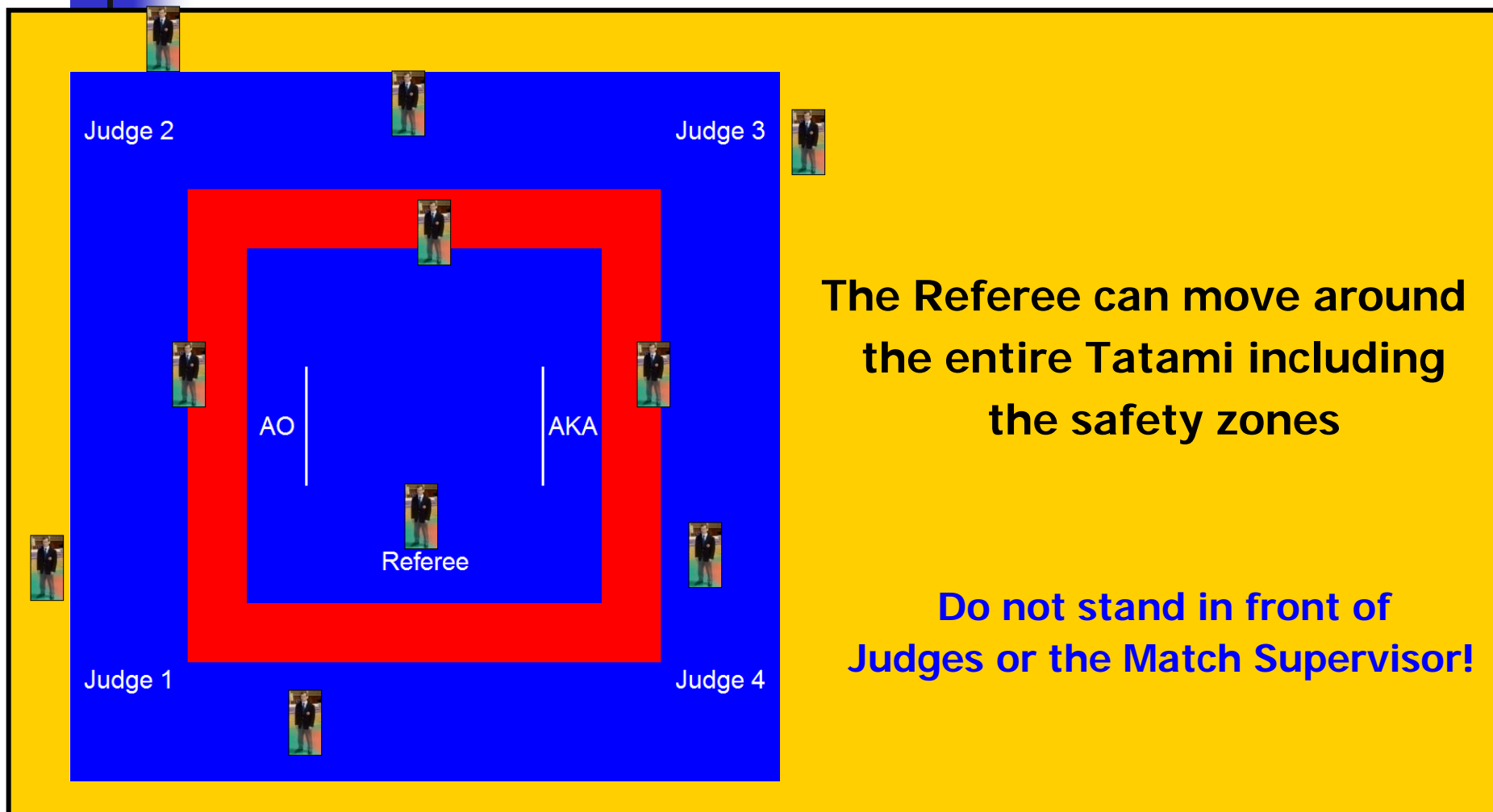
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**In team matches the panel
will rotate for each bout**

The Match Supervisor will not rotate

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**The Referee can move around
the entire Tatami including
the safety zones**

**Do not stand in front of
Judges or the Match Supervisor!**

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JUDGE'S RED FLAG (AKA)

JUDGE 1 & 4
RIGHT HAND



JUDGE 2 & 3
LEFT HAND



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JUDGES... Show only

POINTS



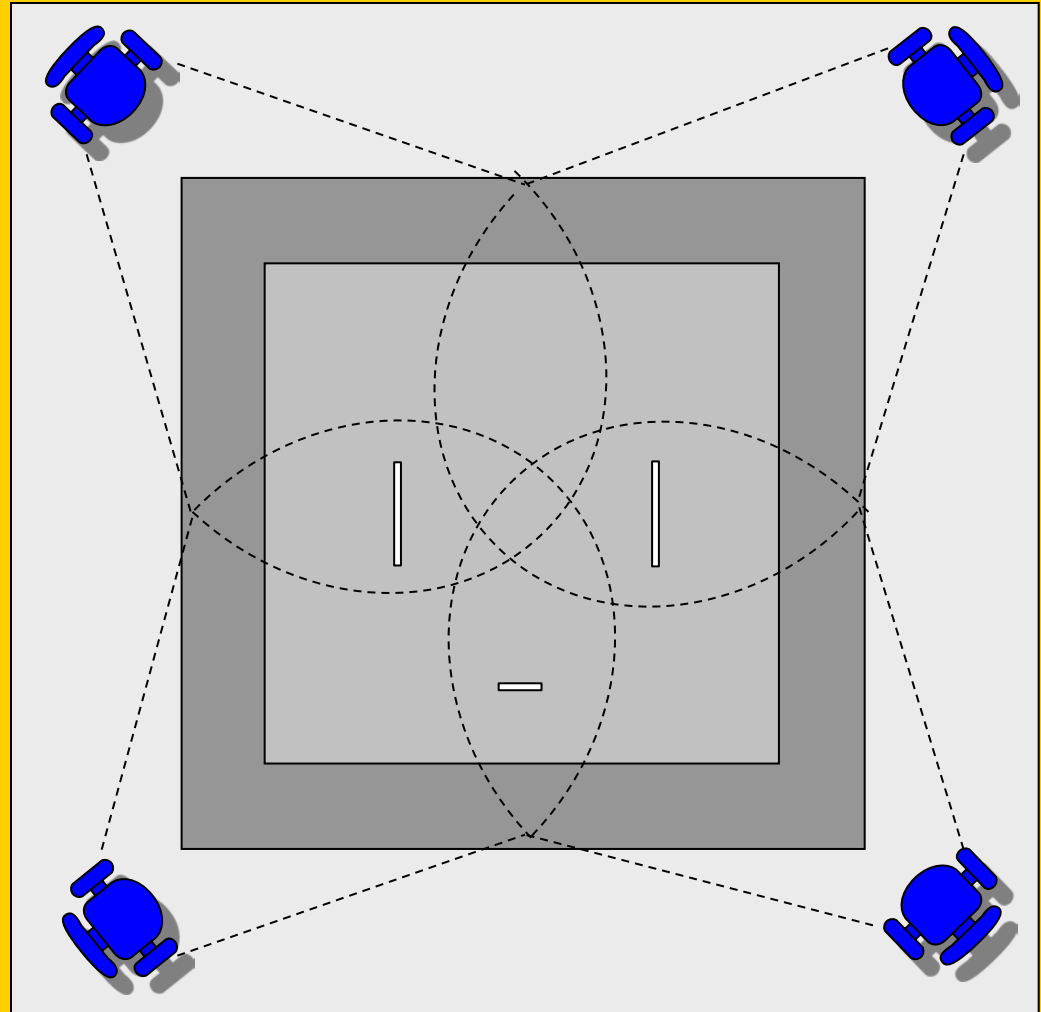
JOGAI



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POINTS & JOGAI



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JUDGES...

**Signal your judgement on
warnings & penalties
indicated by the Referee**



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JUDGE'S FLAG SIGNALS FOR CAT. 1

RED FLAG IN FRONT FOR AKA

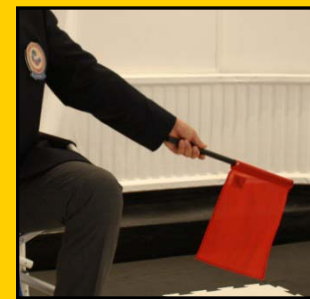


BLUE FLAG IN FRONT FOR AO



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JUDGES when giving points



**Keep the flags out until the Referee has
announced the point(s)**

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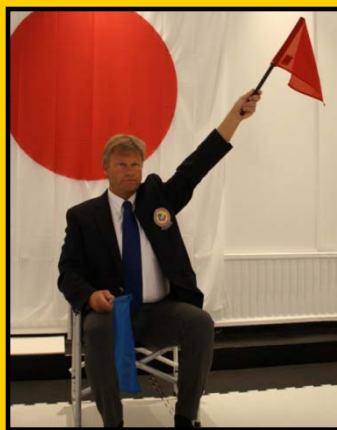
Co-operation between Judges!!



**Look what other
Judges are signaling!**

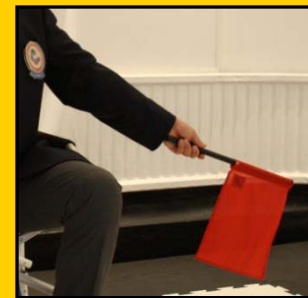
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**Points & penalties
minimum of 2 judges**



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In this case...



The Referee will award both scores!

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If a contestant scores with more than one technique **before Yame**, the Judges should give the higher point

For example a successful punch and a kick



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2 flags -- same contestant -- different score



the **lower** score will be given

The same for warnings and penalties

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4 flags -- same contestant -- 2 different scores



the **lower** score will be given

The same for warnings and penalties

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The Referee will always follow the majority
score - warning - penalty



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The referee has a vote when dissolving a tie break

If two judges hold an opposing opinion to the two other judge



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**Judges will indicate scores/Jogai
before the Referee stops the bout**



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The Referee **must stop the bout** if two or more judges signal a score for the same competitor



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CRITERIA FOR DECISION

The attitude, fighting spirit, and strength demonstrated

Superiority of tactics and techniques

Who has initiated the majority of the action



During the whole bout!



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JOGAI means...



**Exit from the competition area
not caused by the opponent!**

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Judges look for JOGAI



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JOGAI

NO



YES



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Aka throws Ao

(After blocking a kick)



Ao is out – Aka is in



Aka can score



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The minimum **warning** for running away - avoiding combat - wasting time during **Atoshi Baraku**...



Hansoku Chui (Cat. 2)



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If no scores, or equal scores
the match will be decided by

HANTEI



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In team matches
if after the **extra bout**
no scores or equal scores...

The match will be decided by
HANTEI

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P O I N T S

- 1. approved & effective technique**
- 2. against an approved attack area**
- 3. fulfil 100% the six criteria**

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- | | |
|-------------|-----------------------------|
| 100% | Good form |
| 100% | Sporting attitude |
| 100% | Vigorous application |
| 100% | Awareness (Zanshin) |
| 100% | Good timing |
| 100% | Correct distance |

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Good Form

Effectiveness according to traditional Karate concepts

Sporting Attitude

A non-malicious attitude

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Vigorous Application

The power and speed of the technique

Zanshin

Total concentration, awareness & control

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Good Timing

Delivering a technique when it have the greatest potential effect

Correct Distance

Precise distance where it will have the greatest potential effect

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YUKO

**Tzuki or Uchi
delivered to the
7 scoring areas**



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GIVING POINTS

YUKO (1 point)



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Waza-Ari

Chudan kicks



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GIVING POINTS

WAZA-ARI (2 points)



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IPPON

**Jodan
kicks...**



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When a contestant is...

Take down (according to the rules)

Slips

Falls

Is off his/her feet

IPPON



TORSO!



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NO TORSO...



NO IPPON!

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GIVING POINTS

IPPON (3 points)



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YUKO



WAZA-ARI



IPPON



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**Standard procedure
for giving points**

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When giving points the referee must identify....

First the scoring competitor **AKA - AO**

Second the scoring area **CHUDAN - JODAN**

Third the scoring technique **TSUKI - UCHI - KERI**

Fourth the score awarded **YUKO – WAZA-ARI - IPPON**

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ZANSHIN?



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Distancing for Jodan techniques

Seniors

5 centimetres



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Distancing for Jodan techniques Juniors & Cadets 10 centimetres



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Duration of a Kumite bout

Cadets & Juniors **always 2 min**

Seniors female **always 2 min**

Seniors male **always 3 min**

Under 21 **always 2 min Female** and **3 min Male**

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Resting time for Competitors

Between matches

Equal to the duration time of the match

Repercharge

In the case of change of equipment & colour

Five (5) minutes

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Category 1

Keikoku



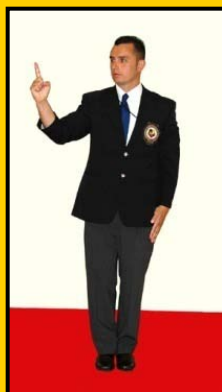
Hansoku Chui



Hansoku



Shikkaku



Category 2

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Team

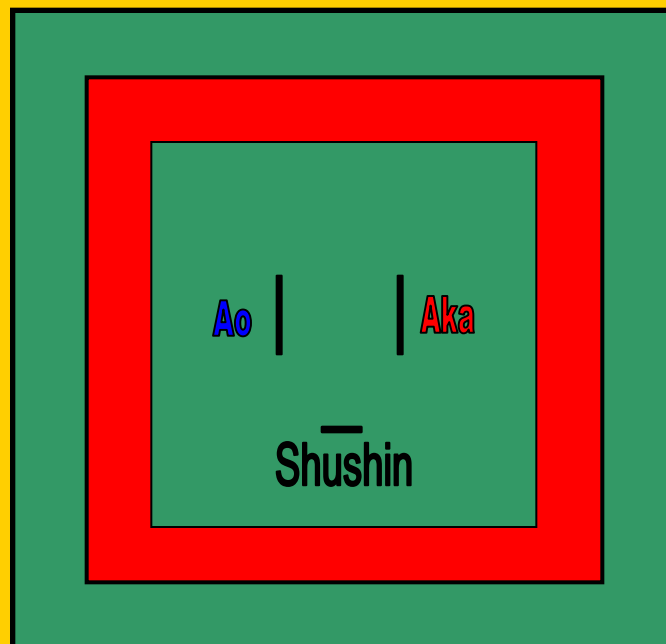
First match 1

2

3

4

Last match 5



Kumite

1 First match

2

3

4

5 Last match

Match order



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**Match
order
team
Kumite**



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Prohibited attack areas/techniques



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Prohibited attack areas/techniques



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(Aka) **YES!**



(Ao) **NO!**



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TEAM MATCHES

**When a team has sufficient victories...
or scored sufficient points...**

In case of Kiken - Hansoku – Shikkaku

8-0

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MUBOBI

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**When the offender
receives excessive
contact or sustains injury**

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**When the offender is
thrown with an approved
technique and hurts
him/her self**

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SHUKOKU – KEIKOKU - HANSOKU-CHUI



Cat. 1



Cat. 2

ARE WARNINGS

NO POINTS TO THE OPPONENT

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HANSOKU & SHIKKAKU

ARE PENALTIES

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CATEGORY 1

1. Techniques which make excessive contact – contact with the throat
2. Attacks to the arms – legs – groin – joints – instep
3. Attacks to the face with open hand
4. Dangerous or forbidden throwing

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CATEGORY 1 WARNINGS & PENALTY

CHUKOKU

The opponent's potential for winning has **not been reduced**

KEIKOKU

The opponent's potential for winning has been **slightly reduced**

HANSOKU-CHUI

The opponent's potential for winning has been **seriously reduced**

HANSOKU

The opponent's potential for winning has been **reduced virtually to zero**

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CATEGORY 2

1. Feigning & exaggerating injury
2. Jogai
3. Mubobi
4. Avoiding combat
5. Passivity (**Cannot be given during Atoshi Baraku**)

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CATEGORY 2

6. Clinching - wrestling - pushing – seizing – standing chest to chest without attempting a scoring technique or takedown
7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg
8. Grabbing the opponents arm or karate-GI with one hand without immediately attempting a scoring technique or takedown

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CATEGORY 2

- 9.** Uncontrolled techniques & attacks
- 10.** Simulated attacks with the head – knees – elbows (Cat.1)
- 11.** Discourteous behaviour

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CATEGORY 2 "All grabbing is for immediately action"

With one (1) hand

Two offensive

One defensive

With two (2) hands

Defensive/offensive

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CATEGORY 2 "All grabbing is for immediately action"

With one hand: two offensive

Grab & score



Grab, sweep & score



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CATEGORY 2 "All grabbing is for immediately action"

With one hand: one defensive

**When folding down grab for
braking the fall (Ukemi)
but when on the floor
the competitor has to let it go**



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CATEGORY 2 "All grabbing is for immediately action"
With two (2) hands **defensive/offensive**

**When catching a kick (Jodan/Chudan)
with the purpose of taking down the opponent**



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PASSIVITY Category 2

Referee signal



Judges signal



Cannot be given during Atoshi Baraku

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Avoiding Combat is



Running away
Clinching - Wrestling
Pushing - Seizing



Standing chest to chest

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YAME!!

Contestant seizes the opponent and does not perform **an immediate** technique or throw

One or both contestants fall or are thrown and neither contestant **immediately follow** up with a scoring technique

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YAME!!

Contestants seize or clinch with each other without **immediately succeeding** in executing a throw or a scoring technique



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YAME!!

**Both competitors stand
chest to chest without
immediately attempting
a throw or other technique**



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Feigning an injury which does not exist = **SHIKKAKU**

Exaggerating an actual injury = minimum **Hansoku Chui**



Very serious exaggeration: may receive **HANSOKU** directly

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No contact to the face - **face mask - with
hand techniques for CADETS & JUNIORS
warning /penalty**



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Two injured contestants cannot continue...

Most points

Equal score: Hantei

Team match & equal score: Hikiwake

Team match & extra bout: Hantei

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Injuries & dangerous techniques



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Injuries & dangerous techniques



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Injuries & dangerous techniques



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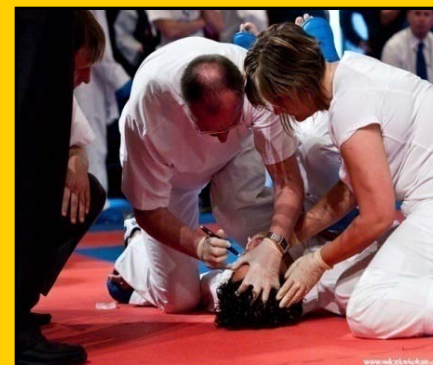


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Injured competitors will be examined outside the Tatami



Unless the injury calls for examination on the Tatami



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**The Referee must constantly observe the injured contestant
a short delay allows injury symptoms to develop**



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Observe the contestant



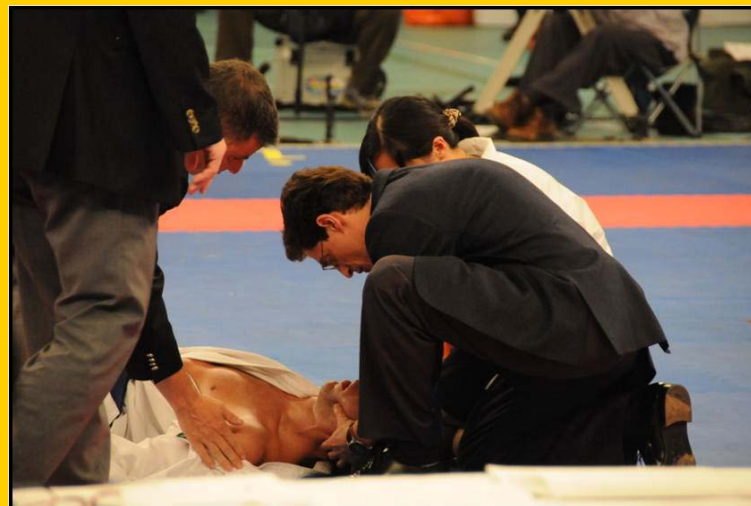
Stay with the doctor



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Injured contestant?

Three (3) minutes medical treatment



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After three minutes...

**Referee's decision
unfit to fight or
extension of treatment**



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If doctor says "YES"
Referee can say "NO"

If doctor says "NO"
Referee can never say "YES"

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Bandages – padding - supports because of injury
Approved by the Referee on the advice of the Doctor



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Metallic teeth braces

Approved by the Referee and the Doctor



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THE 10 SECONDS RULE



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A competitor who falls...



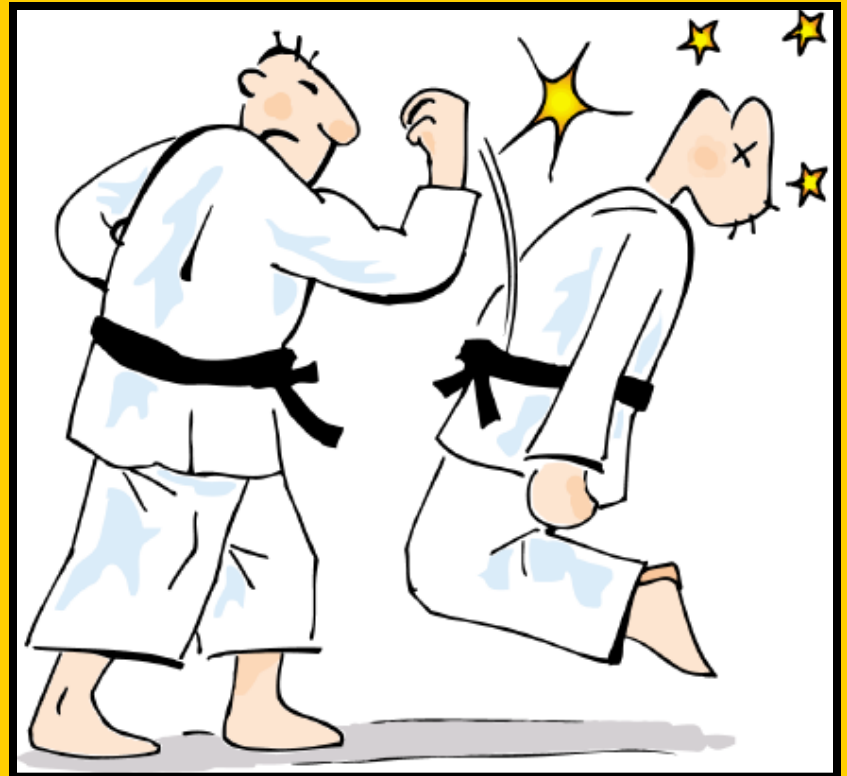
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is thrown...



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or knocked down...



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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

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What to do ?

The referee panel must ask it self....

Was the technique valid ?

Was it properly applied to the proper area ?

Was the technique well controlled ?

Was it Mubobi?

What caused the contestant to remain on the floor ?

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In all cases where the 10 second clock has been started the doctor will be asked to examine the contestant



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This is a category 2 offence



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This is a category 2 offence



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This is a category 2 offence



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COACH

- 1. Must wear a tracksuit**
- 2. Display official identification**
- 3. Must sit in the chair provided**
- 4. Must not interfere with the match**

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COACH

Finals official WKF events

Male coaches

Must wear a dark suit, shirt and tie

Female coaches

**May choose to wear a dress, pantsuit or a combination
of jacket and skirt in dark colours**

They may also wear religious headwear approved by WKF



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The coach must know

Rules of competition

Anti Doping rules

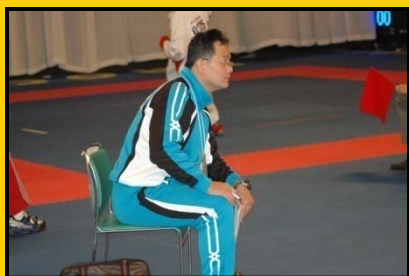
Competitors & coach behaviour

Rules for writing a protest

Rights and duties

Fair play manners

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COACH?



NO!



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COACH?



NO!

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Backpacks under the chair!

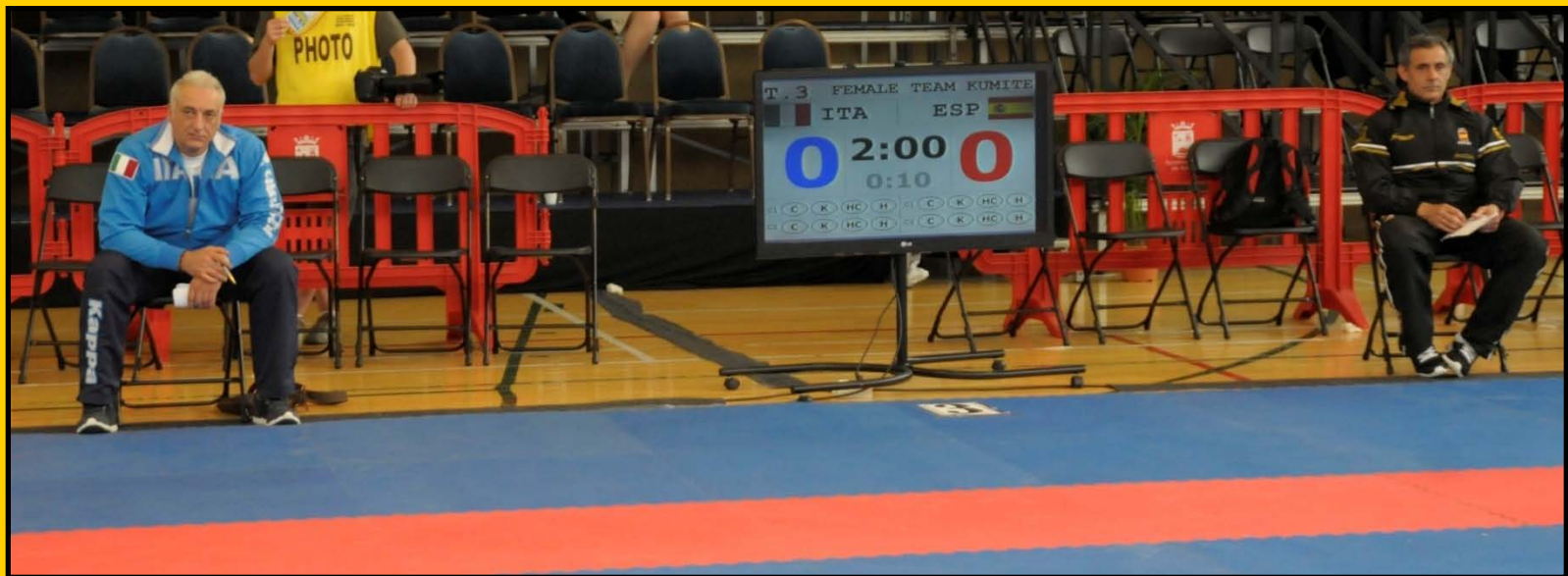


NO!



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**Coaches seated outside the safety area
on their respective sides of the tatami
towards the official table**





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NO!



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**In team matches
the competitors
must sit down
and wait for the
next match**





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NO!



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NO!

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Our future... Please handle with care!





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THANK YOU VERY MUCH



**GOOD
LUCK!**