

KARATE

SOUTH AFRICA



FULL CONTACT
(Clicker)

TOURNAMENT RULES

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KUMITE RULES

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Kata Rules

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It should be noted that the male gender used in this text also refers to the female

KSA Clicker Rules

The purpose of the clicker tournament is to **provide** the students of karate **an opportunity** to test their technical skill, fighting spirit and determination. These rules are designed to give the students the maximum possibility to test their techniques in combat, with the minimum risk of causing or **sustaining** serious injury. The contestants must at all times show the utmost respect for their opponents and all officials of the tournament

Clicker was developed in order to train younger knockdown prospects in the rhythms, foot work and renzoku waza that would be needed in real knockdown. As such, real clicker is not non-contact. It is light to medium contact to the body. When clicker is done correctly it prepares the fighter for full contact.

Clicker builds the speed and smooth transition of renzoku waza and the understanding of Ma-ai - distancing that is absolutely necessary to be successful in knockdown. Not everybody wants to be a knockdown fighter and/or wants to be cannon fodder for knockdown fighters. A safe progression to build strong students, not just fighters, is Clicker onto Full Contact.

Article 1 General Rules

1. The minimum age for contestants is 5 years. The maximum age will be left to the discretion of the Tournament Doctor, who if necessary, will examine all contestants before the **elimination bouts** begin.

Kumite: Male and female

a. **The divisions for children are:-**

5 years, 6 years, 7 years (one division per **age** group)
8 - 9 years - two **weight** divisions: Under 35kg, Open
10 - 11 years - two **weight** divisions : Under 40kg, Open
12 - 13 years - two **weight** divisions : Under 50kg, Open

b. **The divisions for cadets are:-**

14 years – 15 years_ - two **weight** divisions (Boys U60kg & Open;, Girls U55kg & Open)

c. **The divisions for juniors are:-**

16 - 17 years - two **weight** divisions group (Boys U60kg & Open; Girls U55kg & Open)

. **The divisions for Under 21's are:-**

18, 19, 20 years - three **weight** divisions group (Boys U60kg, U70kg & Open)
(Girls U55kg, U65kg & Open)

d. The division for seniors are:- **Older than 21 years :**

	Men	Ladies
Lightweight	under 60kg	under 55kg
Middleweight	under 70kg	under 65kg
Light Heavyweight	under 80kg	
Heavyweight	over 80kg	over 65kg (Open)

d. **The division and weight classes for Veteran's (Master's) are :**

35 – 39

40 – 44

45 – 49

50 – 54

Veterans are divided by age groups i.e. only open weight division per age group. The above are for male and female

2. Each contestant must have at least 8th kyu or have practised karate for at least six months. Neither Karate South Africa nor the officers of the Association will be in any way responsible for any injury or accident which may occur during the Tournament. If insurance is wished, then it is up to the individual contestant to secure and make his own arrangement for that cover. This is the total responsibility of the contestants.

Article 2: Match Area

1. The fighting area should be a minimum of 6 metres square up to a maximum of 8 metres square.
2. There should be a 1 metre neutral zone surrounding the fighting area.
3. The marking out of the officials and match areas shall be as per Appendix 4 & 5.
4. The official coach of a contestant shall be provided with a chair which is placed 2 metres from the neutral area, directly behind their fighter. The coach is not allowed to leave this chair during the fighting.
5. The fighting area should be covered with Tatami. The neutral zone should be of another colour than that of the fighting area, or clearly indicated in some other manner.

Article 3: Uniform

A. Referees

1. Referees and judges must wear the official uniform designated by the referee council. This uniform must be worn at all tournaments and courses.
2. The official uniform will be worn as follows:-
A **black** blazer.
A **white** shirt (long or short sleeved)
An **official** tie.
Plain light grey trousers/skirts.

* Each referee/judge must have his/her own whistle

* The blazer and tie must be represent the region/province of the official

B. Contestants

1. The contestants will wear **white Karate Dogi 's** that are clean and in good condition. **Style badges** may be worn at **provincial** events. At **national** events only **provincial** badges may be worn. Females should wear a white t-shirt to cover the breast guard or a sports type bra.

2. One contestant will wear a white belt and one will wear a red belt.
3. Groin protection is compulsory **for male contestants** and gum shields are recommended. **Breast protection (soft type) is recommended for female contestants of 9 years or older.** Shin and instep **protection may be worn.** In the event of an injury to a contestant, the wearing of bandages or other protective materials will be at the discretion of the Chief Referee or the Chief Arbitrator in consultation with the Tournament Doctor. Their decision is binding.
4. Finger and toe nails must be clean and cut short. No jewellery or other objects may be worn. It is the responsibility of the coach to check this before the competitor enters the tatami.
5. Spectacles may not be worn. Contact lenses may be worn at the contestant's own risk and responsibility.
6. The wearing of other unauthorised clothing or equipment is forbidden and may result in the disqualification of the contestant.

C. Coaches

1. The coach shall at all times during the tournament, wear dress which displays official identification.

Notes:

- I. *Gum shields must fit properly. Groin protectors using a removable plastic cup slipped into a jockstrap are not permitted and persons wearing them will be held at fault.*
- II. *There may well be a religious basis for the wearing of certain items such as turbans or amulets. Persons wishing, by virtue of their religion, to wear what would otherwise be construed as unauthorized clothing must notify the Referee Council in advance of a tournament. The Referee Council will examine each application on its merit. No accommodation will be made for people who just turn up on the day and expect to participate.*
- III. *If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead the fighter will be given one minute to remedy matters.*

Article 4: Officials

1. Each fighting area shall have the following officials:
 - a co-ordinator
 - a protocol secretary
 - a announcer
 - a time keeper
 - a arbitrator
 - a referee and
 - three corner judges.
2. In a decision upon the outcome of a contest, each judge, shall score the contest as he/she sees it. This is based on the tally counters on which they have scored points throughout the duration of the match.

3. The arbitrator is appointed to ensure the fairness of the conduct of matches and judgements rendered thereon.

Article 5: Duration of a match

1. Each preliminary match shall last for one, one & a half (1½) minute round. In the event of a draw, one 1 minute extension (encho-sen) will be allowed. At the end of this period the referee's and the arbitrator will make a positive decision.
2. Semi-final and Final matches may consist of one 2 minute round, otherwise it will be a 1½ minute round.
3. The timing of the match begins when the referee gives a signal to start, and stops each time the referee calls "Yame". **The timing shall resume when the referee signals a continuation of the bout.**
4. The **timekeeper** shall give signals by a clearly audible gong, or buzzer indicating that time is up. Simultaneously, a **beanbag** will be thrown into the fighting area to signal the end of the match. The contestants are to stop fighting on the signal of the referee only.
5. A technique delivered at the same time that the end of the round or match is **signalled**, is considered valid. An attack, even if effective, delivered after an order to suspend or stop the **match** shall not be scored and may result in a penalty being imposed on the offender.
6. No technique, will be scored if it is delivered when one contestant is outside the fighting and neutral zone. If both fighters are in the neutral zone and the referee has not called "yame", then all techniques score as normal.

Article 6: Organisation of Competitions

1. A full contact karate tournament may comprise kumite competition and/or kata competition. The kumite competition may be further divided into clicker and knockdown and can have the team match and the individual match. The individual match may be further divided into weight divisions. Weight division are divided ultimately into bouts. The term "bout" also describes the individual kumite competitions between opposing pairs of team members.
2. In team matches, each team must have an odd number of contestants. The number of contestants can be divided by the agreement of the organisers.
3. The contestants are all members of the team. There are no fixed reserves.
4. Before each match, a team representative must hand onto the official table, an official form defining the name and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot be changed.
5. A team will be disqualified if any of its members or its coach changes the team's composition without submitting the written fighting order. Use of a reserve constitutes a change in fighting order.
6. In a team match, a participating team will be allowed to participate only when it comprises more than half the prescribed number of members.

7. No contestant **may be replaced by another** in an individual title match during any stage of the competition.
8. Individual contestants or teams that do not arrive at the competition venue before the tournament is declared open may be disqualified from participation in that tournament.
9. Should individual contestants or teams that have applied for participation, either fail to attend a match without good reason; or without notifying in advance the match-conducting authorities, quit the match and leave, a disciplinary measure to be applied will be decided upon by the referee council following a recommendation from the chief referee.
10. A "round" is a stage in a competition leading to the eventual identification of the finalists. In an elimination competition, a round eliminates fifty percent of the contestants within it, counting byes as contests. In this context, the round can apply equally to a stage in either primary elimination or repechage.
11. The use of contestant's names can cause problems of pronunciation and identification, therefore it is recommended that tournament numbers be allotted and used.
12. If, through an error in charting, the wrong contestants compete, then regardless of the outcome, the match is declared null and void.

Article 7: Criteria for a decision

1. Procedure:-

The corner judges will award points as they are seen by using **hand held recorders** (clickers). It is recommended that these clickers should be clearly marked - ie. left hand clicker white, right hand clicker red.

On completion of the bout, the referee will call "Hantai Onegai Shimasu Hantei" or "Judges, decision", at which time the judges will immediately indicate the contestant with the higher score, by holding out the appropriate clicker with the arm parallel to the ground. In the event of a draw, both clickers to be held with the arms crossed in front and pointing downward. It is further recommended that judges look downward when indicating their decision.

The referee will note the decision of the judges and then award the bout as either a win or a draw. A win can only be awarded if two or more of the officials award the bout one way.

A situation may arise where one judge awards the bout to "white", the second judge to "red" and the third judge declares the bout a draw. The referee will be obliged to declare the bout a draw and signal an extension bout with a time restriction as described in Article 5.

2. Scoring:-

A fighter can win either by points or by decision.

- (a) Three points will be awarded for any kick to the head. The bout will be stopped and the points awarded. In the event of a judge not seeing the technique in question he/she should not award three points and clearly indicate that the technique was not seen by crossing his/her hands before the eyes (palms facing).

Three points may only be awarded if at least two judges concurs that it was a valid scoring head kick. If at least two judges did not concur, no judge may award three points for the technique in question

- (b) One point will be awarded for any kick to the body.
- (c) One point will be awarded for any punching technique to the body. A maximum of three punches are permitted, where after a competitor must break or do a kicking technique. In the event of a contestant attacking with more than three punches without breaking, any punches after the third will not be scored.
- (d) For any technique to be awarded a point, it is required that the contestant deliver it with good form and balance. A score is awarded when a technique is performed according to the following criteria to a scoring area:
 1. Good form
 2. Sporting attitude
 3. Vigorous application
 4. Awareness (ZANSHIN)
 5. Good timing
 6. Correct distance
- (e) The fighter who has scored the most points by the end of the bout will be declared the winner. However, should any competitor score 3 head kicks before the end of the round; that will automatically make him/her the winner. Three head kicks is equivalent to win by superiority.

3. Superiority:-

- (a) Should it become apparent that a competitor is being completely dominated by a superior opponent, the referee may after consultation with the corner judges, stop the bout and award a win to the superior competitor. The result being announced as "win by superiority".
- (b) In the event that both fighters have the same amount of points at the end of the extension (encho-sen), the fight will be awarded on the basis of relative spirit and technical excellence of the participants.

Notes:

- I. *A technique with “Good Form” is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts*
- II. *Vigorous Application defines the power and speed of the technique and the palpable will for it to succeed.*
- III. *Awareness (ZANSHIN) is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counter-attack. He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards.*
- IV. *Note that in clicker the term “ai-uchi” is not applicable. Both fighters can score at the same time and the scoring judges must click accordingly. The only difference to the scoring is in the case of a head kick. The first person to score will necessitate in ‘yame’ being called and thus that person that scored first will receive the 3 points allocated to such a technique.*

Article 8: Target Area

A. The following are the legitimate targets for punches:-

- The chest (males only)
- the abdomen

B. The following are the legitimate targets for kicks:-

- the head
- the chest (males only)
- the abdomen
- the ribs

Article 9 : Prohibited Acts and Techniques

The following matters may merit disqualification at the entire and absolute discretion of the referee of the contest. The contestant disqualified may give notice through his coach to the contest arbitrator, of his wish to appeal to the Tournament Director who, after consultation with the referee and match officials, may reinstate the disqualified contestant or endorse and confirm the match referee's decision. The Tournament Director's decision is final.

A. The following techniques are forbidden and shall be punished in accordance with their severity:-

- attacks to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm
- kicks to the groin.
- striking the breast (females).
- head thrusts or butts .
- Knee kicks and Ax Kicks.
- kicks to the legs or any part of the knee joint.
- elbow strikes to any part of the opponent's back.
- throwing and sweeping techniques are not allowed.
- striking or kicking an opponent who has fallen.
- any other techniques or practices that the referee of the match decides is improper or unfair.

B. Any technique delivered to any legitimate target area which clearly stuns or hurts the opponent will be deemed as excessive and will be addressed through provisions in Article 10 (Penalties).

C. The following behavior is forbidden and shall be punished in accordance with its severity:-

- failing to obey the referee's instructions during a match.
- frequently leaving the fighting area.(Jogai)
- deliberately wasting time.
- discourteous behaviour.
- persistent bad behaviour or violence.
- hair pulling, biting, gouging, etc.

- D. The coach of a competitor, shall at all times during the operation of the match, remain in the coaches official seat. The coach must not by word or deed, interrupt or cause to interrupt the smooth operation of the match. In the event that the coach contravenes this rule, then his/her contestant will be penalised according to the provisions of the article on Penalties.
- E. Contestants who arrive late for bouts or who fail to appear * can merit automatic disqualification. In this instance the contestant is disqualified from the clicker competition and may not partake in any further activities in the clicker competition.
* (The contestant will be called a maximum three times, with a 30 seconds between each call and 1 minute after the last call.)

Article 10: Penalties

Chui:- An official warning,

Genten:- A Genten is equivalent to two Chui's. A competitor is penalised with a Genten warning for serious infringements of the rules, and the opponent is automatically awarded 3 Points.

The order of warnings are as follows:-

Chukoku (Warning)	=	private/friendly warning
Chui Ichi	=	1st official warning
Chui Ni	`=	Genten Ichi (1st penalty)
Genten Ichi (Hansoku Chui)	=	Waza-ari (for opponent)
Genten ni	=	2nd penalty
Genten Ni	=	Shikkaku (disqualification)

Any competitor having a genten against him/her at the end of the bout, can only win if they lead the match with more than 4 points.

NB. A contestant cannot be saved from disqualification by the act of the injured/fouled opponent "throwing in the towel". In such a case, the injured/fouled contestant automatically withdraws from any further participation in the tournament and the perpetrator is disqualified.

An example of the different levels of warning is as follows:-

- (a) Any deliberate attack to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, or kick to the groin which shakes the opponent or worse shall merit an automatic disqualification (Shikkaku).
- (b) Any deliberate attack to the opponents head, face, throat or neck with the open hand, fist or any part of the arm, or kick to the groin which clearly hurts the opponent shall normally merit an automatic penalty (Genten).
- (c) Any accidental contact to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, or any accidental kick to the groin area which shakes the opponent or worse shall normally merit an automatic official warning (Chui).
- (d) Any accidental contact to the opponent's head, face, throat or neck with the open hand, fist or any part of the arm, or any initial movement outside the fighting area shall normally merit an automatic official warning (Chui).

Jogai:-

Jogai relates to a situation where a contestant's foot moves outside of the fighting area. An exception is when the contestant is actually propelled from the area by his opponent. (The rule is devised to prevent contestants from deliberately stepping out of the area in order to avoid an opponent's attack. It also applies to competitors who passively allow themselves to be propelled out of the area.)

(NB: Jogai warnings do not cross accumulate with other warnings.)

Notes:

- I. *“which shakes the opponent or worse” – the competitor receiving the attack is severely hurt, seriously disadvantaging him/her or the competitor is not able to continue the bout.*
- II. *“which clearly hurts” – the competitor receiving the attack is hurt, but not seriously disadvantaged.*
- III. *If a competitor is deemed unfit to continue a bout due to the receiving and an illegal technique, the offender will be disqualified and the opponent will be awarded the bout. However the winner of the bout will not be allowed any further participation the clicker fighting bouts.*
- IV. *If the competitor is deemed unfit to complete a particular match, but deemed fit to continue after being rested for a short period, the competitor may continue in the next round of bouts. The offender will however still be disqualified.*
- V. *A fighter may only be deemed fit to participate or not by the medical staff present at the competition.*

Article 11: OFFICIAL PROTEST

1. No one may protest about a judgement to the members of the Refereeing Panel.
2. If a refereeing procedure appears to contravene the rules, the President of the Federation, or the official representative is the only one allowed to make a protest.
3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction. The Match Area Controller should be notified immediately the administrative malfunction is detected).
4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for.
5. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the Organising Committee. It must be submitted in writing and signed by the official representative of the team or contestant(s).
6. The complainant must deposit a Protest Fee as agreed by the OC, and this, together with the protest must be lodged with a representative of the Appeals Jury.

7. The Appeals Jury is comprised of one representative each from the Referee Council, Technical Committee, and Medical Committee.

NB: The Protest fee will be ZAR500.

EXPLANATION:

1. *The burden of proving the validity of the protest lies with the complainant.*
2. *If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasury.*
3. *If the protest is held by the Appeals Jury to be invalid, it will be rejected and the deposit forfeited to the Organising Committee.*
4. *Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Arbitrator, to ensure that the match has been conducted in accordance with the Rules of Competition.*
5. *In case of an administrative malfunction during a match in progress, the Coach can notify the Match Area Controller directly. In turn, the Match Area Controller will notify the Referee.*

Article 12: Power and Duties

A. The Chief Referee's powers and duties shall be as follows:-

1. To ensure the correct preparation for each given tournament in consultation with the tournament organising committee, w.r.t. competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To decide in advance, the allocation and appointment of arbitrators, referees and judge(s) and to arrange for the operation of a referee commission to oversee the performance of the refereeing officials.
3. To nominate substitute officials where such are required. The composition of a panel of officials may not be changed at the sole discretion of the arbitrator, referee or judge(s).
4. To pass the final judgement on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

B. The Referee's (Shushin) powers shall be the following:-

1. The referee (Shushin) shall have the power to conduct matches, including the start, the suspension and the end of a match.
He/she has the power to:-
 - a. Award Three points or Points based on the awarding by at least two judges.
 - b. To impose penalties and to issue warnings in consultation with (and not without) the judges, before, after or during a match

- c. To terminate a match (after consultation with the judges) if one competitor is clearly inferior to the other and in risk of serious injury.
 - d. To obtain the opinion(s) of the corner judges and arbitrator when required.
 - e. To explain, if necessary, the basis for giving a judgement.
 - f. To announce extensions.
2. The authority of the referee is not confined solely to the competition area, but also to all of its immediate perimeter.
 3. The referee need not halt a match when the corner judges signal, if the former is convinced the signal is incorrect. The referee's judgement in this instance is made "on the move". Before over-ruling the judge's signal, the referee must consider if the judge was better sighted.
 4. When explaining the basis for a judgement, the referee may speak to the arbitrator, Chief Referee or referee committee. The referee shall explain to no one else.

C. The Judge's powers shall be as follows:-

1.
 - a. To assist the referee.
 - b. To take part in a consultation with the referee and arbitrator when invited.
 - c. The judge must only score what he/she actually sees. When signalling a difference, the judge should use signals which may be clearly seen, yet which are not overly obtrusive. The object is to inform the referee of an opinion - not to seek to impose it.
 - d. To exercise a right to vote on a decision to be taken.
2. The judge shall speak only if summoned by the referee.
3. The judge shall carefully observe the actions of the contestants and signal to the referee an opinion in the following cases:-
 - a. When a Three point score is observed. In the event of the referee not seeing a three point score, the judge will alert the referee to this fact after which the referee will consult with the other judges to confirm that at least two judges concurs on the matter
 - b. When a contestant appears about to commit, or has committed a prohibited act and/or techniques.
 - c. When an injury or illness of a contestant is noted.
 - d. When one or both of the contestants have moved out of the competition area.
 - e. In other cases when it is deemed necessary to call the attention of the referee.

D. The arbitrator's (Kansa) [Ring Controller] powers shall be as follows:-

1. An arbitrator (Kansa) shall be appointed for each match. He/she shall oversee the operation of the match and actions of the referee's, and when requested, he/she may express his/her opinion to the referee.
2. Only when taking part in consultation with the referee and Corner judges or when referred to for an opinion, shall the arbitrator be entitled to cast a vote.
3. When the referee and corner judges consult, the arbitrator, if requested shall take part. When the arbitrator has an opinion to express, it must be done through the intermediary of the referee who will consequently, summon the mirror. The full procedure may, however, be omitted when the referee simply refers to the arbitrator for an opinion.
4. The arbitrator can request the referee to halt a match if there has been an infraction of the rules, or if an administrator wishes the referee to halt the bout, he/she will blow his/her whistle.
5. The power of the arbitrator will include supervision and direction of the time-keeper.
6. The arbitrator will assist the referee by making note of the points and penalties awarded.

E. The following general points must be noted:

1. The appointed arbitrators, referees and judges may not occupy other positions during the tournament.
2. All consultations between the referee panel must be kept as brief as possible. Whenever possible, discussions should be strenuously avoided and reliance placed upon the prescribed gestures as given in Appendix 4 & 5, to communicate views.

Article 13: MODIFICATIONS

Only the KSA Referee's Commission with the approval of the KSA Directing Committee/ NEC with recommendations of the Technical Convenors can alter or modify these rules.

KATA RULES

DIVISIONS: MALE AND FEMALE

5 – 6

7 – 8

9 – 10

11 – 12

13 – 14

15 – 16

17 – 18

19 – 20

Seniors: 10th kyu – 7th kyu

: 6th kyu – 3rd kyu

: 2nd kyu and higher

ARTICLE 1: COMPETITION

1. The competition area must be flat and devoid of hazard. In principle, the floor should be wooden.
2. The competition area has no fixed size, though it must be large enough to permit the correct performance of kata.

ARTICLE 2: OFFICIAL DRESS

1. Contestants, referees and judges must wear the official uniform as defined in article 3 of the kumite rules.
2. Any person who does not comply with this regulation may be debarred.

ARTICLE 3: ORGANISATION OF COMPETITION

1. Kata competition takes the form of team and individual match. Team matches consist of competition between 3 person teams. Each team is exclusively male or female. The Individual Kata match consists of individual performance in separate male and female divisions.
2. The contestants **might** be expected to perform both compulsory (SHITEI) and free selection (TOKUI) katas during the competition. The referee council will define the list of compulsory katas prior to the competition. This would normally be indicated on the entry forms so as to not unnecessarily jeopardise the competitor. A schedule of the compulsory kata's is given in Appendix 1.

ARTICLE 4: THE REFEREE PANEL

1. The panel of 3 or 5 judges for each match will be designated by the referee council before the match.
2. In addition, for the purpose of facilitating the operation of kata competitions, score-keepers and caller/announcers will be appointed.

ARTICLE 5: SCORING

1. The result of a kata match is determined by the summation of points accumulated by contestants during the final round of that match.
2. The kata competition may be organised into three rounds. The first round selects sixteen contestants, the second round selects eight contestants and the third round selects the winner and final placings. In the event that there is eight contestants or less, only one round will be done.
3. Each kata judge displays the score by means of points. The cards bearing the points are held in the right hand. For children, the score range will be between 4 – 6, for cadets it will be between 5 – 7 and for Junior's and up it will be between 6 – 9. If there are more than 8 competitors in one division, the flag method will be used for elimination
4. When the score-keeper summates the score for each contestant in a round, the maximum and minimum scores are deleted. In the event of a tie in any round, the minimum score is then incorporated into the total for that round. If the tie persists, then the maximum score for that round is incorporated. In the event of a continuing tie, the contestants must perform a further kata of their choice.

ARTICLE 6: CRITERIA FOR DECISION

1. In assessing the performance of a contestant or team, the following criteria must be adopted:
 - a. The kata must be performed with competence (realistic demonstration) and must demonstrate a clear understanding of the principles/meaning it contains.
 - b. The kata performance must have demonstrated correct focus of attention (CHAKUGAN) and concentration.
 - c. Understanding of the techniques being used (BUNKAI).
 - d. Good timing, rhythm, speed, balance, and focus of power (KIME).
 - e. Correct and proper use of breathing as an aid to KIME.
 - f. Correct stances (DACHI) with proper tension in the legs, and feet flat on the floor.
 - g. Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.

- h. Correct form (KIHON) of the style being demonstrated.
 - i. The performance should also be evaluated with a view to discerning other points such as the difficulty of the Kata presented.
 - j. In Team Kata synchronisation without external cues is an added factor.
2. A contestant is disqualified if he/she interrupts or varies the kata, or if he/she performs a kata different from that drawn or announced. If the performance is brought to a halt, or if the kata is varied, the contestant(s) will be disqualified.

Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.

Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-dogi, and inappropriate exhalation, are all examples of external cues and should be taken into account by the Judges when arriving at a decision.

ARTICLE 7: OPERATION OF MATCHES

1. The contestant or head of team will respond to the calling of his/her name by going directly to the competition area. He/she will stand on a designated line and bow to the panel. He/she will announce the name of the kata which is to be performed and then start it. On completion of the kata, the contestant will return to the designated line and await an award from the panel.
2. The referee will call for a decision (HANTEI) and blow a sharp blast on the whistle. The judges will, in unison, raise their scorecards such that they are clearly visible to the scorekeeper.
3. The caller/announcer will announce the scores awarded and when these have been registered, the referee will blow a further sharp blast on the whistle, whereupon the cards will be lowered.
4. When a round system is used, the following applies. In the first round, the contestants must perform a scheduled kata. The choice must be announced in advance so as to be included in the draw sheet for that round. In the second round a different choice, similarly notified, must be made from the schedule. In the third round, the contestants may perform any kata. The name of the free kata must be entered into the draw sheet prior to the commencement of the third round.

Appendix 1

OFFICIAL SCHEDULE OF KATAS

Style Group	10th – 7th Kyu	6th - 3rd Kyu	2nd Kyu - Black Belt
Ashihara Karate	Shoshin 1	Kihon 2	Kumite 3
Kyokushin Karate	Taikyoku 3	Pinan 3	Pinan 5
Enshin Karate	Obi no kata 1	Obi no kata 3	Obi no kata 5
Karma Karate	Taeguek 1	Taeguek 3	Taeguek 6
Kenpo Karate			
Shidokan Karate			
U.S. Oyama Karate	Kihon 1	Kihon 3	Kihon 6

Note: Some of the above style groups kata have not been included at the time of completing this rule book. In future discussions, they may be included.

Appendix 2

TERMINOLOGY

TERMINOLOGY USED BY REFEREES AT KARATE TOURNAMENTS

(OPENING THE BOUT)

1. **MANAKA NI HAITE** Enter the ring/fighting area.
2. **REI** Cross the arms in front of the chest and say "Osu".
3. **SHOMEN** Face the official seats.
4. **SHUSHIN** Face the main judge.
5. **OTAGAI NI** Face each other.
6. **KAMAETE** Take fighting stance.
7. **HAJIME** Start the bout.

(DURING THE BOUT)

8. **YAME** Stop the bout immediately.
9. **KAMAETE** After stopping the bout, take fighting stance again.
10. **ZOKKO** Start again the bout.
11. **ZOKKO / FIGHT** Attack. (When the competitors do not fight because of looking at each other).
12. **SHIRO (White)** First competitor entering the arena.
13. **AKA (Red)** Second competitor entering the arena.

(FOULS-NAMES)

14. **GANMEN-KOGEKI** Attacking the face with the hand or elbow.
15. **TSUKAMI** Grasping the dogi.
16. **SHOTEI-OSHI** Pushing the opponent with the open hands.
17. **KINTEKI-KOGEKI** Kick to the groin.
18. **ZUTSUKI** Head thrust.
19. **OTHERS** Attack from the back, attacking an opponent who is already down, etc.

(FOULS - CLASSIFICATION)

- | | | |
|-----|--------------------|---|
| 20. | CHUI-ICHI | First warning. |
| 21. | CHUI-NI | Second warning. This constitutes a penalty. |
| 22. | GENTEN-ICHI | First penalty. |
| 23. | GENTEN-NI | Second penalty. This actually constitutes disqualification. Referee says "Genten-ni, Shikkaku". |

(DECLARATION OF FOULS)

The referee designates the competitor who made the foul as Aka or Shiro and he declares the foul, and its nature eg. "Aka, tsukami, chui-ichi".

The competitor who committed the foul has to say "Osu" when hearing the referee's declaration.

(THREE POINTS & POINTS)

- | | | |
|-----|---------------------|--|
| 24. | THREE POINTS | The referee designates the competitor as Aka or Shiro and declares "Three points" and its nature. Eg. "Aka, migi-mawashi-geri." All officials will then click accordingly. |
| 25. | POINTS | Any effective technique to the body delivered in good form scores one point. The officials will click as the fighters score without the fight being stopped. |

(DECISION)

When no clear lead has been scored, the victory is awarded by decision. The procedure of decision is as follows:

- | | | |
|-----|------------------------------|---|
| 26. | SHOMEN-MAWATE | Face the front |
| 27. | HANTEI-ONEGAI SHIMASU | The referee asks the decision of the corner judges. |
| 28. | HANTEI | When hearing this, the judges must use the clickers to show their decision. |
| 29. | SHIRO (White) | The judges raises the clicker having the same colour as the competitor whom they consider to be the winner. |
| 30. | AKA (Red) | |
| 31. | HIKIWAKE | Draw. |

(DECLARATION OF DECISION)

Referee observes the number of clickers in favour of one competitor, and says his own decision. At the same time he points obliquely upwards with his hand to the winner. In case of a draw, he crosses obliquely downwards his hands. (Then an extension is allowed).

(END OF THE BOUT)

The referee declares the victory. This is the end of the bout.

- | | | |
|-----|--|--|
| 32. | ICHI | One clicker. |
| 33. | NI | Two clickers. |
| 34. | SAN | Three clickers. |
| 35. | SHUSHIN, AKA)
SHUSHIN, SHIRO)
SHUSHIN, HIKEWAKE) | Decision of the referee counts the number of clickers and says his decision. |
| 36. | SHOMEN-NI-REI) | |
| 37. | SHUSHIN-NI-REI) | The same as the opening of the bout. |
| 38. | OTAGAI-NI-REI) | |

After bowing to each other, competitors shake hands and leave arena from their corner.

- ** NB - Whilst it is preferable to use Japanese terminology, due to some of the Full Contact fraternity using English (ie. their styles are non-Japanese in origin), the Referee has the option of using both.

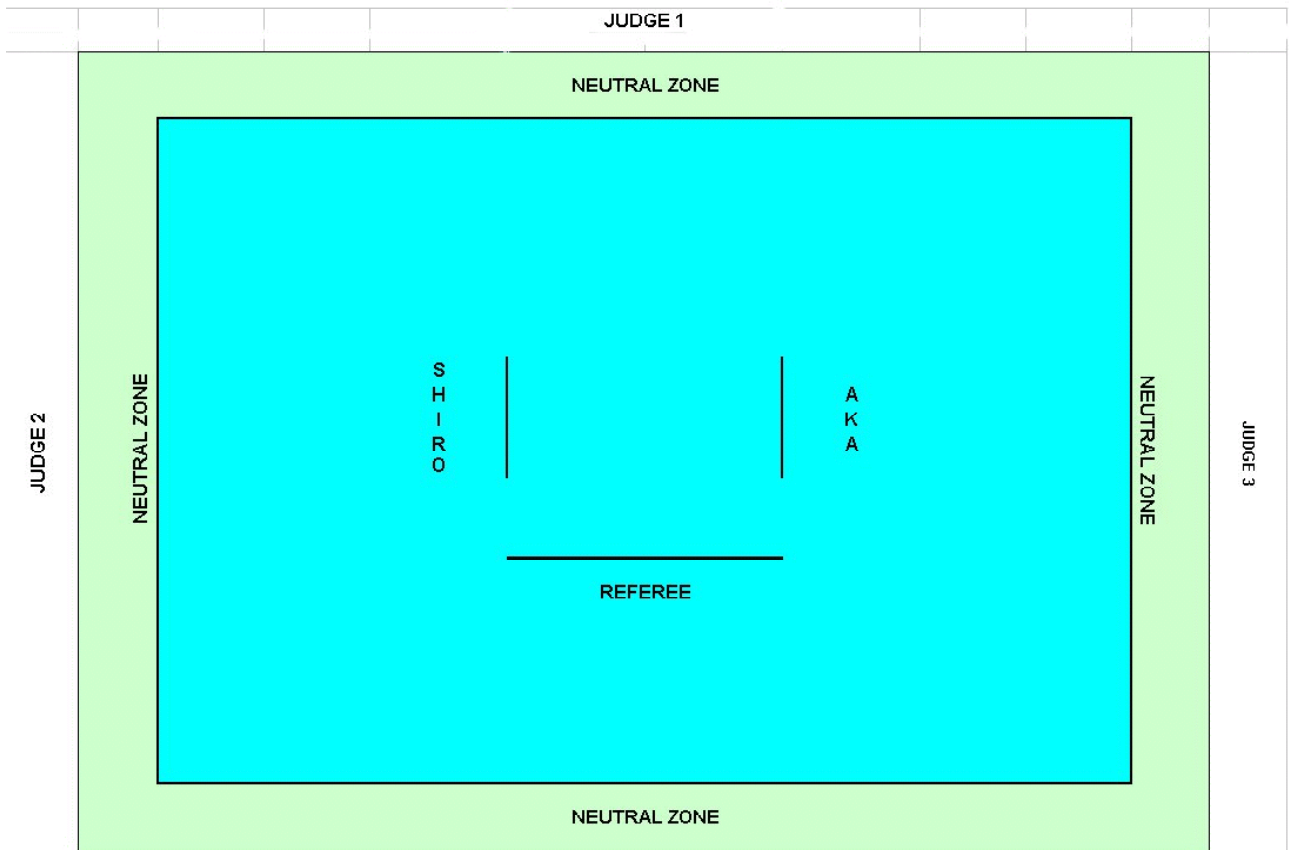
Appendix 3 - Hand Signals (pictures to be taken)

Come to Centre	Bow to the front	Bow to the Referee
Bow to one Another	Take Fighting Stance	Begin - Hajime
Warning - Chui	Winner - Kachi	Draw - Hike Wake

Three Points	Winner - Kachi	Out of Bounds -Jogai
Draw - Hike Wake	Did Not See	Referee attire

Appendix 4 - Match Area

TIME KEEPER	SCORE KEEPER	ANNOUNCER	MED. SECRETARY
1	2	3	4
RING TABLE			



Kumite

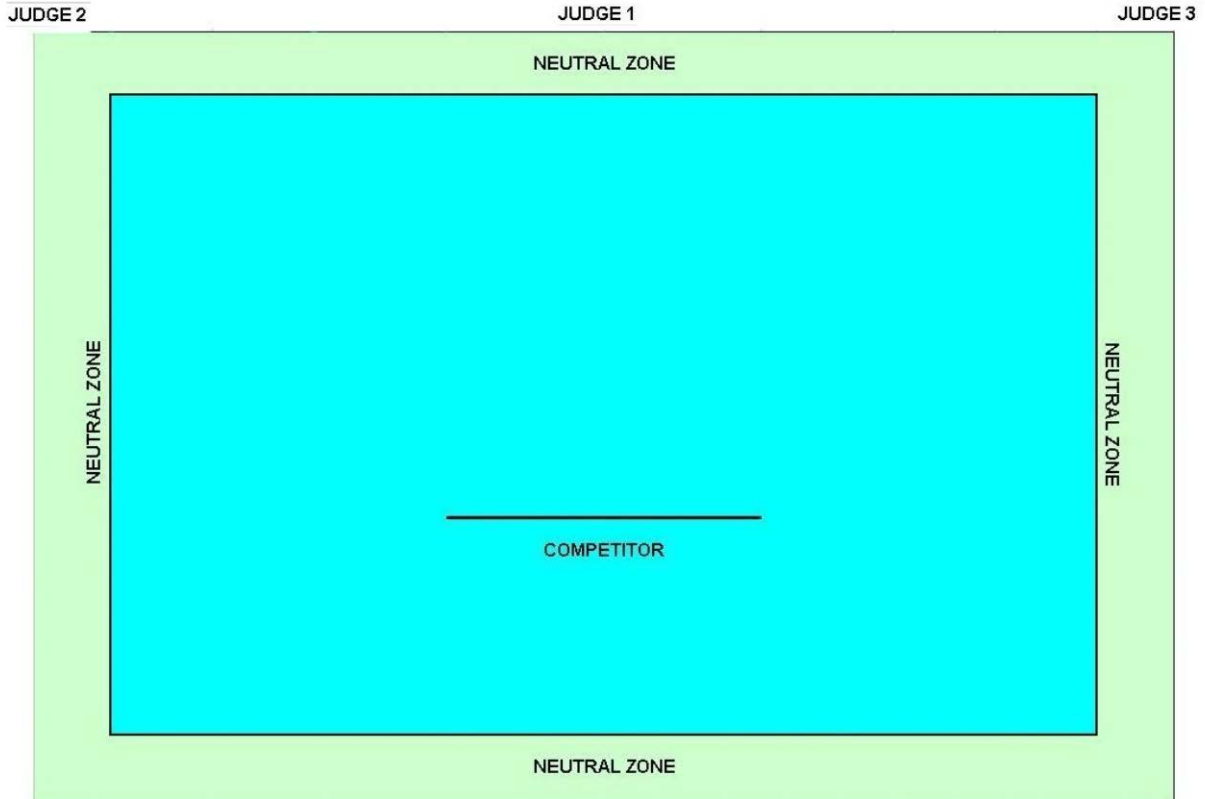
- | | |
|--|---|
| <ol style="list-style-type: none"> 1. Time Keeper 2. Score Keeper 3. Announcer 4. Medical Secretary 5. Arbitrator | <ol style="list-style-type: none"> 6. Referee 7. Judges 8. Coaches 9a. Fighter with White Belt 9b. Fighter with Red Belt |
|--|---|

- A Fighting Area 8 x 8 metres
 B. Neutral Zone 1 metre wide
 C. Safety Zone

Appendix 5 - Match Area

Kata

	SCORE KEEPER	ANNOUNCER	
	1	2	
	RING TABLE		



Conveners Note: Pictures or diagrams of techniques allowed and foul (prohibited) techniques should be arranged on the page opposite to the rules (theory). Existing pics or diagrams can be used in the final product or new ones can be taken/drawn.

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