



Contents

Part 1:	GENERAL COMPETITION RULES	5
Chapter 1:	COMPETITION ADMINISTRATIVE RULES	5
ART. 1:	COMPETITION STRUCTURE.....	5
ART. 2:	PARTICIPATION RULES	6
ART. 3:	COMPETITION STAFF	7
ART. 4:	OFFICIAL UNIFORMS	7
ART. 5:	PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION	9
ART. 6:	MATCH AREA SIZES.....	10
ART. 7:	COMPETITION EQUIPMENT	11
ART. 8:	PROTEST AGAINST DECISION AND REVISION OF DECISION	11
ART. 9:	OTHER MATTERS.....	12
CHAPTER 2:	JUDGING RULES	13
ART. 10:	GENERAL MATTERS.....	13
ART. 11:	APPOINTMENTS.....	13
ART. 12:	GENERAL DUTIES OF REFEREES AND JUDGES.....	14
ART. 13:	RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE	14
ART. 14:	RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN).....	14
ART. 15:	RESPONSIBILITIES AND DUTIES OF THE MIRROR JUDGE (FUKUSHIN), CORNER JUDGES AND ARBITRATOR (KANSA)	15
ART. 16:	RESPONSIBILITIES AND DUTIES OF THE JURY TABLE	15
CHAPTER 3:	TERMINOLOGY & GESTURES.....	17
ART. 17:	THE MEANING OF THE TERMS USED AND THE GESTURES.....	17
ART. 18:	THE CENTRAL REFEREE'S GESTURES.....	19
ART. 19:	THE MIRROR JUDGES' GESTURES	20
ART. 20:	THE SIGNALS	21
CHAPTER 4:	DECISIONS	22
Art. 21:	Decision with majority	22
Art. 22:	Restarting the round	22
Art. 23:	Table for judgment.....	22



PART 2:	KUMITE RULES	23
CHAPTER 5:	GENERAL KUMITE RULES	23
	ART. 24: STARTING – SUSPENDING – ENDING THE KUMITE MATCH	23
	ART. 25: CRITERIA FOR DECIDING IPPON AND WAZA-ARI	23
	ART. 26: VICTORY OR DEFEAT	24
	ART. 27: SCORING AREAS AND SCORING TECHNIQUES	25
	ART. 28: WARNINGS AND PENALTIES	26
	ART. 29: INJURIES AND ACCIDENTS	29
PART 3:	KUMITE SANBON	31
CHAPTER 6:INDIVIDUAL KUMITE SANBON	31
	ART. 30: CATEGORIES ALLOWED.....	31
	ART. 31: DURATION OF AN INDIVIDUAL KUMITE SANBON MATCH.....	32
	ART. 32: TIE AND EXTENSION.....	32
CHAPTER 7:	TEAM SANBON KUMITE	33
	ART. 33: CATEGORIES ALLOWED.....	33
	ART. 34: TEAM SANBON MATCH	33
	ART. 35: THE SANBON TEAM MEMBERS	33
	ART. 36: CRITERIA FOR DECIDING THE WINNING TEAM SANBON KUMITE.....	34
	ART. 37: TIE AND THE EXTRA MATCH	34
CHAPTER 8:	ROTATION TEAM SANBON KUMITE	35
	ART. 38: CATEGORIES ALLOWED.....	35
	ART. 39: DURATION	35
	ART. 40: THE ROTATION TEAM MEMBERS	35
	ART. 41: CRITERIA FOR DECIDING THE WINNING TEAM	36
	ART. 42: TIE IN ROTATION TEAM	36
	ART. 43: SUBSTITUTIONS IN ROTATION TEAM	36
	ART. 44: PENALTIES IN ROTATION TEAM.....	37
PART 3:	KATA RULES	49
CHAPTER 9:	GENERAL KATA RULES	49
	ART. 45: STARTING THE KATA PERFORMANCE	49
	ART. 46: ENDING THE KATA PERFORMANCE	49
	ART. 47: ROUNDS IN KATA COMPETITION	50
	ART. 48: THE FINAL RESULT IN KATA COMPETITION	51



CHAPTER 10: CHILDREN'S KATA COMPETITION.....	52
ART 49: CATEGORIES ALLOWED IN CHILDREN'S KATA COMPETITION	52
Chapter 11: MINI-CADETS, CADETS AND JUNIORS KATA COMPETITION.....	54
ART. 50: CATEGORIES ALLOWED.....	54
CHAPTER 12: SENIORS AND VETERANS KATA COMPETITION	56
ART.51: CATEGORIES ALLOWED	56
CHAPTER 13: CRITERIA FOR DECISION	58
ART. 52: BASIC PERFORMANCE.....	58
ART. 53: ADVANCED PERFORMANCE.....	58
ART. 54: MINUS POINTS.....	58
ART. 55: DISQUALIFICATION	58
APPENDICES 59	
ART.56:Procedure in the case of a very serious injury	59
ART. 67: UWMAF official kata List.....	59



UNITED WORLD MARTIAL ARTS FEDERATION

Rules of Karate Competition – *SHOBU SANBON*

Part 1: GENERAL COMPETITION RULES

Chapter 1: COMPETITION ADMINISTRATIVE RULES

ART. 1: COMPETITION STRUCTURE

- 1.1 UWMAF competitions are divided into two main types: **KATA and KUMITE**
- 1.2 Each kata and kumite competition will be divided into various categories: male and female, individual and teams;
- 1.3 Also, each kata and kumite competition will be divided into various age categories AS FOLLOWS:

Category	Age	Age					Age	Obs.
CHILDREN	Under 7 years old	7 years old	8 years old	9 years old	10 years old	11 years old	12 years old	(under 13 years old)
MINI-CADETS	13-14 years old							(under 15 years old);
CADETS	15-17 years old							(under 18 years old);
JUNIORS	18-20 years old							(under 21 years old);
SENIORS	21-35 years old							(under 36 years old);
VETERANS	36 years old and above							

1.4 The UWMAF KATA Competition categories

- 1.4.1 CHILDREN's kata will be OPEN Style, divided by belt colours (Kyu grades - System of belts), as follows:
 - Up to Orange (9 – 7 Kyu)
 - Green to Blue (6 – 4 Kyu)
 - Brown to Black (3 Kyu - DAN)
- 1.4.1.1 Children will be allowed to perform only SHITEI and SENTEI Kata in UWMAF CHILDREN Kata competition.
- 1.4.2 For MINI CADETS, CADETS, JUNIORS and SENIORS, there will be 3 types of Kata categories:
 - **Main styles** (separated): Shotokan, Wado ryu, Goju-Ryu, Shito-Ryu, and Shorin Ryu;
 - **Other styles** (Mixed Styles): Uechi Ryu, Kyokushinkai, Shukokai, Sankukai, Gosoku Ryu, Budokan, etc.);
 - **Rengokai** (Mixed Styles): These are the main style categories that don't achieve the valid number of referees or competitors



1.4.3 VETERAN's Kata will be OPEN Grade and OPEN Style.

Veterans can only compete in one Veteran kata category.

Exception - a veteran may compete in a Senior Kata competition.

1.4.4 A competitor can compete in one Kata Style ONLY and perform kata only from that style.

1.4.5 Individuals and Teams Kata will be organized into rounds, as follows:

a) If the referee awards 30 or fewer points in the first round of a Kata Round

b)











b) If there are more than 30 competitors in Round 1 of a Kata Category (N> 30)

Round 1: the 18 highest-scoring competitors will go through to the 2nd round.

Round 2: the 6 highest scoring competitors go through to the final round.

Round 3: the best three competitors will receive the medals.

1.5 UWMAF KUMITE competition will be divided into:

- SHOBU SANBON (Individual, Team)

1.5.1 In UWMAF kumite competition for CHILDREN the age categories will be -7; 7; 8; and 9 years old, there will be no belt or height divisions in these age categories.

1.5.2 Height categories will apply to the following age categories:

- | | | |
|----------------|-----------------|-------------|
| • 10 years old | -145cm / +145cm | Male/Female |
| • 11 years old | -150cm / +150cm | Male/Female |
| • 12 years old | -155cm / +155cm | Male/Female |

ART. 2: PARTICIPATION RULES

2.1 A kata category will be valid with a minimum of **4** competitors from at least **3** countries for individual Categories and 4 teams from at least 3 countries for team categories;

2.1.1 If this minimum condition is not met (§2.1), the category will be merged with Rengokai category.

2.1.2 Furthermore, a kata category will be valid if there are at least 4 referees/judges from that style who are from 3 different countries. If not, the category will be merged with Rengokai category.

NB: Each federation must bring a minimum of one style referee (according to the main Style of the federation). This referee **MUST HAVE** at least 2 years' experience judging in competitions organized by UWMAF-affiliated members.

2.2 A kumite category will be valid with a minimum of 4 competitors from at least 3 countries (both for individual and team categories).

2.2.1 If this minimum condition is not met (§2.2), the category will be merged with the most suitable one.

2.3 The competitors will have to choose to compete in either Kumite Ippon or Kumite Sanbon. Competitors are not allowed to compete in any mixture of Ippon categories and Sanbon categories.

2.4 All competitors must compete **ONLY** in their categories of age, height, weight, kyu grade/belt colour, etc., with some exceptions, specified below. Special circumstances will be considered by the UWMAF ExCom.



Exceptions:

- a) A Senior competitor cannot compete in Veterans kumite **and kata** categories;
- b) **Except** Veteran kata teams, all other kata teams can use a competitor from a younger age category; this competitor must choose to compete only in one kata team age category: their age category or the older age category, but they cannot compete in both age categories.
Example: Junior Kata Team can be made with 2 Juniors and 1 Cadet.
- c) Competitors aged under 18 years are not allowed to compete in Junior or Senior Kumite categories.
- d) A cadet kumite team can be made with 2 Cadets and 1 Mini-Cadet. This competitor can compete only in the kumite team categories of one age group: their age group or the older age group, but cannot compete in both age groups.
- e) A Junior competitor, can compete in the kumite team categories of their age group or the Senior age group, but cannot compete in Team Kumite in both age groups.

- 2.5 Each Federation can register a maximum of 2 Teams and a maximum of 6 individual competitors in each Kumite and/or Kata category.

ART. 3: COMPETITION STAFF

<back to top>

- 3.1 **Competition Director:** is appointed by the United World Martial Arts Federation Executive Committee (UWMAF-ExCom.). He/she will govern the conduct and the development of the competition but cannot interfere with the judging rules. He/she shall be assisted by other competition personnel.
- 3.2 **Competition Doctor:** is appointed by the UWMAF-ExCom. He/she will govern all medical matters during the competition. He/she will record a competitor's injury on an "INJURY Form". He/she is authorized to give his/her opinion as to whether a competitor is fit or unfit to compete or continue with a match in a round and/or the competition.
- 3.3 **The First Aid Crew:** shall be prepared to act along with the Competition Doctor in cases of accident or sickness.
- 3.4 **Security Team:** They must not allow intruders into the competition area. The National Organizer of the tournament shall appoint this team.
- 3.5 No competition will start without the Competition Doctor and First Aid Crew being present

ART. 4: OFFICIAL UNIFORMS

THE REFEREE'S UNIFORM

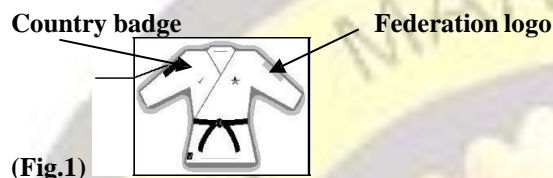
- 4.1 All Judges and Referees must wear the official uniform designed by the UWMAF-ExCom. This uniform must be worn at all tournaments, courses and examinations.
- 4.2 The Referee Official uniform is composed of:
 - A navy-blue blazer bearing two silver buttons.
 - A UWMAF badge
 - A white UWMAF shirt
 - A red UWMAF tie.
 - Light grey trousers.
 - Black socks.
 - Black gymnastic shoes.



- 4.3 Whilst officiating on the Tatami, Referees and Judges are not allowed to wear watches, bracelets, pens, mobile telephones, tie-pins or other objects that could cause injury.

THE COMPETITOR'S UNIFORM

- 4.4 All competitors must wear a clean, white Karate-Gi.
- 4.5 A national country badge is permitted (maximum 10 square centimetres), a federation logo on the left side of the chest (**Fig.1**) and only one sponsorship advertising logo panel on the back of the competitor's Gi top. It must be at shoulder height, and measure a maximum of 30 x 15 cm (**Fig.2**).



- 4.6 The Karate-Gi jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips but does not reach the knees.
- 4.7 The belt must be of an overall length that leaves around 15-30 cm of extra length on both ends after it has been properly tied around the waist, but it must not reach the knees.
- 4.8 The sleeves of the jacket must reach halfway down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
- 4.9 The trousers must be long enough to cover two-thirds of the shin and must not reach the anklebone. The trousers must not be rolled up.
- 4.10 Muslim women may use a white Scarf or Chador.
- 4.11 Only female competitors can wear a plain white t-shirt beneath the Karate-Gi jacket.
- 4.12 In Kata events the competitors must wear a belt of their Karate grade.
- 4.13 For identification purposes, when flags are being used in Kata and Kumite matches, each of the competitors shall wear a red/white belt around their waist, replacing their belt of grade.
- 4.14 If a competitor is inappropriately dressed for a match, the Referee will allow the competitor 1 minute to change his uniform to comply with the UWMAF rules. If after this period (1 minute) the competitor has not been able to change his uniform the decision of the Referee will be KIKEN (disqualification) for this competitor. The competitor's coach is responsible for ensuring that the competitor is appropriately dressed for the competition.

THE COACH'S UNIFORM

- 4.15 During the competition, all coaches have to wear a national tracksuit (or trousers and a national polo shirt) with their National or Federation name and badge on it.
- 4.16 At the Tatami, coaches are not allowed to assist competitors in wearing or adjust their Karate-Gi or other clothes.



4.16.1 Coaches who are improperly dressed will be given 1 minute to change.

4.17 The UWMAF Officers or Competition Director may disbar any official or competitor who does not comply with these regulations.

ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION

In UWMAF competitions, the following protective equipment can be used:

5.1. **Mitts:** white for Shiro, red for Aka, corresponding to the colour of their kumite-belt for that round.

5.1.1 Special mitts can be worn, with the approval of UWMAF-ExCom.

5.2 **Gum shields** can be any colour except red. Competitors who cannot use a gum shield must present a medical certificate stating why they cannot wear it.

5.3 **Groin protectors** must be worn under the Karate-Gi.

5.4 **Chest protectors** (for female Cadets, Junior, Senior and Veteran kumite) must be white.

5.5 **Chest protector** (for children Nihon Kumite) must be white or double face red/white (recommended), corresponding to the colour of their kumite belt for that round.

5.5.1 **Head Guard** (for children Nihon Kumite) must be white.

However, a child can wear a red coloured head guard to correspond to the colour of their kumite belt for that round.

5.6 All protective equipment must be approved by the UWMAF-ExCom. The following rules apply to the wearing of protective equipment:

5.7 **Compulsory equipment:**

- Mitts (Sanbon and Ippon kumite / special UWMAF design for Ippon Shobu)
- Gum shields (Sanbon Kumite)
- Groin protectors (Male Sanbon and Male Ippon Kumite)
- Chest protectors (Female Kumite and Children Nihon Kumite)
- Helmets (Children Nihon Kumite)

5.8 **Allowed Equipment**

- Gum shields (Ippon and Nihon Kumite)
- Groin protectors (Nihon Kumite)
- Shin protectors (Sanbon Kumite)

5.9 **Forbidden Equipment:**

- Spectacles (glass or hard plastic) for kumite.
- Shin protectors for Ippon kumite.
- Instep shin protector

5.9.1 It's mandatory that the coach informs the Competition Doctor about any item or medical device (pacemaker, surveillance device, contact lenses, etc.) that a competitor wears. If the referee discovers such an item that is unauthorized by the UWMAF Doctor the competitor will be disqualified.

5.9.2 Competitors need the written approval of the Competition Doctor to wear special glasses or any special item and devices (see §5.9.1).



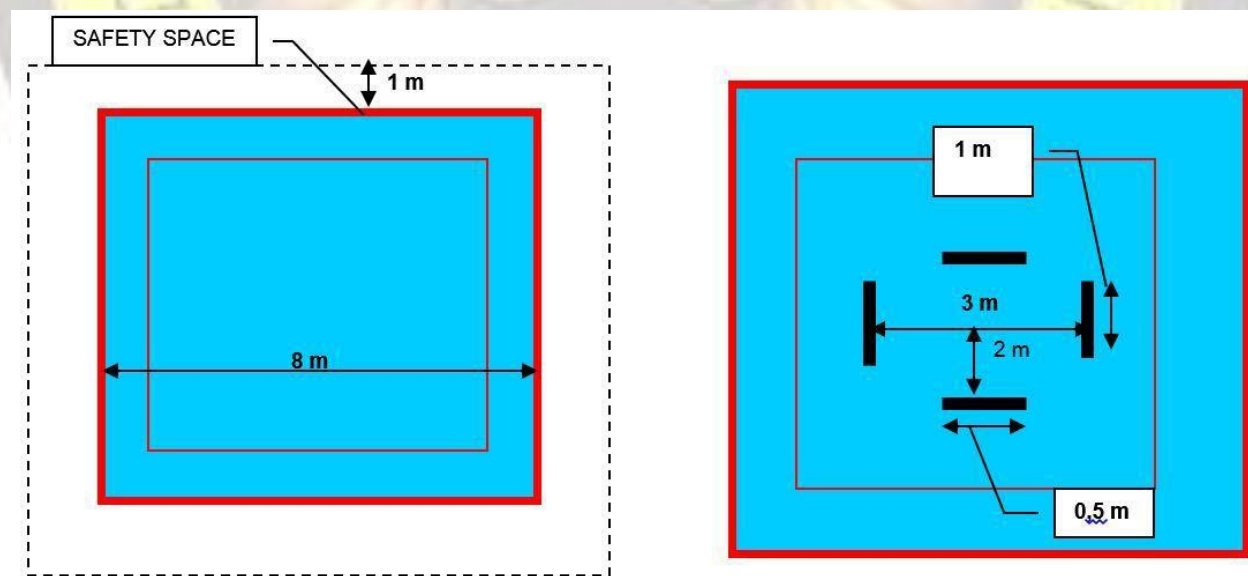
NAILS, METALLIC OBJECTS, HAIR and BANDAGES

- 5.10 All competitors are required to keep their fingers and toe nails short and shall not wear metallic objects that might cause injury to themselves or their opponent.
- 5.11 Each competitor must keep their hair clean, and cut to such a length that it does not obstruct their performance or put them at risk in a match.
- 5.12 Females can wear discreet hair clips (not metallic) during a Kata Competition.
- 5.13 Competitors are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.
- 5.14 Competitors are not allowed to wear Hachimaki, amulets or wristbands.
- 5.15 If the competitor comes to the match area in violation of the above rules, the referee will allow 1 minute for them to redress according to the UWMAF rules. Otherwise, the decision will be KIKEN for this competitor. The competitor's coach is responsible for ensuring that the competitor does not violate these rules.

ART. 6: MATCH AREA SIZES

<back to top>

- 6.1 Tatami **mats** are compulsory. They must be bordered as in Fig. 3.
- 6.2 **Kumite**: The size of the Match area must be in principle, shall be 8 x 8 meters and a minimum 6 x 6 meters for Children. There must be a matted safety space of at least 1 meter all around it.
- 6.3 **Kata**: The size of the area shall be large enough so that participants are able to safely perform the Kata.



(Fig.3)



ART. 7: COMPETITION EQUIPMENT

- 7.1 The competition equipment will be prepared by the competition host and the UWMAF organizer.
- 7.2 5 Red flags and 5 White flags for each tatami.
- 7.3 5 Kata Score boards for each tatami.
- 7.4 Recording equipment: Score sheets and Recording forms, pens, calculators, etc.
- 7.5 Red and White belts for each tatami.
- 7.6 The UWMAF computer system is compulsory. The national organizers will ensure that it is transported safely and is used properly.
- 7.7 Whistles, Bells or Gongs to announce time signals.

ART. 8: PROTEST AGAINST DECISION AND REVISION OF DECISION

- 8.1 Competitors cannot personally protest against the Referee panel's decision.
- 8.2 Only the coach of the team involved may protest to the Chief Referee against a decision when the decision given by the Referee panel is thought to have violated the Rules of the match or the Rules of judging.
 - 8.2.1 However, coaches must not interrupt the work of the Jury Table by asking to check the participation lists or other documents, or asking for explanations, etc.
 - 8.2.2 The coach can attract the attention of the Chief Referee if there is an administrative error (wrong competitor, points or warning given, etc.)
 - 8.2.3 The coach can protest, in writing, to the UWMAF–Referee Commission, but only after the match is finished.

PROTEST PROCEDURE:

- 8.3 The coach announces to the Chief Referee that he intends to make an official protest, once the match is finished.
- 8.4 The Chief Referee will stop the whole round and will inform the UWMAF-Referee Commission about it.
- 8.5 Before the coach makes an official protest he must pay a protest fee to the UWMAF treasurer. The fee will be returned if the protest is upheld.
- 8.6 The coach completes the “PROTEST sheet” and gives it to the Chief Referee who will give it to the UWMAF – Referee Commission.
- 8.7 The UWMAF–Referee Commission shall review the complaint and the evidence that supports it, and may ask for an explanation from the Chief Referee and the Referee Panel in that tatami.
- 8.8 If they find that the decision was patently unreasonable, they may demand that the Refereeing panel revise its decision and correct the error.
- 8.9 It is the coach who is responsible for providing the evidence for the protest.
- 8.10 The UWMAF-Referee Commission, after approval from the UWMAF-ExCom, will communicate the final decision to the Chief Referee. The Chief Referee will inform the coach of the final decision.
- 8.11 The UWMAF–Referee Commission may penalize the Referee(s) who caused the protest.
- 8.12 The Coach can notify the Tatami Chief Referee of any administrative error as soon as it is detected.



- 8.13 To reduce any charting error, the winner of each match must confirm his name to the Jury Table before leaving the area.
- 8.14 Video proof is acceptable as evidence for the protest but ONLY if the incident is visible.

ART. 9: OTHER MATTERS

- 9.1 In the case of a situation not foreseen in these Rules or in a case where there is doubt about the applicability of these rules to a given situation, the Chief Referee and the panel of referees shall consult among themselves to find a solution for that specific situation.
 - 9.1.1 The decision must be approved by the UWMAF-Referee Commission and UWMAF-ExCom. All officials will be notified of this decision and a public announcement will be made.
- 9.2 All Karate-ka, including competitors, coaches, managers, or anybody connected with the competitor, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.
- 9.3 The Coach can accompany their Kumite Competitor or their kumite Team onto the Tatami area only when their competitor or team is due to compete and the coach will take their seat opposite the Table Jury as prescribed in Rule 24.2.1.
 - 9.3.2 Coaches are not permitted to loiter around the tatami area, nor the Table Jury area nor are they permitted to speak to or distract or interfere with the work of the Jury Table officials.
 - 9.3.3 Coaches must remain outside the tatami area until such times as their kumite competitor is called forward to compete.
- 9.4 Coaches are not permitted to accompany a Kata Competitor onto the tatami.
Exception: With permission from the Tatami Chief Referee, a coach can accompany a disabled competitor onto the Tatami in order to allow the competitor to compete. Example: visually impaired competitors.



CHAPTER 2: JUDGING RULES

ART. 10: GENERAL MATTERS

<back to top>

- 10.1 All the referee activities will be by the UWMAF rules and will be coordinated by the UWMAF- Referee Commission (UWMAF-Refcom). The UWMAF-Refcom will be composed of an uneven number of members (3, 5, or 7) and it shall be led by the President UWMAF-Refcom.
 - 10.1.1 In the absence of the President of the UWMAF-Referee Commission, the Vice-president of the UWMAF-Referee
The commission will take over all his duties and responsibilities.
 - 10.1.2 In the absence of the Vice-president of the UWMAF-Referee Commission, all his/her responsibilities will be automatically delegated to the other members of the UWMAF-Referee Commission.
- 10.2 The Panel of referees will ensure that these rules are applied impartially on the Tatami.
 - 10.2.1 The referee panel for Sanbon Team Kumite will be the Centre Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), and the Arbitrator (**KANSA**).
 - 10.2.2 The referee panel for Ippon Team Kumite will be the Centre Referee (**SUSHIN**) and 4 Corner Judges.
 - 10.2.3 The Jury Table personnel will be made up of the Jury Table Judge, Scorekeeper, Time-keeper, and Caller-Announcer.
- 10.3 Before each tournament, on registration, all referees must decide which Kumite system they wish to referee in - Shobu Ippon or Shobu Sanbon.
- 10.4 All Referees must choose to be a Competitor or to be a Referee. They cannot compete and arbitrate in the same tournament.
Exception: Veteran competitors can arbitrate in the same competition, AFTER their own “Veteran Competition” has finished, on the given day.
- 10.5 The Referee, Judge(s) and Kansa (arbitrator) must avoid conducting a kumite match if a competitor from their federation or country is involved. The Referee, Judge or Arbitrator must inform the Chief Referee about this situation. Depending on the situation, the Chief Referee may replace the official with a neutral one (if possible) or he/she may decide to use this official.

ART. 11: APPOINTMENTS

- 11.1 The president of the UWMAF-Referee Commission is appointed by the UWMAF Executive Committee (UWMAF-ExCom).
- 11.2 The composition of the UWMAF-Referee Commission will be proposed by the president of the UWMAF-Referee Commission and he will submit it to the UWMAF-ExCom for approval.
- 11.3 The Chief Referee and the panel of referees for each Tatami are appointed by the UWMAF-Referee Commission.



- 11.4 The Central Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), Corner Judges will be appointed by the Chief Referee from the panel of referees before or at the time of each match.
- 11.5 The Jury Table Personnel are appointed by the host of the competition and the UWMAF organizer and must be approved by UWMAF-ExCom.

ART. 12: GENERAL DUTIES OF REFEREES AND JUDGES

The Chief Referee, Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), and Corner Judges have the following duties:

- 12.1 To learn and to know the UWMAF Rules of Karate Competition.
- 12.2 To be objective, impartial and fair.
- 12.3 To show respect and understanding.
- 12.4 To have a clear scale of evaluation.
- 12.5 They must behave with dignity and demonstrate respect for the competitors and other officials.
- 12.6 Their movements during the Match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as UWMAF officials.
- 12.7 They must concentrate their full attention on the match, observing each competitor and judging correctly every action of the competitors.
- 12.8 During the match they must not talk with anyone other than the Chief Referee, the other Judges, the competitors and the UWMAF-Referee Commission.

ART. 13: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE

- 13.1 The Chief Referee organizes, coordinates and supervises the whole activity at the Tatami.
- 13.2 He/she has the ultimate responsibility of judgment.
- 13.3 He/she will be responsible for ensuring that matches are conducted according to these Competition Rules and if any unusual incident occurs, He/she shall base his/her decision upon these rules.
- 13.4 The Chief Referee can stop the match and can ask the referee panel to revise an administrative error or a decision that is against these Rules.
- 13.5 He/she advises and leads the referees and judges on his/her tatami.
- 13.6 He/she will appoint the Referee, Mirror Judge and Kansa or Corner Judges before each match.
- 13.7 If it becomes necessary to replace one of them during a Match, the Chief Referee shall immediately stop the match and select a substitute without a loss of time.
- 13.8 The Chief Referee is subordinate to the UWMAF-Referee Commission.
- 13.9 He/she cannot interfere with the Refereeing score evaluation but can interfere when the Rules are not applied properly.
- 13.10 He/she prepares a daily written report about the referee panel and special incidents (if any) at his Tatami.

ART. 14: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN)

The Referee shall have the power:

- 14.1 To conduct Matches, including start and stop.
- 14.2 To announce the decision of the panel of Judges.
- 14.3 To explain, when necessary, the grounds on which such decisions are made.



- 14.4 To announce fouls and to issue warnings (before, during, and after a match).
- 14.5 To take other disciplinary action (e.g. dismiss/suspend a competitor from a match).
- 14.6 To obtain advice and information from the Mirror Judge, Arbitrator and/or Corner Judges.
- 14.7 To decide victory by majority based on the table of judgment (*see Fig. 8*).
- 14.8 To extend the duration of the Match.
- 14.9 To consult the Chief Referee whenever he has difficulties making decisions.

ART. 15: RESPONSIBILITIES AND DUTIES OF THE MIRROR JUDGE (FUKUSHIN), CORNER JUDGES AND ARBITRATOR (KANSA)

- 15.1 To assist, help and inform the Referee.
- 15.2 To exercise their right to vote on a decision during a match.
- 15.3 To evaluate the performance of the competitors.
- 15.4 The Judges shall carefully observe the actions of the competitors within their range of vision. In the following cases, they shall at once signal the Referee using a flag, whistle, and/or hand correctly giving their opinion:
 - 15.4.1 When they notice an injury or illness of a competitor before the Referee notices it.
 - 15.4.2 When they perceive an action which they consider should be awarded as Ippon or Waza-ari.
 - 15.4.3 When a competitor appears about to commit or has committed, a prohibited technique, action or behaviour.
 - 15.4.4 When both or either of the competitors have moved out of the competition area.
 - 15.4.5 In all cases when it is necessary to call the attention of the referee.
- 15.5 Each Judge shall continuously evaluate the relative excellence of sportsmanship of the competitors and signal their opinion independently, in the prescribed manner.

THE ARBITRATOR (KANSA):

- 15.6 He/she is responsible for the official result of the match and shall write on the Scoreboard.
- 15.7 He/she informs the Chief Referee of any discipline problems.
- 15.8 He/she shall keep an explicit scoreboard, registering correctly the points, warnings and penalties.
- 15.9 He/she must observe and announce (by whistle) any Jogai but only on the line in front of him.
- 15.10 He/she will concentrate on the match and will give his/her opinion only when the Referee requests it.
- 15.11 He/she controls and verifies the Jury Table display notes (Scores and Penalties).
- 15.12 He/she announces Atoshi Baraku by whistle or words if the Referee doesn't hear the signal from jury table.

15.13 KANSA SCOREBOARD (Fig.4)

Competitor's number	SHIRO POINTS AND PENALTIES					HANTEI (Result)	AKA POINTS AND PENALTIES					Competitor's number
1125	ATENAI	A	ACH		AH	X	ATENAI	A	ACH		AH	345
	KINSHI	K 1	K 2	KCH	KH		KINSHI	K 1	K 2	KCH	KH	
POINTS												POINTS

WAZA ARI IPPON

NO KACHI (WINNER) HIKIWAKE (EQUAL)

MAKE

ART. 16: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE

(JURY TABLE JUDGE, SCORE-KEEPER, TIME-KEEPER, AND THE CALLER-ANNOUNCER)

- 16.1 The Jury Table Judge must be a qualified person, with good ability and who knows the UWMAF Rules of Karate Competition.



- 16.2 The Jury table announces the name of each competitor for each match and ensures that the correct competitor is on the Tatami.
- 16.3 During each match, the Jury Table records and registers the points scored by each competitor, the warnings and penalties given to each competitor, and they keep an accurate record of the match time, etc.
- 16.4 Before each Round, they will check the draw sheet and any attached relevant Injury Sheet.
- 16.5 They must review the Injury sheet and inform the Referee about any competitor's injuries.
- 16.6 The Jury table must attach any "Injury sheet" to the Category Draw sheet at the end of the match





CHAPTER 3: TERMINOLOGY & GESTURES

<back to top>

ART. 17: THE MEANING OF THE TERMS USED AND THE GESTURES

(commands, penalties, announcements) used during a kumite match are the following:

SHOBU (Sanbon / HAJIME)	Start the match.	The Referee stands on the official line.
SHOBU HAJIME	Start the extended match.	The Referee stands on the official line.
ATOSHI BARAKU	A little more time left.	An audible signal will be given by the timekeeper 30 seconds before
YAME	Temporary halt of match.	The timekeeper stops the clock.
TSUZUKETE	Fight on.	Resumption of fighting, ordered after an unauthorized interruption has occurred.
TSUZUKETE HAJIME	Restarting the match.	The Referee stands on the official line, steps back into Zenkutsu-Dachi and brings the palms of his hands towards each other.
SOREMADE	End of the match.	The Referee faces the palm of one hand between the competitors, with the arm outstretched.
MOTONOICHI	Original position.	Referee and Judges return to their respective standing lines.
SHUGO	Judges called.	The Referee beckons with both hands and with the palms facing inwards.
HANTEI	Judgment.	The Referee calls for judgment by blowing his whistle, and the Judges render their decision by hand or flag signal.
IPPON	One point.	The Referee extends their arm higher than their shoulders, towards the relevant competitor.
WAZA-ARI	Half point.	The Referee extends their arm slightly downwards to the side towards the relevant competitor
AWASETE IPPON:	Two Waza-ari recognized as one Ippon.	The Referee extends their arm higher than their shoulders, towards the relevant competitor.
AIUCHI	Simultaneous scoring. No point awarded.	The Referee brings his fists together in front of the chest.
HIKIWAKE.	A draw.	The Referee extends both arms to the side and slightly downwards with palms facing up.
AKA (SHIRO) NO KACHI	Victory of red (white).	The Referee obliquely raises an arm on the side of the winner.
ENCHO-SEN	Extension.	The Referee restarts the match with the command "Shobu Hajime".
TORIMASEN	Not acceptable as scoring.	The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.
ATENAI	Warning for prohibited attacks	The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.



CHUI	Final warning.	The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.
HANSOKU	Foul/Disqualification.	The Referee points with the index finger to the face of the offender and announces a victory for the opponent
JOGAI.	Exit from fighting area.	The Referee points the index finger at a 45 degree angle to the area boundary on the side of the offender and then points one index finger in the air at a 60 degree angle on the side of the offender and imposes a Kinshi warning or penalty.
MUBOBI	Defenseless Behavior	The Referee points one index finger in the air at a 60 degree angle on the side of the offender and imposes a Kinshi warning or penalty (Sanbon Kumite) or a Mubobi warning or penalty (Ippon Kumite)
UKE IMASU	Technique blocked.	An open hand touching the elbow of the opposite arm.
NUKETE IMASU	Target missed.	A closed hand crossing in front of the body
YOWAI.	Technique too weak.	An open hand descending downwards.
HAYAI.	Quickest/first to score.	An open hand touching the palm of the other hand, with the fingers.
MAAI.	Bad distance.	Both the hands are raised open and parallel to the floor, and facing each other.
KIKEN	Renunciation.	The Referee points with the index finger towards the feet of competitor.
SHIKAKKU	Disbarment from the tournament	The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.
KINSHI	Warning for prohibited Behavior	The Referee points one index finger in the air at a 60 degree angle on the side of the offender.

ART. 18: THE CENTRAL REFEREE'S GESTURES

ART. 18. Central Referee's gestures must be clear and large





Fig. 5

ART. 19: THE MIRROR JUDGES' GESTURES

Art. 19.1 The Mirror Judges gestures must be short, clear, discreet and courteous (Fig.6)



Fig. 6

ART. 20: THE SIGNALS

Art. 20.1 In kumite Shobu Ippon, the Corner Judges' signals can be made by either flags and/or whistle (Fig. 7).



Fig. 7

Art. 20.2 The Whistle signals used by the Centre Referee shall be the following:

- a) Long/normal + short/strong = Hantei.
- b) Short/strong = the command to lower the flags or the Score Boards.

CHAPTER 4: DECISIONS

Art. 21: Decision with majority

If the Referee and the Mirror Judge are not in agreement about a score, warning or penalty, the Referee must ask the Kansa for his opinion. **The ultimate decision will be made by the majority**

21.1 If the Mirror Judge signals MIENAI toward the Referee, the Central Referee may impose his decision without consulting the Kansa.

Art. 22: Restarting the round

In all cases, during a round, when a wrong competitor (accidentally) takes the place of another one, the result of that match will be annulled. The round will restart at the point the mistake occurred and will involve only those competitors affected by the mistake. But, if the round is finished, the results cannot be changed.

Art. 23: Table for judgment

When the Referee decides on the basis of the signals given by the Judges, the decision shall be governed by the Table of Judgment given in Fig. 8

O O X MienaiSHIRO/AKA NO KACHI or HIKIWAKE

In the case of two judges giving a point to Shiro (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

SHIRO NO KACHI	AKA NO KACHI
○ ○ ○ ○	● ● ● ●
○ ○ ○ ●	● ● ● ○
○ ○ ○ ×	● ● ● ×
SHIRO NO KACHI or HIKIWAKE	AKA NO KACHI or HIKIWAKE
○ ○ ● ×	● ● ○ ×
○ ○ × ×	● ● × ×
HIKIWAKE	SHIRO/AKA NO KACHI or HIKIWAKE
× × × ×	○ ○ ● ●
○ × × ×	
● × × ×	
○ ● × ×	

Fig.8

NB: Matters relating to judgment not prescribed in these rules shall be discussed between the Referee and Judges and the decision reached shall be referred to the Chief Referee and to the UWMAF-Referee Commission for approval. All officials will be notified of these decisions and a public announcement will be made.

PART 2: KUMITE RULES

CHAPTER 5: GENERAL KUMITE RULES

[<back to top>](#)

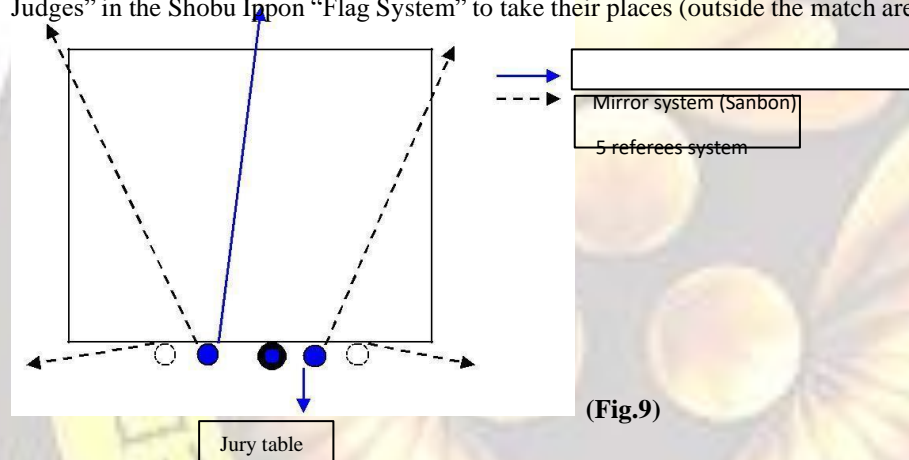
ART. 24: STARTING – SUSPENDING – ENDING THE KUMITE MATCH

24.1 The competitors must line up at the beginning of the round. If one, or more, of them is absent, they will be called twice on the microphone. If they don't come by the time the round has finished, they will be declared KIKEN.

24.2 STARTING:

At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area. After the formal exchange of bows between competitors, officials/public and the Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes a step backward, all Judges turn inwards and all bow together.

After the bow, the Referee invites the Judge and Kansa in the Shobu Sanbon “Mirror system”, or the “4 Corner Judges” in the Shobu Ippon “Flag System” to take their places (outside the match area), as shown below:



(Fig.9)

At the command of “Nakae or Motonoichi”, the panel of referees and the competitors enter the match area. The match shall start with the announcement by the Referee of "Shobu Sanbon / Nihon / Ippon Hajime".

24.2.1 The coaches must be seated on the opposite side of the Jury table.

24.2.2 The coaches' and competitors' badges must be given to the Table Jury officials, who will ensure that the correct coaches and competitors enter the tatami.

ART. 25: CRITERIA FOR DECIDING IPPON AND WAZA-ARI

[<back to top>](#)

25.1 An **Ippon** is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- good form (technique, synchronization, position and balance).
- strong vigor (kime),
- good attitude,

- zanshin,
- proper timing,
- correct distancing

25.2 Effective techniques delivered under the following conditions shall be considered as an Ippon:

25.2.1 When an attack is delivered with perfect timing and the opponent started to move towards the attacker.

25.2.2 When an attack is delivered immediately as the opponent was unbalanced by the attacker.

25.2.3 When a combination of successive and effective techniques are used.

25.2.4 For the combined use of tsuki and kerri techniques.

25.2.5 For combined use of Tsuki, kerri and nage techniques.

25.2.6 When the opponent has lost their fighting spirit and turned their back to the attacker (Mubobi).

25.2.7 Effective attacks delivered on the undefended parts of the opponent.

25.2.8 For effective Jodan Geri techniques.

25.3 A Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

25.4 The score announcements:

The Referee announces the score in the following manner: Who scored, on which Level, with what Technique, and the Score attributed (E.g.: Aka/ Shiro ... Jodan/Chudan ... Tsuki / Geri / Uchi ... Waza-ari /

ART. 26: VICTORY OR DEFEAT

Shall be awarded based on:

- 26.1. Victory by Sanbon score.
- 26.2. Victory by decision (Hantei).
- 26.3. Defeat due to a disqualification (Hansoku).
- 26.4. Defeat due to a retirement (Kiken).

26.1. VICTORY by IPPON or by SANBON SCORE

The competitor, who scores first Shobu Sanbon, 3 Ippon (or 6 Waza-ari, or a score combination of Ippon and Waza-ari) for Shobu Sanbon, will be declared the winner.

26.2 VICTORY by DECISION (Hantei)

26.2.1 In the absence of a Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a Match, a decision (Hantei) is taken based on the following considerations:

26.2.2 In the case of a competitor (in Sanbon Kumite) scoring at least one Waza-ari more than his opponent, he will be automatically declared the winner (Kachi).

26.2.3 In Individual Sanbon Kumite, if Hikiwake is given, an Encho-Sen (extension) will follow.

26.2.4 HANTEI procedure:

In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He will call

“Hantei” and simultaneously with all the other judges and on the whistle signal, he raises his arm towards the competitor of his preference: AKA / SHIRO or he will cross his arms in front of his head for a draw. After confirming the result of the voting, he goes inside the competition area and announces the decision.

26.2.5 CRITERIA FOR HANTEI

A:

- a) Whether there have been any Waza-ari or Ippon.
- b) Whether there have been any warnings (Atenai / Kinshi).
- c) The number of escapes outside the Match area (Jogai).

B:

- d) The comparative excellence in the fighting attitude.
- e) The ability and skill.
- f) The degree of vigour and fighting spirit. g) The number of attacking moves.
- h) The comparative excellence in the strategy used.
- i) Fair play.

26.3 DEFEAT DUE TO A FOUL - DISQUALIFICATION (Hansoku)

When a competitor commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending competitor:

26.3.1 In the case of a competitor, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat because warnings have already been incurred.

26.3.2 Failing to obey the orders of the Referee.

26.3.3 If a competitor becomes over-excited, to such an extent that they are considered by the Referee to be a danger to themselves or their opponent.

26.3.4 If the act or the acts of a competitor are considered as malicious, willfully violating the rules prohibiting them.

26.3.5 Other acts which are deemed in violation of the Rules of the Match. Any unruly behaviour from people connected with the competitor, such as the Coach, Manager, supporters, etc. may result in the disqualification of the competitor and/or the team.

26.3.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other competitor and the chances for winning are very badly diminished, for example: an injured face, broken nose, broken hand/finger / knee, etc.

26.3.7 Any competitor (or team) who receives HANSOKU in the semifinals will still receive a bronze medal.

26.3.8 Any competitor (or team) who receives HANSOKU in the final will still receive a silver medal.

26.3.9 Any competitor (or team) who receives SHIKAKKU in the semifinal or final will not receive a medal.

26.4 DEFEAT DUE TO RETIREMENT (Kiken)

26.4.1 A competitor who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the loser by KIKEN.

ART. 27: SCORING AREAS AND SCORING TECHNIQUES

27.1 The scoring areas shall be limited to the following: Head, Abdomen, Neck, Chest, Side and Back (excluding the shoulders).

27.1.1 The throat is not a scoring point; it is forbidden to attack the throat.

- 27.2 An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.
- 27.3 An attack, even if effective, delivered after the Time-up bell signals the end of the match, shall not be recognized as such, nor shall it constitute a basis for the decision.
- 27.4 Techniques delivered outside the prescribed match area shall be invalid.
- 27.5 However, if a competitor delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered valid. The point at which "Yame" is called helps determine if Jogai has occurred.
- 27.6 Scoring techniques of the same value simultaneously delivered by both competitors shall not score (Aiuchi).

ART. 28: WARNINGS AND PENALTIES

In the UWMAF kumite competition, there are 3 categories of warnings and penalties:

- 28.1 Forbidden attacks – **ATENAI**
- 28.2 Forbidden actions and behaviour - **KINSHI**
- 28.3 Disbarment from the entire competition - **SHIKAKU**

28.1 ATENAI category

The following attacks and techniques are prohibited and will be penalized in this category:

- 28.1.1 Uncontrolled attacks (which exceed past or over the target).
- 28.1.2 Techniques which make excessive contact, having regard to the scoring area attacked.
- 28.1.3 Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins.
- 28.1.4 Attacks to the groin or the throat.
- 28.1.5 Open hand techniques to the face, throat, and neck, Hiza Geri, Empi or Atama Uchi.
- 28.1.6 Jumping techniques (like Tobi Yoko Geri or Uraken Uchi).
- 28.1.7 Dangerous leg sweeping techniques (Ashi Barai without a follow-up technique or foot sweeps that land high on the leg and that could cause knee injury).
- 28.1.8 Dangerous throws (without any assurance of the opponent landing safely).
- 28.1.9 The announcement: “**Aka/Shiro – ATENAI ...**”.



- 28.1.10 The gesture for Atenai is: **(Fig 10)**

28.1.11 The possible warnings and penalties are:

- a. first warning: Atenai
- b. Final warning: Ateani Chui
- c. Disqualification: Atenai Hansoku

28.2 KINSHI category

The following actions and behaviours are prohibited and will be penalized:

28.2.1 Time-wasting.

This includes refusing to fight, running away from the opponent and repeated match interruption by clinching or unnecessary bodily contact against the opponent.

NB.: If time wasting happens during the ATOSHI BARAKU, the Referee panel will impose KINSHI CHUI directly. If the competitor has a Kinshi Chui before the Atoshi Baraku command, he will be punished with KINSHI HANSOKU.

28.2.2 **Exaggerated actions** (unsporting behaviour, etc) and reactions (i.e. faking injury, provocation or needless utterances, simulations, overreacting to light contact, or falling unnecessarily).

28.2.3 **Any behaviour likely to bring Karate into disrepute** (this includes Coaches, Managers and anybody connected with the competitor).

28.2.4 **Any disrespectful and unnecessary actions** are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, disagreeing with the referee's decisions during the match, etc).

28.2.5 **Mubobi: "Any situation where the competitor shows a lack of regard for his/her safety or integrity", as follows:**

- a) Attacks with an unguarded head in front.
- b) Attacks without following the target with the eyes.
- c) Turning away after an attack (as a tactical or theatrical move) to draw the Referee's attention to the technique.
- d) The competitor is defenceless, and their back is exposed.

28.2.6 **Jogai: "Any situation where the competitor touches the floor outside the match area with any part of his/her body, as follows:**

- a. If the competitor goes out deliberately or to avoid an opponent's technique.
- b. If one competitor delivers an unsuccessful technique and then exits immediately afterwards, Kinshi will be recorded.
- c. If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Kinshi will not be recorded.
- d. If there is a successful technique, Yame should occur at the instant of the score. The exit therefore occurs outside of the match time and must not be penalized.
- e. If Shiro exits the Tatami, or has exited as Aka's score is made (with aka remaining within the Tatami) then both Aka's score will be awarded and Shiro's Kinshi penalty will be imposed.
- f. The point at which "Yame" is called helps determine if this Kinshi situation has occurred. g.

Kinshi is not imposed if the competitor is pushed outside the match area by the opponent.

- h. Warnings must increase in severity until a penalty (Hansoku) is imposed.

28.2.7 Grabbing (unless immediately followed up by a technique).

28.2.8 The possible warnings and penalties are:

- a. First warning : Kinshi Ich
- b. Second warning: Kinshi Ni
- c. Final warning: Kinshi Chui
- d. Disqualification: Kinshi Hansoku

28.2.9 The announcement: “**Aka/Shiro, KINSHI** (Ich, Ni, Chui or Hansoku)”



28.2.10 The gesture for Kinshi is: (Fig.11)

28.3 SHIKAKKU

It is a disbarment from the entire competition and it is given in the following cases:

28.3.1 When the competitors do not obey the orders of the Referee.

28.3.2 When they commit an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.

28.3.3 When the competitor(s), their coach or any member(s) of their support squad make obscene or offensive gestures, make threats or give verbal abuse to the officials or other competitors.

28.3.4 When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.

28.3.5 The announcement: The Referee will announce “Aka/Shiro – SHIKAKKU.



28.3.6 The gesture for Shikakku is: (Fig 12)

28.3.7 Before Shikakku can be imposed, the Referee must consult the Tatami Chief Referee and then the UWMAF- Referee Commission.

28.3.8 The competitor who receives Shikakku will lose all the positions he / she won before in that round /category. He/she they will not receive a medal.

28.4 Coaches – warnings and penalties

28.4.1 The coaches will be penalized for bad behavior (verbal abuse, faking injuries, physical aggressiveness against officials or against their own students).

- 28.4.2 The penalty scale for coaches will have 3 (three) steps: Kinshi; Kinshi Chui and Kinshi Hansoku.
- 28.4.3 The decision to warn or penalize a coach will be taken by the Referee panel and the Chief Referee.
- 28.4.4 After the decision to warn a coach has been taken the Chief Referee will mark an **X** on the back of the coach's badge and certify this with his signature.
- 28.4.5 After the third mark, the UWMAF-Referee Commission will forbid him or her to act as a coach during the remainder of the competition.
- 28.4.6 The UWMAF-Referee Commission could also suspend for some time, from all competitions under the UWMAF umbrella.

ART. 29: INJURIES AND ACCIDENTS

In the case of an injury of a competitor, the Referee shall at once halt the match, assist the injured competitor and, at the same time, call the Competition Doctor.

29.1 DOCTOR'S DECISIONS

- 29.1.1 Only the competition doctor can make decisions concerning all matters about injuries, accidents or the physical condition of the competitors.
- 29.1.2 A competitor who wins a match through disqualification of their opponent for causing them an injury cannot fight again in the competition without the Competition Doctor's Permission.
- 29.1.3 When a competitor wins through disqualification of their opponent for causing them an injury, the Chief referee will send a judge with the injured winner to the Competition Doctor. The Competition Doctor must complete the "Injury sheet" (Fig.15). The completed "Injury sheet" will be given to the Jury Table and it will be attached to the round draw sheet. It is the Jury Table's responsibility to monitor the competitor's progress to the next round and to show the Injury Sheet to the Referee. Depending on the Doctor's instructions in the Injury Sheet the Referee will decide if the competitor can or cannot continue to compete in the competition.

Fig 15: Injury sheet

Date:	Hour:	Tatami No.	Name of Chief refere of the tatami
Number & Competitor's name:	Federation:	Country:	Nature of injury
Doctor's Remark	Recommendation	Continue?	Doctor's signature/Stamp
		YES NO	

- 29.1.4 A competitor who wins twice through the disqualification of the opponent for injuries received, will be withdrawn from the competition (Kiken).
- 29.1.5 No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.

29.2 VICTORY or DEFEAT after an injury

- 29.2.1 When a competitor, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the match or requests for permission to quit the match, they shall be declared the loser by Kiken.
- 29.2.2 If two competitors harm each other, or if they are suffering from Injuries previously incurred and they are declared by the Competition Doctor as unable to continue, the result of the match will be:
- a) The fight is won by the competitor that has accumulated the most points.
 - b) If the score is the same, then the Referee will call for HANTEI to decide the winner.
 - c) In Team competition the Referee will announce a Tie (HIKIWAKE). If the situation is in a decisive ENCHO-SEN in Team Competition, then the Referee will call HANTEI to establish the final result.
- 29.2.3 In the case of an injury or injuries sustained during a Kumite Match, for reasons not ascribable to either competitor, disable a competitor or in a case where both competitors are injured at the same time for reasons for which both are responsible, the final result will be decided by:
- a) The competitor who quits the Match shall be declared the loser by Kiken.
 - b) In a case where both competitors quit and the reasons causing the injuries are not ascribable to either of the competitors, then HANTEI will decide the final result.
- 29.2.4 In a case where a competitor is deemed unable to continue the match owing to an injury or any other physical reasons, based on the advice of the Competition Doctor, the Referee shall end the match and suspend the injured competitor from the match and will attribute the victory as follow:
- a) If the injury is ascribable to his opponent, he shall be declared the winner.
 - b) If the injury is not ascribable to his opponent, he shall be declared the loser.

29.3 SERIOUS INJURIES

In case of a serious injury, the UWMAF Discipline Commission may impose additional penalties.

- 29.3.1 The procedure applied in those cases will be found in **ART. 79 APPENDIX**

PART 3: KUMITE SANBON

CHAPTER 6: INDIVIDUAL KUMITE SANBON

- The Individual Match is decided by "Shobu Sanbon".
- The competitors try to score three points (6 WAZA-ARI, 3 IPPON, or score a combination of both before their opponent, within the time limit.
- In all Kumite Sanbon, the Mirror system will be used to adjudicate each match.

ART. 30: CATEGORIES ALLOWED

Table 1

KUMITE SHOBU SANBON - Individual							
MALE				FEMALE			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini cadets A	13 to 14 years	- 55 kg		Mini Cadets A	13 to 14 years	- 50 kg
	Mini Cadets B	13 to 14 years	- 65 kg		Mini Cadets B	13 to 14 years	- 55 kg
	Mini Cadets C	13 to 14 years	- 75 kg		Mini Cadets C	13 to 14 years	- 60 kg
	Mini Cadets D	13 to 14 years	+ 75 kg		Mini Cadets D	13 to 14 years	+ 60 kg
Cadets - all belts				Cadets - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets A	15 to 17 years	- 55 kg		Cadets A	15 to 17 years	- 50 kg
	Cadets B	15 to 17 years	- 65 kg		Cadets B	15 to 17 years	- 55 kg
	Cadets C	15 to 17 years	- 75 kg		Cadets C	15 to 17 years	- 60 kg
	Cadets D	15 to 17 years	+ 75 kg		Cadets D	15 to 17 years	+ 60 kg
Juniors - all belts				Juniors - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Juniors A	18 to 20 years	- 65 kg		Juniors A	18 to 20 years	- 55 kg
	Juniors B	18 to 20 years	- 75 kg		Juniors B	18 to 20 years	- 60 kg
	Juniors C	18 to 20 years	- 85 kg		Juniors C	18 to 20 years	- 65 kg
	Juniors D	18 to 20 years	+ 85 kg		Juniors D	18 to 20 years	+ 65 kg
Seniors - all belts				Seniors - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Seniors A	21 to 35 years	- 65 kg		Seniors A	21 to 35 years	- 55 kg
	Seniors B	21 to 35 years	- 75 kg		Seniors B	21 to 35 years	- 60 kg
	Seniors C	21 to 35 years	- 85 kg		Seniors C	21 to 35 years	- 65 kg
	Seniors D	21 to 35 years	+ 85 kg		Seniors D	21 to 35 years	+ 65 kg
Veterans - all belts				Veterans - all belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Veterans A	36 to 40 years	Open		Veterans A	36 to 40 years	Open
	Veterans B	41 to 45 years	Open		Veterans B	41 to 45 years	Open
	Veterans C	46 to 50 years	Open		Veterans C	46 to 50 years	Open
	Veterans D	51 to 60 years	Open		Veterans D	51 to 60 years	Open
	Veterans D	61 years and over	Open		Veterans E	61 years and over	Open

ART. 31: DURATION OF AN INDIVIDUAL KUMITE SANBON MATCH

31.1	Children (male/female)	1.5min. (effective time)
31.2	Mini cadets / Cadets (male/female)	2 min. (effective time)
31.3	Juniors and seniors (male /female)	3 min. (effective time)
31.4	Veterans (male/female)	2 min. (effective time)

ART. 32: TIE AND EXTENSION

32.1 THE TIE

32.1.1 In the event of a tie (equal score, including 0-0) after time-up, in an individual Match, HANTEI will be called.

32.1.2 The decision can be NO KACHI for Aka or Shiro (based on the criteria used in Hantei or it could be HIKIWAKE. In individual kumite sanbon, if Hikiwake is given, an Enchosen (extension) will follow.

32.2 THE EXTENSION (Encho-Sen)

32.2.1 The Referee command for starting the extension will be “Encho-Sen - Shobu Hajime”.

32.2.2 The time of Encho-Sen will be 1 minute.

32.2.3 This extension will be decided by the first to score (sudden death).

32.2.4 All scores and warnings are carried into the extension.

32.2.5 If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension
EXCEPTION: see ART 26.2.3, ART 26.2.5)

32.2.6 After Encho-Sen, in Hantei, the sign of HIKIWAKE cannot be given. All the Referee Panel (Referee, Mirror Judge and Kansa) have to decide AKA or SHIRO.

CHAPTER 7: TEAM SANBON KUMITE

Each individual match is decided according to the "Sanbon Kumite Rules" for individual kumite match.

ART. 33: CATEGORIES ALLOWED

Table 2

KUMITE SHOBU SANBON - <i>Team</i>							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Cadets	15 to 17 years	Open		Cadets	15 to 17 years	Open
	Juniors	18 to 20 years	Open		Juniors	18 to 20 years	Open
	Seniors	21 to 35 years	Open		Seniors	21 to 35 years	Open

ART. 34: TEAM SANBON MATCH

<back to top>

- 34.1 Before each Team Match, a team representative must hand to the Jury Table/Entrance officials an official Order list giving the names and the fighting order of the team members written on an Team Order sheet. (see Table 3).

Table 3

	SCOTLAND TEAM 'A' (the competitor's number)	Match 1	Match 2	Match 3	Match 4
	1004	1	2		
	1024	2	1		
	1029	3	3		

- 34.1.1 The fighting order can be changed for each round, but once notified, it cannot then be amended.
- 34.1.2 The use of a reserve constitutes a change in fighting order.
- 34.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.
- 34.2 Matches between individual members of each team shall be held in a predetermined order.

ART. 35: THE SANBON TEAM MEMBERS

- 35.1 The team will be composed of 3 competitors.
- 35.1.1 A team that does not have 3 competitors at the start of the 1st round of the competition will not be allowed to compete and will be declared Kiken.

- 35.1.2 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires. However, this substitution may only be made in the next round.
- 35.2 At the beginning of the match, only the team (3 members), without the reserve, will line up in the Tatami.
- 35.3 If, during a round, one member of the team is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to use their reserve in order to compete in the next round.
- 35.4 If during a round, another team member is injured, and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete in the remainder of that team category with only 2 competitors.

ART. 36: CRITERIA FOR DECIDING THE WINNING TEAM SANBON KUMITE

- 36.1 The winner of a team match shall be decided based on the individual matches.
- 36.1.2 If at the end of the prescribed time (in an individual bout), there is no score or there is equal score, the decision will be HIKIWAKE. Hantei will not be called.
- 36.2 The criteria for deciding the winner of a Team Match are the following (in order of descending importance):
- a) Numbers of wins.
 - b) The total score each team has (Ippon and Waza-ari are added together).
 - c) The number of Ippon each has (the winning team is the one who scored more Ippon).
 - d) Extra Match.
- 36.3 Victories through a foul, disqualification or voluntary withdrawal (Kiken) of the opponent shall be counted, in team matches, as 3 Ippon. The opponent (the loser) will keep the score registered at the time of the disqualification.

ART. 37: TIE AND THE EXTRA MATCH

- 37.1 When, after considering 36.2/a/b/c above, there is a tie between teams an extra match will be conducted between one representative from each contending team.
- 37.2 If this extra match results in a TIE, an extension (Encho-Sen) will take place. The extension (Encho-Sen) will be decided by the first to score (sudden death). If at time-up at the end of Encho-Sen there is still no score, a decision (Hantei) must be taken by the Judges' panel. The Referee, Mirror Judge and Kansa cannot give Hikiwake but must decide No Kachi for either Aka or Shiro.

CHAPTER 8: ROTATION TEAM SANBON KUMITE

In principle, the rules are the same as for **SHOBU SANBON INDIVIDUAL** and the mirror system will be used to adjudicate each match.

ART. 38: CATEGORIES ALLOWED

38.1 The rules are the same as for **SHOBU SANBON INDIVIDUAL**, but with some differences.

Table 4

KUMITE SHOBU SANBON – <i>Team Rotation</i>							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Weight	Nr.	Category	Age	Weight
	Mini cadets	13 to 14 years	Open		Mini cadets	13 to 14 years	Open
	Cadets	15 to 17 years	Open		Cadets	15 to 17 years	Open
	Juniors	18 to 20 years	Open		Juniors A	18 to 20 years	Open
	Seniors	21 to 35 years	Open		Seniors A	21 to 35 years	Open
	Veterans	Over 36 years	Open		Veterans	Over 36 years	Open

ART. 39: DURATION

39.1 In Kumite Team Rotation the duration of each match will be 6 minutes running time.

39.2 The clock will stop only when the Referee requests “Time”.

ART. 40: THE ROTATION TEAM MEMBERS

40.1 The team spirit requires that each competitor must fight at least once and for at least 15 seconds during the prescribed time (6 minutes).

40.2 If at the end of the match (after 6 minutes), one of the competitors has not fought, the team involved will be disqualified (Hansoku).

40.2.1 **EXCEPTION:** if one competitor reaches an advantage of “6 points” (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), ahead of the other team and before the time-up bell is sounded, his/her team will be declared the winner even though the other two members of his team did not fight.

40.3 Each team may have only one reserve, who may be substituted for an injured competitor or if the coach requires it. However, this substitution may only be made in the next round.

ART. 41: CRITERIA FOR DECIDING THE WINNING TEAM

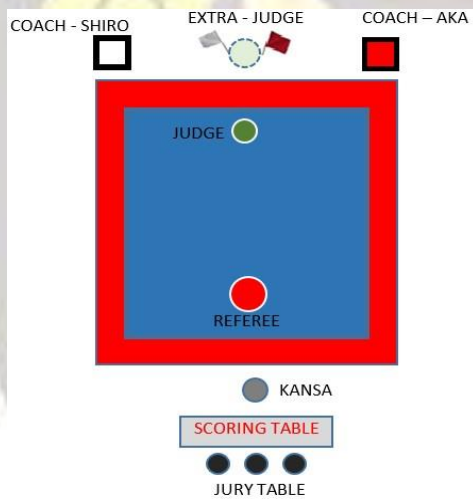
- 41.1 There will be no limit to the number of points that may be scored. Each team may score as many points as its competitors are capable of, during the 6 minutes.
- 41.2 The winner will be the team who scored more points (total score) than the opponent team, during the 6 minutes.
- 41.3 However, if one of the teams reaches an advantage of “6 points” (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), it will be declared the winner.

ART. 42: TIE IN ROTATION TEAM

- 42.1 If, after 6 minutes, there is a tie, the team who has the most Ippon will be declared the winner.
- 42.2 If the tie persists, there will be a 2-minute extension of time (Encho-Sen) and the team who scores the first point will be declared the winner. Each coach will choose 1 competitor from their team to initiate the extension. This competitor may be changed after the extension has begun.

ART. 43: SUBSTITUTIONS IN ROTATION TEAM

- 43.1 One Change-Judge will be used for the Rotation Team; he/she will be positioned outside of the tatami on the opposite side of the Jury table having 2 flags (AKA and SHIRO) (see the figure below).



onto the Tatami.

- 43.1.1 The sole function of the Change Judge is to indicate to the referee when and which competitor should be changed.

- 43.1.2 The Change Judge will have no opinion on scores, warnings or penalties nor shall he/she participate in Hantei.

- 43.2 During the first 5.30 minutes of the match, the coach or the team captain, may make as many substitutions between the 3 team members as they desire. A competitor who has already been replaced may come back to fight again in the same round and whenever requested during the match.

- 43.3 However, during Atoshi Baraku, requests to change are forbidden.

- 43.4 The competitor who is to be substituted must be ready and have all the required equipment and protectors when the referee calls him

SUBSTITUTION PROCEDURE

- 43.5 Coaches must sit down in identified chairs placed on either side of the Change Judge (see the above figure)
- 43.6 Whilst one member of the team is on the Tatami, the other 2 members of the team will always have to be equipped and ready to be called onto the Tatami.

- 43.7 When the Coach intends to make a substitution he must request “**CHANGE**” to the Change Judge.
- 43.8 The Change Judge must validate the request and ensure (checking the official scoring screen) that there is at least 15 seconds between changes.
- 43.9 The Change-Judge, by the use of a whistle and the command “Change”, will indicate to the Referee that he will have to stop the match to allow a substitution.
- 43.10 Only the Referee can decide when to stop the match and allow the substitution, the substitution will have to be made in a maximum of **3 seconds**. If the change exceeds this 3 sec, the Referee will restart the match, refusing the substitution. Also, he could warn or penalize the team involved for time wasting.
- 43.11 When a substitution occurs, the opponent will have to fight for at least another **15 seconds** before she/he may also be substituted.
- 43.12 Both competitors cannot be substituted at the same time. The change judge must be very attentive as to which team was first to request a change.

ART. 44: PENALTIES IN ROTATION TEAM

- 44.1 All the warnings incurred by the competitors in a team will be carried forward and added to any incurred by the substitute in the same round.
Example: If a competitor has been warned with ATENAI CHUI for excessive contact, the competitor who comes onto the Tatami as the substitute will automatically have this same warning applied to them and if s/he then commits another Atenai, s/he will be penalized with Atenai Hansoku
- 44.2 In a team match, if a competitor is penalized with HANSOKU, the whole team will be disqualified.
- 44.3 In a team match, if a competitor is penalized with SHIKKAKU, the whole team will be eliminated for the entire tournament.
- 44.3.1 Before applying the SHIKKAKU penalty the Referee will have to consult the Chief Referee and the UWMAF Referee Commission.

PART 4: KATA RULES

NB: A “Point System” will be used in the Individual and Team Kata Match. The winner will be the one with the highest total score. The UWMAF-ExCom may change from a “point System” to a “Flag System”.

CHAPTER 9: GENERAL KATA RULES

ART. 45: JUDGEMENT OF A MATCH

- 45.1 The Panel of Judges (1 Central Referee and 4 or 6 Corner Judges) will adjudicate each kata match.
- 45.2 All matches shall be conducted exclusively upon the instructions of the Central Referee.
- 45.3 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a white flag).
- 45.4 In the “Flag System”, when the Central Referee calls for Hantei, victory will be decided by the majority, based on the **Table for judgment** (see Fig.8).

ART. 46: STARTING THE KATA PERFORMANCE

- 46.1 Before each round, the competitors must give the name of Kata that they will perform to the Jury Table, for it to be recorded on the official sheet.
- 46.2 The competitors must perform a different kata in each round (including the ties).
Exception: see Table 10 in the Children Individual kata category.
- 46.3 When called upon by the Announcer, the competitor(s) will immediately proceed inside the match area, bow to the Central Referee, and they will clearly announce the name of the Kata that they will perform to the Judges. For Team Kata, the lead competitor of the team, who is nearest to the Central Referee, will announce the name of the kata.
- 46.4 The Central Referee will repeat the name of the Kata.
If the kata announces it's not in the list of the round, the Central Referee will inform the competitor about it and ask him/her to change the kata. The start of the kata should not be delayed for more than 30' seconds.
- 46.5 After that, the competitor (s) will commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.
- 46.6 All the Kata Team members must adopt the "Triangle" formation (the lead competitor in front and in line with the Central Referee).

ART. 47: ENDING THE KATA PERFORMANCE

- 47.1 Upon completion of the Kata, the Central Referee shall call Hantei for the Corner Judge's decisions. Immediately and simultaneously the Central Referee and the Corner Judges will raise their Score Boards with their decisions. The Caller-Announcer shall call out the Central Referee's score and each Corner Judge's scores clearly to the Recorder. 47.2 The Recorder shall record the announced scores on the proper form, and calculate the final score as follows: out of five (seven) scores received, the highest and lowest shall be deleted and the remaining three (five) scores shall be totalled.
- 47.3 The caller announcer shall clearly announce the total score.
- 47.4 After the announcement of the total score, the competitor (s) will bow to the Central Referee and leave the match area.

ART. 48: ROUNDS IN KATA COMPETITION

- 48.1 The KATA competition for both, individuals and teams, will be organized by rounds, according to ART.1 / 1.4.5 (as a reminder please see below)

ART. 1/ 1.4.5

- c) If there are 30 competitors or less than that in Round:

Round 1: the **12 highest scoring** competitors going through to the 2nd round;

Round 2: the **6 highest scoring** competitors going **through to the final round**;

Round 3: the best three competitors will receive the medals.

- d) If there are more than 30 competitors in Round 1 (N> 30):

Round 1: the 18 highest-scoring competitors to the 2nd round;

Round 2: the 6 highest scoring competitors go through to the final round;

Round 3: the best three competitors will receive the medals.

48.1.1 If there are less than 12 competitors in the first round, then the 1st Round can be omitted. Therefore, the event will become a two-round event.

ART. 49: TIE

- 49.1 In the event of a tie in the 1st or the 2nd round, to define the list of competitors for the next round, the minimum score from the remaining 3 scores (after the minimum and maximum scores were deleted) will be added to the total scores for that round. The deleted scores will not be taken into account for any other classification.
- 49.2 If, after this the tie persists, the maximum score from the remaining 3 scores is then added to the total scores for that round.
- 49.3 In the case of a continuing tie, the competitors must perform an additional and different Kata from this round.
- 49.4 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last Kata performed. The Central Referee and all the Judges will use flags to determine the winner.
- 49.5 Only the original score received in Round 2 will be used to determine the winner of the competition.
- 49.6 The deleted scores will not be used to determine results in any of the rounds. Only the three (five) remaining scores will be used to determine results.

ART. 50: THE FINAL RESULT IN KATA COMPETITION

- 50.1 Only the remaining scores from the 2nd and 3rd rounds will be added together for the final result.
- 50.2 In the event of a tie, the competitors must perform an additional and different Kata which they have not performed in previous rounds.
- 50.3 If, after this, the tie persists the minimum score from the remaining 3 scores will be added to the total.
- 50.4 In the case of a continuing tie, the maximum score from the remaining 3 scores will be added to the total.
- 50.5 In the case of a continuing tie, each competitor will be identified with a Red or White belt and using flags, the Centre Referee will call for Hantei. Each member of the Referee panel must decide Aka or Shiro based on the last kata each competitor performed.
- 50.6 If all the competitors who compete in a tie situation are disqualified, the qualifying place into the next round or medal placement will not be awarded.

CHAPTER 10: CHILDREN'S KATA COMPETITION

ART 51: CATEGORIES ALLOWED IN CHILDREN'S KATA COMPETITION

Competitors in children's categories are encouraged to study the basic Kata first and then gradually study the higher Kata.

51.1 Children's Individual Kata Categories

51.1.1 Children's Individual Kata categories will be open to all Karate Styles sub-divided by the competitor's Belt/Grade and the Kata for each round will be chosen from the prescribed list in Table 10:

Table 10

CHILDREN KATA – Individual							
All styles							
No. of Cat.							
Male	Female	Category of Age	<u>Belt</u>	Round 1	Round 2	Round 3	Observations
1	126	<u>Children A</u> (under 7 years)	9-7 kyu (white-orange)	Shitei	Shitei	Shitei	Can repeat a kata
2	127	<u>Children A</u>	6-4 kyu (blue)	Shitei	Shitei	Sentei (Shitei or Sentei)	Must NOT repeat a kata
3	128	<u>Children A</u>	Over 3 kyu (brown - black)	Shitei	Sentei (Shitei or Sentei)	Sentei (Shitei or Sentei)	Must NOT repeat a kata
4-6	129-131	Idem Children B (with 3 belt categories)	id.	id.	id.	id.	id.
7-9	132-134	Idem C (x3)	id.	id.	id.	id.	id.
10-12	135-137	Idem D (x3)	id.	id.	id.	id.	id.
13-15	138-140	Idem E (x3)	id.	id.	id.	id.	id.
16-18	141-143	Idem F (x3)	id.	id.	id.	id.	id.
19-21	144-146	Idem G (x3)	id.	id.	id.	id.	id.

51.2 CHILDREN'S TEAM KATA CATEGORIES

51.2.1 There will be two age groups in the Children Kata Team categories. These will be: Under 11 years and 11-12 years old as specified in Table 11.

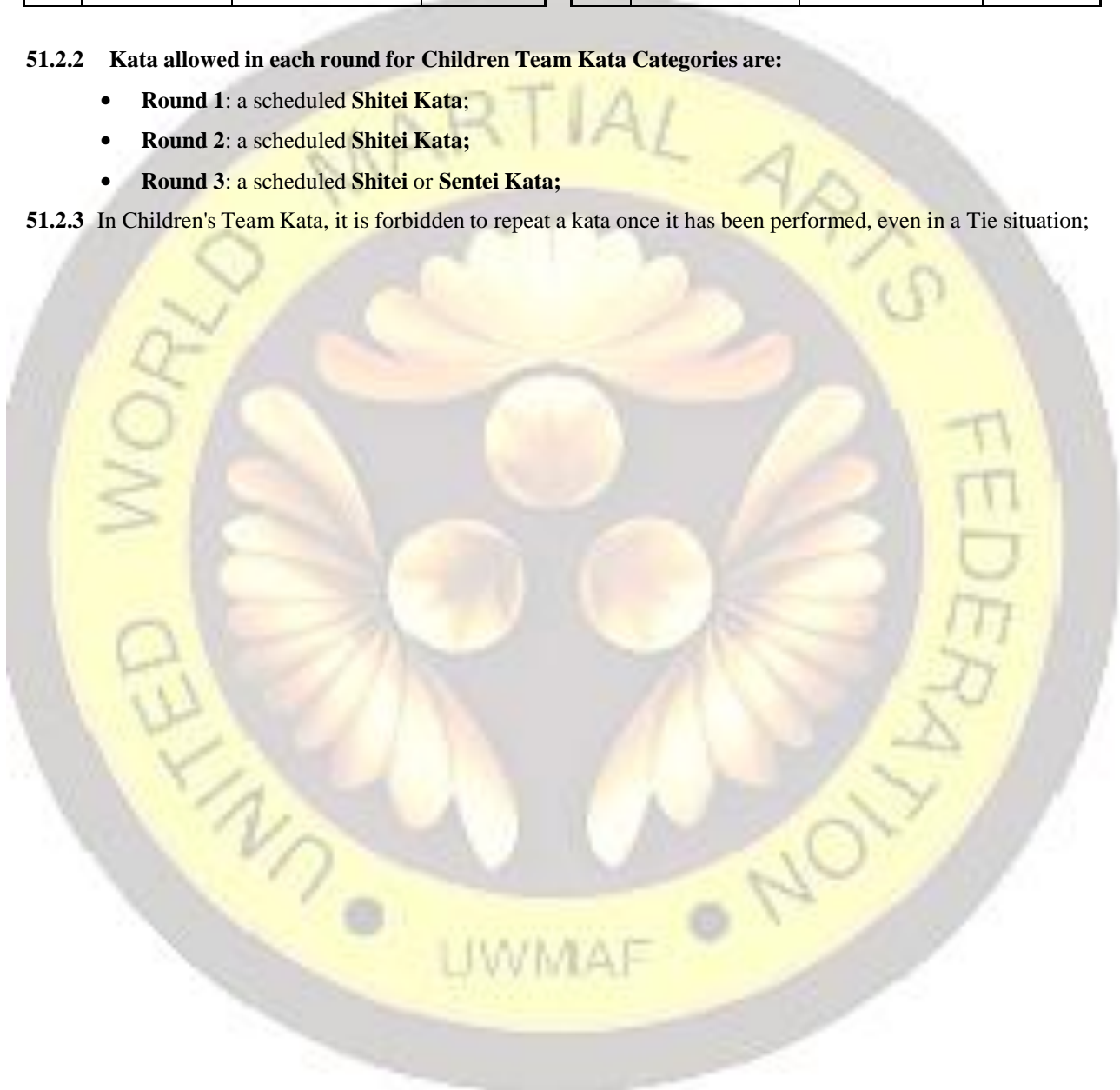
Table 11

CHILDREN KATA - <i>Teams</i>							
MALE				FEMALE			
All belts				All belts			
Nr.	Category	Age	Belts	Nr.	Category	Age	Belts
61	Children A	Under 11 years	All styles	183	Children A	Under 11 years	All styles
62	Children B	11 to 12 years	All styles	184	Children B	11 to 12 years	All styles

51.2.2 Kata allowed in each round for Children Team Kata Categories are:

- **Round 1:** a scheduled **Shitei Kata**;
- **Round 2:** a scheduled **Shitei Kata**;
- **Round 3:** a scheduled **Shitei** or **Sentei Kata**;

51.2.3 In Children's Team Kata, it is forbidden to repeat a kata once it has been performed, even in a Tie situation;



Chapter 11: MINI-CADETS, CADETS AND JUNIORS KATA COMPETITION

ART. 52: CATEGORIES ALLOWED

52.1 Mini-Cadet's Individual Kata Categories

Mini-Cadets Individual Kata categories will be sub-divided by Karate Style and by the competitor's Belt/Grade (See Table 12)

Table 12

Mini-Cadets KATA – Individual							
MALE				FEMALE			
Nr.	Style	Age	Belts	Nr.	Style	Age	Belts
22	SHOTOKAN	Mini-Cadets	A: 9-7 kyu	147	SHOTOKAN	Mini-Cadets	A: 9-7 kyu
28	SHOTOKAN	Mini-Cadets	B: 6 kyu & over	153	SHOTOKAN	Mini-Cadets	B: 6 kyu & over
23	GOJU RYU	Mini-Cadets	A: 9-7 kyu	148	GOJU RYU	Mini-Cadets	A: 9-7 kyu
29	GOJU RYU	Mini-Cadets	B: 6 kyu & over	154	GOJU RYU	Mini-Cadets	B: 6 kyu & over
24	SHITO RYU	Mini-Cadets	A: 9-7 kyu	149	SHITO RYU	Mini-Cadets	A: 9-7 kyu
30	SHITO RYU	Mini-Cadets	B: 6 kyu & over	155	SHITO RYU	Mini-Cadets	B: 6 kyu & over
25	WADO RYU	Mini-Cadets	A: 9-7 kyu	148	WADO RYU	Mini-Cadets	A: 9-7 kyu
31	WADO RYU	Mini-Cadets	B: 6 kyu & over	154	WADO RYU	Mini-Cadets	B: 6 kyu & over
26	SHORIN RYU	Mini-Cadets	A: 9-7 kyu	148	SHORIN RYU	Mini-Cadets	A: 9-7 kyu
32	SHORIN RYU	Mini-Cadets	B: 6 kyu & over	154	SHORIN RYU	Mini-Cadets	B: 6 kyu & over
27	OTHERS	Mini-Cadets	A: 9-7 kyu	148	OTHERS	Mini-Cadets	A: 9-7 kyu
33	OTHERS	Mini-Cadets	B: 6 kyu & over	154	OTHERS	Mini-Cadets	B: 6 kyu & over
	RENGOKAI	Mini-Cadets	A: 9-7 kyu	148	RENGOKAI	Mini-Cadets	A: 9-7 kyu
	RENGOKAI	Mini-Cadets	B: 6 kyu & over	154	RENGOKAI	Mini-Cadets	B: 6 kyu & over

52.1.1 Kata allowed in each round for Mini-Cadets Individual 9th - 7th Kyu Kata competition are:

- Round 1: a scheduled Shitei kata.
- Round 2: a scheduled Shitei kata
- Round 3: a scheduled Shitei, kata

52.1.2 In the 9th 7th Kyu category, Mini Cadet competitors can repeat a kata, even in a tie situation.

52.1.3 Kata allowed in each round for Mini-Cadets Individual in 6th Kyu and over Kata, competition are:

- Round 1: a scheduled Shitei, Sentei kata;

- Round 2: a scheduled Shitei, Sentei, Tokui kata.
- Round 3: a scheduled Shitei, Sentei Tokui kata.

52.1.4 In 6th Kyu and over Kata categories, Mini-Cadets Individual Kata, competitors cannot repeat a kata, even in a tie situation.

52.2 Cadet and Junior Kata Individual Kata Categories

52.2.1 Cadet and Junior Individual Kata categories will be subdivided by Karate Style as specified in Table 13.

Table 13

Cadets & Juniors KATA – Individual							
MALE				FEMALE			
Nr.	Style	Age	Belt	Nr.	Style	Age	Belt
	SHOTOKAN	15 – 17 years 18 - 20 years	All belts		SHOTOKAN	15 – 17 years 18 - 20 years	All belts
	GOJU RYU	15 – 17 years 18 - 20 years	All belts		GOJU RYU	15 – 17 years 18 - 20 years	All belts
	SHITO RYU	15 – 17 years 18 - 20 years	All belts		SHITO RYU	15 – 17 years 18 - 20 years	All belts
	WADO RYU	15 – 17 18 - 20 years	All belts		WADO RYU	15 – 17 years 18 - 20 years	All belts
	SHORIN RYU	15 – 17 years 18 - 20 years	All belts		SHORIN RYU	15 – 17 years 18 - 20 years	All belts
	OTHERS	15 – 17 years 18 - 20 years	All belts		OTHERS	15 – 17 years 18 - 20 years	All belts
	RENGOKAI	15 – 17 years 18 - 20 years	All belts		RENGOKAI	15 – 17 years 18 - 20 years	All belts
	OPEN	15 – 17 years 18 - 20 years	All belts		OPEN	15 – 17 years 18 - 20 years	All belts

52.2.2 Kata allowed in Cadet and Junior Individual Kata Competition

- Round 1: a scheduled Shitei or Sentei Kata;
- Round 2: a scheduled Shitei, Sentei or Tokui Kata.
- Round 3: a scheduled Shitei, Sentei or Tokui Kata.

52.2.3 In Cadet and Junior Individual Kata competitions, it's forbidden to repeat a kata once performed, even in a Tie situation

CHAPTER 12: SENIORS AND VETERANS KATA COMPETITION

ART.53: CATEGORIES ALLOWED

73.1 Competitors in SENIOR Kata categories will be aged between 21 to 35 years old.

73.1.1 Senior Individual Kata categories will be subdivided by Karate Styles (See Table 14).

Table 14

KATA – <i>Individual</i>							
MALE				FEMALE			
SENIORS - all belts				SENIORS - all belts			
Nr.	Category	Age	Belts	Nr.	Category	Age	Belts
	SHOTOKAN	21 to 35 years	All belts		SHOTOKAN	21 to 35 years	All belts
	GOJU RYU	21 to 35 years	All belts		GOJU RYU	21 to 35 years	All belts
	SHITO RYU	21 to 35 years	All belts		SHITO RYU	21 to 35 years	All belts
	WADO RYU	21 to 35 years	All belts		WADO RYU	21 to 35 years	All belts
	SHORIN RYU	21 to 35 years	All belts		SHORIN RYU	21 to 35 years	All belts
	OTHERS	21 to 35 years	All belts		OTHERS	21 to 35 years	All belts
	RENGOKAI	21 to 35 years	All belts		RENGOKAI	21 to 35 years	All belts

53.2 Competitors in VETERANS Kata categories will be aged 36 years or over.

53.2.1 Veteran Individual Kata categories will be open Styles and all belts (See Table 15).

Table 15

MALE			
VETERANS - all belts			
Nr.	Category	Age	Style
	Veterans A	36 to 40 years	OPEN
	Veterans B	41 to 45 years	OPEN
	Veterans C	46 to 50 years	OPEN
	Veterans D	51 to 60 years	OPEN
	Veterans E	61 years up	OPEN

FEMALE			
VETERANS - all belts			
Nr.	Category	Age	Style
	Veterans A	36 to 40 years	OPEN
	Veterans B	41 to 45 years	OPEN
	Veterans C	46 years and over	OPEN

53.3 Kata allowed in Senior and Veteran Individual Kata competition

- Round 1: a scheduled Shitei, Sentei Kata;
- Round 2: a scheduled Shitei, Sentei or Tokui Kata.
- Round 3: a scheduled Shitei, Sentei or Tokui Kata.

53.4 In Senior and veteran Individual Kata it is forbidden to repeat a kata once performed, even in a Tie situation;

54. KATA TEAMS

54.1 Kata Team Categories are specified in Table 16

Table 16

KATA – TEAMS (All Belts)							
MALE				FEMALE			
Nr.	Category	Age	Style	Nr.	Category	Age	Style
63	Mini-Cadets	13 – 14 years	All styles	185	Mini-Cadets	13 – 14 years	All styles
64	Cadets	15 to 17 years	All styles	186	Cadets	15 to 17 years	All styles
65	Juniors	18 to 20 years	All styles	187	Juniors	18 to 20 years	All styles
66	Seniors	21 to 35 years	All styles	188	Seniors	21 to 35 years	All styles
67	Veterans	Over 36 years	All styles	189	Veterans	Over 36 years	All styles

54.2 Kata allowed in Team Kata competition for Mini-Cadets, Cadets, Juniors, Seniors and Veterans are:

- Round 1: a scheduled Shitei, Sentei Kata;
- Round 2: a scheduled Shitei, Sentei or Tokui Kata.
- Round 3: a scheduled Shitei, Sentei or Tokui Kata.

54.3 It's forbidden for any Kata team to repeat a kata once it has already been performed, even in a Tie situation.

CHAPTER 13: CRITERIA FOR DECISION

In a Kata Match, each performance will not be deemed simply good or bad, but will be judged according to the essential elements specified in **Basic performance** and **Advanced performance**:

ART. 55: BASIC PERFORMANCE

55.1 The following basic points must appear in each performance of a Kata:

- a) Kata sequence.
- b) Control of power.
- c) Control of tension and contraction.
- d) Control of speed and rhythm.
- e) Direction of movements.
- f) Understanding Kata technique
- g) Show proper understanding of the Kata Bunkai.
- h) Coordination.
- i) Stability and balance.
- j) Pauses.
- k) Kiai.
- l) Breathing.
- m) Concentration.
- n) Spirit.

ART. 56: ADVANCED PERFORMANCE

56.1 Judges will note the specific important points and the degree of difficulty of the performed Kata. Judgment will be based on:

- a) The mastery of techniques by the competitor.
- b) The degree of difficulty and risk in the performance of the Kata.
- c) The Budo attitude of the competitor.

ART. 57: MINUS POINTS

57.1 Points will be deducted in these cases:

- a) For a momentary hesitation in the smooth performance of the Kata quickly remedied, 0.1 should be deducted from the final score.
- b) For a momentary but discernible pause, 0.2 points should be deducted.
- c) For a momentary slight imbalance, and quickly remedied, 0.1 - 0.2 points should be deducted.
- d) For a lack of kiai, 0.1 points should be deducted.

ART. 58: DISQUALIFICATION

- a) If the competitor announces one kata and he performs another kata.
- b) If the Kata is varied (plus or minus a technique/movement, changing techniques/stances, etc.)
- c) If the competitor stops the Kata for more than 5 sec.
- d) If the competitor loses balance completely and/or falls.

- e) If the competitor doesn't perform a Kata of its style.
 - f) If a belt, trousers, a device, etc. falls during the kata performance.
 - g) If during or at the end of the kata performance the Panel observes some forbidden accessories.
 - h) For disqualification, the score will be 5.0/6.0/7.0 for children (according to the round) and 0.0 for all other age categories.
-

APPENDICES

ART.59: Procedure in the case of a very serious injury

- a) When a competitor causes an excessive injury to another competitor, the UWMAF-Referee Commission may impose additional penalties.
- b) The UWMAF Competition Doctor will forward a report regarding this situation to the UWMAF-Referee Commission. If the injured competitor has to attend the hospital, the UWMAF Medical Commission will follow the medical progress of the injured competitor after the event and inform the UWMAF-Referee Commission.
- c) The Panel of referees who arbitrated the match with the excessive injury must forward a report also to the UWMAF-Referee Commission.
- d) The UWMAF Competition doctor will collect all the medical documents from the hospital or other medical institutions and will send them to the UWMAF-Referee Commission.
- e) Based on the doctor and referee report and the medical documents, the UWMAF-Referee Commission will adopt a decision to impose additional penalties from the following list:
 - 1. A written warning.
 - 2. A suspension of between 1 – 2 Years from all UWMAF international competition events.
 - 3. The offending competitor will be banned from all Kumite Competitions in UWMAF events.
- f) This decision will be submitted to the UWMAF-ExCom for approval.
- g) After that the decision will be communicated to the competitor who caused the injury.

ART. 60: UWMAF official kata list

(Table 17)

See Attached List for Kata

UWMAF



RULES OF KUMITE COMPETITION KATA & KATA BUNKAI CONTEST

RULES OF KUMITE COMPETITION, KATA CONTEST AND BUNKAI CONTEST

Table of Contents

1. THE ETHICS OF REFEREEING	12
2. THE RULES OF THE KUMITE COMPETITION.....	13
2.1 SHIAIJO (MATCH AREA)	13
2.2 OFFICIAL ATTIRE (KARATEDOGI)	14
2.3 PROTECTIVE EQUIPEMENT (ANZEN BOGU)	14
2.4 SHIAI (MATCHES).....	15
2.5 JUDGES AND ARBITRATORS	17
2.6 CONDUCT OF SHIAI	18
2.7 SHIAIJKAN (MATCH TIME)	18

2.8 VICTORY AND DEFEAT	19
2.9 CRITERIA FOR DECIDING AN “IPPON” (WINNING POINT”)	19
2.10 CRITERIA FOR DECIDING A WAZA-ARI.....	20
2.11 CRITERIA FOR DECISION (<i>HANTEI</i>)	20
2.12 PROHIBITED ACTS AND TECHNIQUES.....	21
2.13 FOUL AND DISQUALIFICATION.....	21
2.14 INJURIES OR ACCIDENTS DURING THE SHIAI.....	23
2.15 PROTESTS AND OTHER MATTERS	23
2.16 MISCELLANEOUS RULES	24
3. THE RULES OF JUDGING OF KUMITE COMPETITION	26
3.1 PURPOSE.....	263.2
METHODS OF DECISION	26
3.3 METHODS OF JUDGEMENT.....	26
3.4 POWER AND DUTY OF THE CHIEF REFEREE.....	26
3.5 POWER AND DUTY OF THE DEPUTY CHIEF REFEREE	27
3.6 THE POWER AND DUTY OF REFEREES AND JUDGES.....	27
3.7 STARTING, SUSPENDING AND ENDING MATCHES, AND ANNOUNCING	27
3.8 PROTESTS TO THE ARBITRATOR AND REVISION OF DECISIONS	29
3.9 POWER OF THE CHIEF ARBITRATOR	29
3.10 POWER AND DUTY OF THE DEPUTY ARBITRATOR	30
3.11 ARBITRATOR	30
3.12 OTHER MATTERS	30
4. THE CONDITIONS FOR OPERATING THE JUDGING RULES.....	31

5. THE RULES OF KATA CONTEST	33
5.1 CONTEST AREA.....	33
5.2 ATTIRE.....	33
5.3 ORGANIZATION OF THE CONTEST	33
5.4 JUDGING PANEL.....	34
5.5 CONTEST OPERATION	34
5.6 VICTORY AND LOSS.....	34
5.7 CRITERIA FOR JUDGEMENT.....	35
5.8 RULE VIOLATION AND DISQUALIFICATION	35
5.9 PROTEST AND OTHER MATTERS.....	35
6. THE RULES OF JUDGING KATA CONTESTS	36
6.1 PURPOSE.....	36
6.2 METHOD OF JUDGING	36
6.3 CRITERIA FOR JUDGEMENT.....	37
6.4 FOUL AND DISQUALIFICATON	38
6.5 OTHER MATTERS	38
7. THE RULES OF KATA BUNKAI KUMITE CONTEST.....	39
7.1 CONTEST AREA.....	39
7.2 ATTIRE.....	39
7.3 ORGANISATION OF THE CONTEST.....	39
7.4 JUDGING PANEL.....	40
7.5 CONTEST OPERATION	40

7.6 VICTORY AND LOSS.....	40
7.7 CRITERIA FOR JUDGEMENT.....	41
7.8 RULE VIOLATION AND DISQUALIFICATION.....	41
7.9 PROTESTS AND OTHER MATTERS	41
8. THE RULES OF JUDGING KATA BUNKAI KUMITE CONTEST	42
8.1 PURPOSE.....	42
8.2 METHOD OF JUDGING.....	42
8.3 CRITERIA FOR JUDGEMENT.....	43
8.4 FOUL AND DISQUALIFICATION.....	44
8.5 OTHER MATTERS	44
9. CLASSIFICATION OF INTERNATIONAL REFEREES AND JUDGES.....	45
9.1 Master Referee	45
9.2 Senior Referee	45
9.3 A Grade Referee.....	45
9.4 B Grade Referee	45
9.5 C Grade Referee.....	46
APPENDIX A.....	47
THE MATCH AREA AND THE POSITIONING OF THE	47
REFEREE, JUDGES AND ARBITRATOR.....	47
APPENDIX B	48
TARGET AREAS AND MAJOR SCORING TECHNIQUES	48
CONTROLLED CONTACT TARGETS.....	48
NON-CONTACT TARGETS	48

ORDER OF ANNOUNCING	48
CLASSIFICATION OF MAJOR SCORING TECHNIQUES	49
GENERAL – Based on Motion	49
SPECIFIC SCORING TECHNIQUES.....	49
APPENDIX C.....	50
THE TERMS AND THEIR MEANINGS AND THE	50
METHODS OF SIGNALLING USED BY REFEREES AND JUDGES	50
REFEREE TERMINOLOGY AND HAND SIGNALS	54
THE METHODS OF SIGNALLING AS USED BY THE JUDGES	55
APPENDIX D	56
SCORING SYMBOLS	56
APPENDIX E	58
KATA CONTEST AREA	58
APPENDIX F.....	59
LIST OF TOROKU (REGISTERED) KATA	59
APPENDIX G	61
WEARING THE HAKAMA	61

1. THE ETHICS OF REFEREEING

Referees and Judges must always bear the following points in mind:-

1. Referees and judges must always be neutral and impartial.
2. Referees and judges must always comport themselves with dignity and self-possession.
3. Referees and judges must with the utmost attentiveness and concentration watch and observe with attentiveness and concentration every detail of the competition or contest they attend, and pass correct judgement on every move of the contestants.
4. During a match, the arbitrator, referees and judges shall speak only to each other. They shall not speak to spectators or other persons. The referee shall give all commands and make all announcements. In principle, judges shall communicate exclusively by the use of their flags. However, they may speak to attract the referee's attention or if called to conference by the referee.
5. The quality of the judgement and attitude in match operation shown by the referees and judges has a profound effect on the progress of UWMAF Traditional Bogu Karatedo match operation. It is therefore required that every referee and judge demonstrate exemplary efficiency, speed and refined behaviour.

In summary, it is therefore absolutely necessary for officials of true martial arts (Budo) competitions to not only arbitrate and safeguard, but to educate. To do this, they must be superior in training, experience and knowledge to the contestants, and in this way, and only in this way, can the true spirit of Budo ...true combat...be controlled and maintained to the highest possible standards. This is the spirit that forms the basis of UWMAF Traditional Bogu Karatedo.

2. THE RULES OF THE KUMITE COMPETITION

2.1 SHIAIJO (MATCH AREA)

- 2.1.1 The match area (*shiai*) shall have a flat surface and will, in principle, be surfaced with "Super Safe" Anzen Tatami, or equivalent. The area is to be provided with proper hazard prevention measures.
- 2.1.2 The size of the shiai shall, in principle, be 9 square meters or equivalent.
- 2.1.3 As a general rule, all the line markings on the floor shall be in distinct white and shall be .05 meters in width. The warning track shall have a minimum width of 1 meter, marked by a red line or tatami.
- 2.1.4 All measurements shall be made between the outer sides of the lines.
- 2.1.5 If the match is to be elevated from the floor level, the height shall be 1 meter and the floor space 9.2 m x 1.5 m square in principle. The chair for the arbitrator should be placed in this elevated area. For junior or female competition, the floor space may be reduced to 7.2 m x 1.5 m square.
- 2.1.6 Two parallel lines perpendicular to the front sideline, each one meter long, shall be drawn at a distance of 1.6 m from and on both sides of the centre point of the shiai. These lines shall be the standing lines for the contestants.
- 2.1.7 A 0.5 m long line shall be drawn parallel to the back-side line, two meters away from the centre point, towards the back-side line. This line shall designate the regular position of the referee.
- 2.1.8 The arbitrator and the record keeper(s) shall, as a rule, be seated at the front side of the shiai, facing the referee, and more than two meters removed from it.
- 2.1.9 The coach's box shall be 1 meter from the parameter of the shiai adjacent to the players' box on the side closest to the arbitrator. The box shall have dimensions of 1 meter in length and 0.5 meters in width.
- 2.1.10 A Safety Supervisor shall be appointed to oversee the overall safety of all conditions at each tournament. This person should be a high-ranking referee, and in conjunction with the Chief Referee, should ensure the safety of all conditions at the tournament.

2.2 OFFICIAL ATTIRE (KARATEDOGI)

- 2.2.1 The contestants shall wear clean official "Super Safe" Karatedogi or equivalent clean white Karatedogi. Each contestant may wear on his/her chest a designated identification mark of his/her country and on the left sleeve midway between the elbow and shoulder, the emblem of his/her style. The opposite sleeve shall display the official UWMAF Badge.
- 2.2.2 The jacket when tightened around the waist with the belt must be of an even length covering the hips.
- 2.2.3 The length of the sleeves must not only cover the elbows, but also cover at least half of the forearm.
- 2.2.4 The length of the pants shall cover at least 3/4 of the skin down from the knees
- 2.2.5 The length of the belt from knot to end shall be no less than 15 cm.
- 2.2.6 The red and white strings which contestants will wear for a kumite match must be approximately 5 cm. wide and of a length sufficient to allow 15 cm of length to hang from the knot at both ends. They must be distinctly coloured, one red and one white, so as to be easily identifiable during the match. This requirement shall be waived when red and white UWMAF Bogu Safe face protectors are available.
- 2.2.7 Hair should be clean, reasonable in length and should not interfere with the competition. The referee can, under certain circumstances with the approval of the Chief Referee, declare a competitor who violates this Rule to be disqualified.
- 2.2.8 The use of bandages, supports, fist guards or kick guards for reasons of injury must be approved by the referee, in consultation with the chief medical officer.
- 2.2.9 Referees, judges and arbitrators shall wear the official "Super Safe" karatedogi, with the official UWMAF . Referee's Crest worn on the left side of the chest. The standard official UWMAF . Crest should be worn on the right sleeve. In addition, worn over the karatedogi shall be a black hakama. Finally, the Karatedo obi shall be worn over the hakama. No footwear of any kind is to be worn.

2.3 PROTECTIVE EQUIPEMENT (ANZEN BOGU)

- 2.3.1 All contestants are required to wear the standard "UWMAF Bogu Safe Guard" shiai protectors, consisting of the main body protector (*do*), face protector (*men*) and groin guard (*kin-ate*). For safety reasons, only certified "Super Safe" protectors are approved as the official shiai protectors for tournaments. It is mandatory for contestants to wear the official shiai protectors unless prior certification has been obtained from the UWMAF .

- 2.3.2 Junior competitors may wear the Junior standard "UWMAF Bogu Safe Guard" consisting of the main body protector (*do*) and face protector (*men*) as well as a groin guard, which is compulsory.
- 2.3.3 UWMAF Bogu Safe Equipment will be certified for use in competition for a maximum of three years from the year of manufacture. UWMAF Bogu Safe Equipment manufactured from 1993 will bear a label indicating the year of manufacture.
- 2.3.4 The Safety Supervisor will ensure that UWMAF Bogu Safe Equipment used at a tournament is valid. In addition, the Safety Supervisor will have the responsibility to ensure that equipment used is safe, even if valid. Any equipment deemed by the Safety Supervisor to be unsafe, regardless of whether it is still within three years of manufacture, cannot be used in competition unless it is repaired to the satisfaction of the Safety Supervisor.
- 2.3.5 The use of any type of supporting bandages or protectors by contestants is strictly forbidden unless prior permission has been sought from and given by the proper tournament authority. The use of such devices will normally only be allowed for medical reasons. A decision of the tournament chief medical officer shall be regarded as final.
- 2.3.6 All female contestants may wear official "Super Safe" mitts and shin guards. An additional chest protector under the gi may be worn by female contestants, subject to the provision that such equipment must be endorsed by the UWMAF ., or have the approval of the Chief Referee prior to being worn.
- 2.3.7 The use of a mouth guard is optional but highly recommended.

2.4 SHIAI (MATCHES)

- 2.4.1 The types of *shiai* shall be as follows:-

- individual-title *shiai*
- team *shiai*

- 2.4.2 The *shiai* shall in principle be decided by *ippon shobu* (or *sanbon shobu*)

- 2.4.3 Team Composition

- 2.4.3.1 The number of persons composing a team shall be an odd number.

- 2.4.3.2 A team *shiai* shall be considered complete if a minimum of 3 out of 5, 4 out of 7, or 2 out of 3 is present for the match. However, any team with less than one half of the required members present shall automatically forfeit the match. Three wins out of five matches (or equivalent) shall end a team *shiai* in a championship tournament.

- 2.4.4 *Shiai* ("*ippon shobu*") between individual members of each team shall be held in a pre-determined order and the winning team shall be decided on the basis of these individual *shiai*.
- 2.4.5 The order of the *shiai* for each member of the team cannot be changed once the official order list has been submitted. In case a recorded member fails to show up to that fight, he/she shall automatically be awarded *kiken*, and the opposing contestant shall be the winner.
- 2.4.6 Failure of the player or the team to arrive on time for the tournament may result in disqualification (*shikkaku*).
- 2.4.7 If a team or individual fails to attend a tournament after sending in an application form or quits during the match, the UWMAF . Executive Board may bar that team or individual from future events.
- 2.4.8 Competitors attempting to compete without having completed the appropriate application procedures may be refused.
- 2.4.9 There shall be one method of conducting a *shiai*, being the "number of winners method".
- 2.4.10 In the "number of winners method", the winning team is that team which has had the greatest number of winning contestants. If both teams have an equal number of winning contestants, the points of both contestants shall be counted. Firstly, the number of *ippon* each team has been awarded. If there is still no clear result, the number of *waza ari* awarded shall be compared.
- 2.4.11 If the final points are still equal, a final deciding *shiai* shall be held between two chosen representatives of the contending teams. In case the deciding *shiai* exceeds two rounds, the representatives of each team shall be replaced by another member of the team. Victory through a foul or disqualification being counted as *ippon*.
- 2.4.12 No competitor may compete in more than two successive *shiai*. Once withdrawn, a contestant shall not compete again until the entire team has competed.

2.4.13 The official UWMAF weight categories are:-

Men

Lightweight	Less than or equal to 63.5 kg
Middleweight	Greater than 63.5 kg and less than or equal to 73 kg
Cruiserweight	Greater than 73 kg and less than or equal to 82 kg
Heavyweight	Greater than 82 kg

Women

Lightweight	Less than or equal to 54 kg
Middleweight	Greater than 54 kg and less than or equal to 61 kg
Cruiserweight	Greater than 61 kg

2.4.14 The correct composition and order for team events are as follows: -

Men: Lightweight, Middleweight, Cruiserweight, and Heavyweight

Women: Lightweight, Middleweight, and Cruiserweight

Mixed: Male Lightweight, Female Lightweight, Male Middleweight, Female Middleweight, Male Cruiserweight, Female Cruiserweight and Male Heavyweight

2.5 JUDGES AND ARBITRATORS

2.5.1 The judgement of the shiai shall be made by judges (one referee and two corner judges) who are sanctioned by the UWMAF . and the Rules Sub-Committee.

2.5.2 An arbitrator shall be appointed to ensure the fairness of the conduct of the shiai and the judgement therein, to check that the scores are correctly recorded by the official recorders, to ensure that proper time is kept, and to receive protests from the official team or individual coach, as the case may be.

2.5.3 As a general rule, each of the judges shall be positioned 0.5 m away from the corner of the match area (see Appendix A). Where technically difficult due to floor layout, this Rule may be circumvented.

2.5.4 Prior to the match and prior to taking up their prescribed positions, all of those concerned at the match site must first bow to the front (*shomen ni rei*), then to the referee (*shinpan ni rei*) and finally to each other (*otagai ni rei*).

- 2.5.5 At the end of the match, all of those concerned must return to their original positions, stand correctly and bow to each other (*otagai ni rei*), then to the referee (*shinpan ni rei*) and then to the front (*shomen ni rei*). After this, they exit the shiai-jo (*taijo*) and shake hands with fellow competitors. Courtesy suggests that all competitors then thank the referees, judges, arbitrators, other official and coaches.
- 2.5.6 The red/white distribution shall be red (*aka*) to the right and white (*shiro*) to the left from the referee's perspective. (Refer to the layout in Appendix A)
- 2.5.7 Participating contestants shall be positioned according to the diagram shown (see Appendix [A]). No alteration to this order may be made once the match has commenced.
- 2.5.8 In the event that a referee fails to perform the duties of that position according to the rules of the match, the arbitrator may call for a suspension of the match for purposes of consultation with the Chief Referee.

2.6 CONDUCT OF SHIAI

- 2.6.1 When the referee calls "*nyujo*", the contestants waiting to compete in the next match shall bow and enter the shiai-jo, taking up their positions of the prescribed lines. They shall then bow to the referee and judges (*shinpan ni rei*) and then to each other (*otagai ni rei*). The match shall commence on the referee's command of "*shobu ippon hajime*".
- 2.6.2 When the referee gives the call "*yame*", the contestants will disengage from the bout and return to their prescribed positions (*motono ichi*), to await an award from the referee. They shall continue the *shiai* on the referee's command of "*tsuzukete hajime*". When the referee announces "*yame sore made*", the contestants shall again return to their prescribed positions (*motono ichi*) to await the referee's awarding of the match. When this is given, the contestants shall again bow to each other, to the referee and then shake hands with each other. The *shiai* is then over and the competitors should leave the shiai-jo (*taijo*).
- 2.6.3 The *shiai* shall be conducted exclusively under the instructions of the referee.

2.7 SHIAI-JIKAN (MATCH TIME)

- 2.7.1 *Shiai* time shall be three minutes in principle. The panel of judges, in consultation with each other, may specify that the *shiai* time for specific events (e.g. female and/or junior events) be two minutes or one and a half minutes as deemed appropriate.
- 2.7.2 When there are 30 seconds remaining in the match the timekeeper shall announce "*ato san-ju byo*", to which the referee shall respond by announcing "*ato shi-baraku*".

- 2.7.3 An *encho-sen* (first extension) of one minute shall be staged if no decision is reached or if no conclusive judgement can be given in the main bout. In this case, the rules of *shiai* shall be followed in the normal manner. Prior to the extension, the contestants may be given a short rest period as deemed appropriate by the referee, based on his or her assessment of the contestants' conditions.
- 2.7.4 If no conclusion is reached after the *encho-sen*, a *sai encho-sen* (final extension) shall be staged, again following all normal rules of the match. Only one *sai encho-sen* shall be staged, after which the judges must indicate a decision. No draw shall be permitted in a final extension.
- 2.7.5 The *sai encho-sen* shall take the form of *sagidori*, in which the first point scored (*ippon* or *waza-ari*), from technique or foul, shall determine the winner.
- 2.7.6 *Shiai* time shall be taken from the referee's signal to commence the *shiai* and shall be counted until the final cessation of the match. However, any time spent in discussion amongst the referee and judges, or in relation to an injury, shall not be included in the *shiai* time. The command "*jikan*" must be called by referee to stop the counting of *shiai* time.
- 2.7.7 An effective technique delivered simultaneously with the time-up signal shall be counted as part of the score. No technique executed after the referee has signalled "*yame, soremade*" shall be counted as part of the score.

2.8 VICTORY AND DEFEAT

- 2.8.1 Victory or defeat shall be awarded on the basis of *ippon*, the greatest number of *waza-ari*'s, decision or defeat due to a foul or disqualification.
- 2.8.2 Areas of attack:-
- controlled contact attacks may only be delivered to "UWMAF Bogu Safe Guard" Protected areas;
 - contact to the *jodan* area must be light, controlled contact;
 - non-contact controlled techniques may be executed to the back of the torso area and if successfully executed and recognized, such an attack may be awarded a single *waza-ari*.

2.9 CRITERIA FOR DECIDING AN "IPPON" (WINNING POINT)

- 2.9.1 An *ippon* shall be awarded when an **accurate, well controlled, powerful and effective** punch (*tsuki*), kick (*keri*) or strike (*uchi*) is executed to a recognized target area with the following conditions: good form; good attitude; strong vigour; *zanshin*; proper timing; and adequate *ma-ai* (distancing).

- 2.9.2 An *ippon* may be awarded for a technique which meets the above criteria and was preceded by a throwing or sweeping technique.
- 2.9.3 Techniques delivered outside the prescribed *shiai* shall be invalid. If, however, the attacking contestant was entirely within the boundary at the time of executing a technique, it shall be considered valid provided it was delivered prior to the referee's "*yame*" signal.
- 2.9.4 A sequence of three or more effective techniques in an unbroken combination (*renzoku waza*) shall be awarded "*ippon*".
- 2.9.5 In the event that the opponent has lost the will to fight, the other contestant shall be awarded *ippon*.
- 2.9.6 Techniques which force the opponent to submit, such as strangulation (*shime waza*), joint locking (*kansetsu waza*) and throwing techniques (*nage waza*) may at the discretion of the referee be awarded *ippon*, provided that such techniques are fully controlled and are applied with full regard to the safety of the opponent. Contestants who execute any such techniques in violation of this Rule are subject to the imposition of penalties.

2.10 CRITERIA FOR DECIDING A WAZA-ARI

- 2.10.1 The criteria for deciding a *waza-ari* (one point) are the same as those for deciding an *ippon* (Rule 2.9), except that the techniques are judged to be slightly less powerful and perfect in execution. Such techniques must in all other ways be comparable to an *ippon*.
- 2.10.2 In the case of overtime extensions (*encho-sen*) and final extensions (*sai encho-sen*) all points shall be counted cumulatively.
- 2.10.3 Kicking techniques (*keri-waza*) to "Super Safe" Protected areas shall be counted as two *waza-ari*, except when they are considered suitable for *ippon*.
- 2.10.4 Non-contact controlled techniques (punches, strikes and kicks) delivered to the back of the torso area shall only be awarded a single *waza-ari*, if judged to be suitable.
- 2.10.5 Techniques scored simultaneously by both contestants and recognized by the referee shall be awarded *ai-uchi* and a *waza-ari* shall be awarded to each contestant.

2.11 CRITERIA FOR DECISION (HANTEI)

- 2.11.1 In the absence of an *ippon* or victory due to a foul or disqualification during the prescribed *shiai* time including extensions, a decision shall be awarded on the basis of the following:-

- (a) which contestant has scored the greatest number of *waza - ari*;
- (b) the relative excellence of fighting attitudes;
- (c) ability and skill;
- (d) the degree of vigour and fighting spirit;
- (e) the number of valid attacking moves; and
- (f) relative excellence in strategy.

2.12 PROHIBITED ACTS AND TECHNIQUES

The following acts and techniques are prohibited in *shiai*:-

- (a) direct attacks to unprotected areas, including joints;
- (b) striking while holding the "Super Safe" equipment;
- (c) attacks to the groin area;
- (d) attacks to the head without correct pullback;
- (e) excessive contact to *jodan*;
- (f) unnecessary grabbing, clinching and bodily crashing against the opponent;
- (g) any unsportsmanlike like or discourteous behaviour, such as name-calling, provocation and unjustifiable utterances;
- (h) kicking techniques executed to the legs, however, foot sweeping techniques are allowed, provided that they are immediately followed by another valid attacking technique;
- (i) elbows strikes to the head (*jodan hiji-ate*);
- (j) knee kicks to the head (*jodan hiza-geri*);
- (k) any stalling or avoiding of competition;
- (l) any stepping or moving outside of the designated *shiai*jo; and
- (m) any attack directed to the area of the ear.

2.13 FOUL AND DISQUALIFICATION

- 2.13.1 When a contestant is about to commit a prohibited act, or has just done so, the referee shall give him/her a warning or a foul.
- 2.13.2 In case a contestant, after having once been warned, repeats prohibited techniques, the referee may award *ippon* to the opponent.
- 2.13.3 In the event that a contestant actually violates the Rules by executing a prohibited technique, the referee may award *hansoku* or *hansoku chui* as deemed necessary. In the event that a *hansoku* is awarded, an *ippon* shall be awarded to the opponent. In the event that a *hansoku chui* is awarded, a *waza-ari* shall be awarded to the opponent.
- 2.13.4 In the event that a contestant is deemed to have deliberately committed a prohibited technique, that contestant shall be awarded a *hansoku* or *shikkaku*. In either case the opponent shall be awarded *ippon*. In the event that *shikkaku* is awarded, the offending contestant may face exclusion from future events, at the discretion of the Referees' Council.
- 2.13.5 If a contestant is deemed by the referee and judges to be stalling or avoiding competition, he/she will be given a warning (*mukogeki keikoku*). Following the reprimand, the offending contestant must deliver an attack within ten seconds, after which time a *mubobi chui* shall be awarded and a *waza-ari* awarded to the opponent, if no attack is executed.
- 2.13.6 When a contestant commits any of the acts described below, the contestant shall be awarded *hansoku* or *shikkaku*, and the referee shall award *ippon* to the opponent. If *shikkaku* is awarded, the contestant may be barred from participating in the remainder of the tournament in progress at the discretion of the Chief Referee, and from future events at the discretion of the Referees' Council. These acts are:-
- (a) being deemed to be acting maliciously, wilfully violating the Rules;
 - (b) failing to obey the instructions of the referee; and
 - (c) becoming overexcited, to the extent that the contestant is considered unfit for engagement in the *shiai*.
- 2.13.7 If a contestant crosses the outside line of the contest area with both feet, he/she shall be given a *jogai chi* and the opponent a *waza-ari*.
- 2.13.8 A contestant who steps out of bounds shall automatically be given a *jogai chui*, and the opponent awarded a *waza-ari*.
- 2.13.9 In the event that a contestant is pushed, hit or thrown out of bounds, a *jogai chui* shall not be awarded. If it is deemed that a contestant deliberately pushed an opponent out of bounds, a *hansoku chui* shall be awarded, and a *waza-ari* awarded to the opponent.

2.14 INJURIES OR ACCIDENTS DURING THE SHIAI

- 2.14.1 If a contestant suffers any injury, minor or disabling, which is not as a result of a foul and requests permission to quit or is unable to continue due to injury sustained or other reasons, his/her opponent shall be awarded *ippon* and declared the winner.
- 2.14.2 In the event that a contestant receives a *waza-ari* and the other contestant receives an injury not caused by a foul and cannot continue, the contestant with the single *waza-ari* shall be declared the winner.
- 2.14.3 In the event of an injury occurring when no medical office is in attendance for consultation, the referee shall consult the Chief Referee as to whether the match should continue or be halted.
- 2.14.4 If a contestant wishes to continue the shiai against the advice of the medical officer, his/her opponent shall be declared the winner, so as to ensure the injured contestant's safety and well-being (*shikkaku make*).
- 2.14.5 In the event that the situation referred to in Rule 2.14.4 arises during a team event, the opposing team shall be declared victorious.

2.15 PROTESTS AND OTHER MATTERS

- 2.15.1 No contestant may personally protest to the referee and/or judges in relation to any decision(s) rendered.
- 2.15.2 If a decision given by the referee and judges is suspected of having violated the "Rules of Shiai" or the "Rules of Judging", the registered coach of the team or individual involved may protest to the arbitrator against the decision.
- 2.15.3 The coach may signal his/her protest to the arbitrator by taking the *musubi dachi* (attention stance) with his/her arm extended above his/her head at the edge of the designated Coaches Box closest to the arbitrator.
- 2.15.4 The coach must remain in the Coaches Box until summoned by the arbitrator. The arbitrator has the right to waive a protest, and having done so, the coach will withdraw the protest and resume coaching duties.
- 2.15.5 Coaches leaving the Coaches Box without having being summoned, or behaving inappropriately (e.g. abusive language or gestures) may be relieved of their duties for the match and/or the remainder of the tournament in progress, at the discretion of the arbitrator in consultation with the Chief Referee.

2.15.6 Protests shall be made before the completion of the match following this Rule

2.15. Protests made after the completion of the match shall not be entertained.

2.16 MISCELLANEOUS RULES

2.16.1 In the event of a situation not foreseen in these Rules, or in case there is doubt about the applicability of these Rules to a given situation, the judges, the referee, the arbitrator and the Chief Referee shall consult amongst themselves to find a suitable solution thereto.

3. THE RULES OF JUDGING OF KUMITE COMPETITION

3.1 PURPOSE

3.1.1 These Rules are instituted to ensure strict fairness and uniformity of the methods of judging, and thus to enhance the authority of the judges, and they shall apply to matches held under the auspices of the World UWMAF Traditional Bogu.

3.2 METHODS OF DECISION

3.2.1 Referees and judges shall judge matches by the "Rules of the Shiai".

3.3 METHODS OF JUDGEMENT

3.3.1 The panel of judges for each match shall consist of one arbitrator, one referee and two judges.

3.3.2 In addition, to facilitate the operation of the matches, several time-keepers, caller-announcers, record-keepers and score-keepers shall be appointed.

3.4 POWER AND DUTY OF THE CHIEF REFEREE

The Chief Referees powers and duties shall include the following: -

- to ensure proper preparation for any given match in consultation with the match operation authorities concerning match area arrangements, necessary facilities, match operation and supervision, safety precautions, etc.;
- to decide in advance the allocation and appointment of referees and judges; and
- to pass any final judgment on matters of a technical nature that may arise in the course of a given match and for which the Rules of the Shiai stipulate no explicit provision.

3.5 POWER AND DUTY OF THE DEPUTY CHIEF REFEREE

- 3.5.1 The Deputy Chief Referee shall assist the Chief Referee and, should the latter be prevented from attending to his/her duties, or upon his/her request, exercise in his/her stead with honour and responsibility the powers and duly discharge the duties thus devolving upon him.

3.6 THE POWER AND DUTY OF REFEREES AND JUDGES

The referees and judges shall be vested with the following powers:-

- (a) the referee shall have the power to conduct matches (including announcing the commencement and conclusion of the match), to award *ippon* and *waza-ari* for accurate and effective techniques, to explain when necessary the grounds on which he/she awarded such decisions, to announce *hansoku* or *shikkaku*, to issue warnings (before or during a match), to take other disciplinary actions (to dismiss or suspend a contestant from a match), to obtain advice from judges, to decide victory by casting his/her vote in the case of a tied decision, and to announce the extended match. A referee's casting vote shall be equivalent to two points.
- (b) the judges shall take up their positions at prescribed locations outside the match area, carrying a pair of flags (one red and one white). They shall assist the referee, give their opinion regarding the awards to be given, signal their judgement using flags, and exercise their right to express their decision or view. The voting right of a judge shall be one point.

3.7 STARTING, SUSPENDING AND ENDING MATCHES, AND ANNOUNCING

- 3.7.1 The referee shall take up his/her position, and following the exchange of bows by the contestants to the referee and then each other, shall start the match with the announcement of "*shobu ippon hajime*".
- 3.7.2 When the referee recognizes a technique executed by a contestant as being *ippon*, he/she shall stop the match by announcing "*yame*" and order the contestants to return to their original positions (*motono ichi*). The referee shall also return to his/her original position and by raising his/her hand on the side of the contestant, shall declare the *ippon*, identifying the decisive technique with the announcement of "*ippon*" and then "*shiro (or aka) no kachi*".

- 3.7.3 When a contestant has scored one or more *waza-ari* during a match, the referee shall announce "*yame*" and order the opponents back to their original positions (*motono ichi*). Returning to his/her prescribed position, He/she shall then declare the points scored, raising his hand to the appropriate position identifying the total number of *waza-ari* scored by that contestant, and identify the decisive techniques used with the announcement "*shiro (aka) waza-ari*". The referee shall then continue the match with the announcement "*tsuzukete hajime*".
- 3.7.4 When time up is with no *ippon* having been scored during the match, the referee shall announce "*yame soremade*", order the contestants to return to their positions (*motono ichi*), and then return to his/her own designate position. Having allowed the judges time to weigh their judgement, the referee shall call for the judges' decision with the command "*hantei torimasu*" and a signal with his/her whistle. He/she shall then declare the winner with the announcement of "*shiro (aka) no kachi*", or, in the case of a draw, "*hikiwake*". The final judgement must be made according to the opinion of the referee.
- 3.7.5 When faced with the situations described below, the referee shall call "*yame*" and halt the match temporarily, ordering the contestants to return to their original positions (*motono ichi*). When resuming the match, he/she shall announce "*tsuzukete hajime*". If necessary (if the match is held up for more than ten seconds), the referee may instruct the timekeeper to deduct the time during which the match is delayed.
- (a) when both or either of the contestants are out of bounds, or when a judge signals "*jogai*" with his/her flag. When the contestants are at their positions, the referee shall point to the feet of the offending contestant, then to the out of bounds area, calling "*jogai*" and award a *waza-ari* to the other contestant.
 - (b) when the referee orders a contestant to adjust his/her uniform or Super Safe Guard armour.
 - (c) when the referee notices a contestant is about to commit a prohibited act or technique, or when a judge signals the same, he/she shall stop the match and give the contestant a warning.
 - (d) when a contestant is recognized as having committed a prohibited act or technique, or when a judge signals the same, the referee shall immediately stop the match and make a decision. In the case of *hansoku*, the referee shall award the offending contestant's opponent *ippon*.
 - (e) When the referee deems that one or both of the contestants cannot continue the match due to injuries, illness or other causes, he/she shall immediately halt the match and, heeding the medical officer's opinion, decide as to whether or not the match should be continued.
 - (f) the judges shall carefully observe the actions of the contestants within his/her range of vision and, in the following cases, he/she shall at once signal the referee using a flag, accurately expressing his/her opinion.
 - (g) when he/she has observed an *ippon* or *waza-ari*.
 - (h) when he/she has noticed that a contestant is about to commit or has committed a prohibited act or technique.
 - (i) when he/she has noticed the injury or illness of a contestant before the referee notices it.

- (j) when both or either of the contestants have moved out of the match area.
- (k) in other cases when he/she deems it necessary to call the attention of the referee.
- (l) each judge shall continuously evaluate the relative excellence of the contestants and form his/her opinion independently.
- (m) when the referee calls "*hantei torimasu*", each of the judges shall express his/her opinion in the prescribed manner.
- (n) the timekeeper shall give signals by a gong or buzzer indicating 30 seconds remaining and announce "*ato san ju byo*".
- (o) if the match remains interrupted for more than 10 seconds, the referee shall signal "*jikan*" (time out), and the timekeeper shall, concerning the arbitrator, stop the time until the referee resumes the match.

3.8 PROTESTS TO THE ARBITRATOR AND REVISION OF DECISIONS

- 3.8.1 When a protest is made to the arbitrator, the referee and judges shall explain to the arbitrator in detail the circumstances that led to that protest. If the arbitrator demands a review of the decision, a revision or confirmation of the decision must be made by the referee in consultation with the judges.

3.9 POWER OF THE CHIEF ARBITRATOR

- 3.9.1 The Chief Arbitrator shall organize and head an arbitrator team and decide in advance the positioning of the arbitrators.

3.10 POWER AND DUTY OF THE DEPUTY ARBITRATOR

- 3.10.1 The Deputy Arbitrator shall assist the Chief Arbitrator and, should the latter be prevented from attending to his/her duties, or upon his/her request, shall be vested with the duty and responsibility to act in his/her stead and his/her capacity.

3.11 ARBITRATOR

- 3.11.1 An arbitrator shall be appointed for each match. He/she shall oversee the operation of the match and the decisions of the referee and, when appropriate, express his/her opinion to the referee. When he receives a protest against a decision from the registered coach of a team or individual, the arbitrator shall personally review the complaint and may call for an explanation from the referees and/or judges. If he/she finds the decision patently unreasonable, he/she may demand the panel of judges to review the decision.
- 3.11.2 Only when taking part in consultation with a full panel of referees and judges, or when referred to for an opinion, shall the arbitrator be entitled to exercise the right of one vote. Under no other circumstances shall the arbitrator have voting rights
- 3.11.3 When a full panel of judges consults, the arbitrator shall take part. When the arbitrator has an opinion to express, he/she may do so through the intermediary of the referee who shall consequently summon the panel of judges. This full procedure may be omitted when the referee simply refers to the arbitrator for an opinion.

3.12 OTHER MATTERS

- 3.12.1 Matters relating to judgement not prescribed in these Rules and the Rules for Operation shall be discussed amongst the judges and the decisions thereby reached shall be referred to the arbitrator of the match and the Chief Referee for approval.

4. THE CONDITIONS FOR OPERATING THE JUDGING RULES

- 4.1.1 When a judge signals (by flags) an effective technique executed by one of the opponents, the referee may ignore the signals and continue the match. When both judges signal likewise, however, the referee must acknowledge their opinion and render a judgement on the technique. If the referee decides not to award such a technique, he/she must briefly and audibly announce the reasons for his/her decision.
- 4.1.2 Only the referee shall have the authority to suspend or terminate the match. No one other than the referee shall be permitted to halt the match arbitrarily. An attack even if effective, delivered after an order to halt the match shall not be recognized, and shall not constitute the basis for a decision.
- 4.1.3 When the contestants have stepped out of bounds, the match shall continue until the referee orders it to be halted.
- 4.1.4 The power of the arbitrator as match supervisor shall include supervision, inspection and director of the time, record and scorekeepers.
- 4.1.5 Records kept of the match shall become official records subject to the approval of the arbitrator.
- 4.1.6 In the event of the disability of a judge owing to an accident or other causes, the Chief Referee and the Chief Arbitrator shall, by mutual agreement, nominate and assign a substitute judge to fill the vacancy. The composition of a panel of judges may not be changed at the discretion of the judges alone.
- 4.1.7 When a match develops into infighting (or when one or both contestants fall or are thrown) and no effective techniques are used immediately the referee shall announce "*yame*" and separate the contestants. It shall then fall upon the referee to take necessary precautions to prevent injuries or confusion.
- 4.1.8 When the match develops into a deadlock without the exchange of effective techniques, the referee may temporarily stop the match and announce a "*mukogeki keikoku*" (warning for stalling) requiring the contestants to exchange techniques within a 10 second period. If a contestant seizes the opponent by the hands, the referee shall forthwith separate them.
- 4.1.9 The terms and signals to be used by the referee and judges shall be those set out in Appendix C.
- 4.1.10 The signals to be made with the flags by the judges during the match shall be as specified in Appendix C.
- 4.1.11 When a referee awards a decision by *hantei* based on the signals given by the judges, his decision shall be governed by the Rules.
- 4.1.12 In the case of an injury to the contestants, the referee shall at once halt the match and take appropriate steps to provide the injured contestant with prompt and effective treatment.

-
- 4.1.13 In case a contestant is deemed to be unable to continue with the match owing to an injury or for other physical reasons based on the advice of the tournament doctor, the referee shall terminate the match or suspend the injured from the match.
- 4.1.14 All international referees and judges should be certified by a recognized medical authority in CPR and First Aid.

5. THE RULES OF KATA CONTEST

5.1 CONTEST AREA

- 5.1.1 In general, the same match area conditions that apply to *shiai* matches should also apply to kata contests.
- 5.1.2 If the conditions referred to in Rule 5.1.1 cannot be met, the Chief Referee shall make alternative arrangements that adhere to such Rule as closely as possible.

5.2 ATTIRE

- 5.2.1 The attire to be worn by contestants, referees and judges shall be identical to that set out in the *shiai* competition Rules.
- 5.2.2 Any person who fails to comply with the above may, at the discretion of the Chief The referee, be disbarred from participation in the contest.

5.3 ORGANIZATION OF THE CONTEST

- 5.3.1 The kata contest shall consist of individual contests.
- 5.3.2 The contest shall be divided into the following categories:
- Junior Female
 - Junior Male
 - Senior Female
 - Senior Male
- 5.3.3 For the elimination round, a *Toroku* Kata (Registered Kata) shall be performed. In the following rounds, a different *Tokoru* Kata must be performed.
- 5.3.4 The list of *Tokuru* Registered Kata shall be updated regularly by the World Koshiki Karatedo Federation.

5.4 JUDGING PANEL

- 5.4.1. The contest shall be conducted at the hands of one referee and four judges previously selected by the Chief Referee. If there are insufficient judges, the Chief Referee may elect to appoint one referee and two judges.
- 5.4.2. The referee shall be seated in the front central position, while the judges shall take positions in each of the four corners.

5.5 CONTEST OPERATION

- 5.5.1 The contest shall proceed in the following manner. When a contestant's name is called by the announcer, the contestant shall enter the contest area from the area directly opposite the referee. Before entering the contest area, the contestant shall bow (*nyujo*) and proceed to the designated starting position. The contestant shall then bow to the referee (*shomen ni rei*) and announce the name of the kata to be performed, in a loud voice, with *kiai*. At the referee's call of "*hajime*" (start), the contestant shall commence the performance.
- 5.5.2 Upon completion of the performance, the contestant shall return to the designated position and wait for the referee's announcement of the result. The contestant shall then bow to the referee (*shomen ni rei*), withdraw and bow again on exiting the contest area.
- 5.5.3 All matters relating to the match during its conduct shall be handled under the exclusive direction of the referee.

5.6 VICTORY AND LOSS

- 5.6.1 The result of each contestant shall be determined by adding the points awarded by each member of the judging panel. Each judge shall have up to ten points to award to each contestant, in a mark range previously designated by the referee.
- 5.6.2 The highest and lowest scores, respectively, awarded to each contestant by a member of the judging panel shall be subtracted before adding the total score. The score awarded by the referee shall not be eliminated.
- 5.6.3 At the end of the elimination round, a pre-determined number of competitors shall be selected to proceed to the next round. This is repeated until the final round. The sole criteria for selection to proceed to the next round, or final round, will be the scores calculated using the above process.
- 5.6.4 In the event of a tie for a placing, the eliminated scores of the tied contestants will be compared to determine the result. Firstly the lower scores eliminated shall be compared.

If there is still no result, the higher score eliminated shall be compared. If the results are still tied, the tied contestants shall be requested to perform a further kata to determine the outcome. This kata shall be a Tokui Kata (Favourite Kata) that must be taken from the Toroku list (registered kata) of Katas and shall be judged according to the standard criteria.

5.7 CRITERIA FOR JUDGEMENT

- 5.7.1 All judgments shall be made and passed in compliance with the criteria contained in Rules 5.4 and 5.5.

5.8 RULE VIOLATION AND DISQUALIFICATION

- 5.8.1 No contestant's participation in a match shall be considered valid unless he or she correctly follows the instructions of the referee.

5.9 PROTEST AND OTHER MATTERS

- 5.9.1 The coach of a contestant shall be entitled to protest to the arbitrator if he or she believes that the judging panel has acted in violation of the Rules of Judging.
- 5.9.2 If the arbitrator feels the protest is justified, he or she can request the judging panel to explain its decision and/or review it.
- 5.9.3 The decision of the arbitrator shall be final.
- 5.9.4 In the event of the occurrence of a case not covered in these Rules, the matter shall be handled by the Chief Referee, in consultation with the judging panel.

6. THE RULES OF JUDGING KATA CONTESTS

6.1 PURPOSE

- 6.1.1 These Rules have been conceived to ensure fair and impartial judging, and for establishing the authority of the referee and judges.

6.2 METHOD OF JUDGING

- 6.2.1 A match shall in principle be attended by one referee and four (4) judges. In addition, Announcers, Record Keepers and Contest Expeditors shall be available to ensure smooth contest operation.
- 6.2.2 ANNOUNCERS. An announcer serving a contest shall inform the Recorders, in a consistent form and order, of the points awarded by the referee and judges, starting from the referee and proceeding clockwise. The announcer shall then clearly announce for the benefit of the judging panel and other officials concerned the points added up by the recorders.
- 6.2.3 RECORDERS. A recorder shall accurately record on the designated "Point Addition Form" the points reported by the announcer, and in compliance with [Article 3, Item 2b] of these Rules, correctly record the total score.
- 6.2.4 CONTEST EXPEDITERS. A contest expeditor shall perform the following functions to help smooth contest operations:-
- (a) matters related to the efficient and smooth operation of the contest;
 - (b) contact with contestants;
 - (c) contact with the judging panel;
 - (d) ensure impeccable order in the contest area; and
 - (e) any other matter which may be considered necessary by the organizing authorities.
- 6.2.5 The contestants are required to perform *Toroku* Kata (Registered Kata) according to the Kata Contest Rules.

6.2.6 *Hantei* (Decision) of the Judging Panel: -

- (a) all judges shall, at the signal of the referee, simultaneously indicate the *hantei* points awarded, which shall be in a range designated by the referee;
- (b) of the *hantei* points awarded by the judging panel, the highest and lowest points awarded by the judges (excluding the referee) shall be excluded. The points awarded by the referee and the remaining judges shall then be added to obtain the score awarded to the contestant.

6.3 CRITERIA FOR JUDGEMENT

6.3.1 The following criteria are the basis for judgement of a kata performance (*kata no hantei no so*):-

- (a) the performer's manner and attitude (*reigi saho to taido*);
- (b) the performer's expression of his/her level of achievement in martial arts training (*tanren no do-ai*);
- (c) the performer's focus, technical strength and completeness of execution (*kime to zanshin*);
- (d) the performer's expression of inner fighting spirit (*seishin ryoku*); and
- a. (e) the harmony and rhythm of a contestant's performance (*choshi*).

6.4.2, In addition, the judging panel should consider the performer's use and understanding of the five elements of Kata Performance:-

- (a) *Mettsuke*. Eye control - when and where to look, understanding the target, the opponent's intention, technique and strategy. Also involves the expression of self-confidence and fighting spirit.
- (b) *Kokyu*. Breath control. When to inhale and exhale, and how the breath is retained during a particular sequence. Also how well the performer concentrates his/her mind, body and technique into one.
- (c) *Chikara No Kyojaku*. Power control. When to use power and when to relax. Often, especially in the basic kata, offensive techniques require power, and defensive techniques involve the release of power.

- (d) *Waza No Kankyu.* Speed control. When to be fast and when to slow down. Again, offensive techniques are often faster than defensive ones; and
- (e) *Tai No Shinshuku.* Body and motion control. When to expand the motion and when to contract. Expansion often occurs with offensive movements and contraction with defensive ones.

6.4 FOUL AND DISQUALIFICATION

- 6.4.1 A contestant shall be disqualified when he/she interrupts the performance of the kata, or when he/she performs a kata which is at variance with the kata announced.

6.5 OTHER MATTERS

- 6.5.1 All matters relating to the function and competence of the referee and judges, as well as other relevant matters, shall be based on the provisions and stipulations of the Rules of Kumite Competition and the Rules of Judging of Kumite Competition.
- 6.5.2 Matters not explicitly specified or implicitly covered in these Rules shall, if the need arises, be handled at the discretion of the Chief Referee in consultation with the members of the judging panel. These matters shall be communicated to other officials and others concerned before the commencement of the contest, and if necessary, be announced publicly.

7. THE RULES OF KATA BUNKAI KUMITE CONTEST

7.1 CONTEST AREA

- 7.1.1 In general, the same match area conditions that apply to shiai matches should also apply to Kata Bunkai Kumite contests.
- 7.1.2 If the conditions above cannot be met, the Chief Referee should make alternative arrangements that adhere to the above as closely as possible.

7.2 ATTIRE

- 7.2.1 The attire worn by contestants, referees and judges shall be identical to that defined in the shiai competition rules.
- 7.2.2 Any person who fails to comply with the above may be disbarred from participation in the contest at the discretion of the chief referee.

7.3 ORGANISATION OF THE CONTEST

- 7.3.1 The Bunkai Kumite consist of team contests, each team made up of three individuals.
- 7.3.2 The contest shall be held in one category only.
- 7.3.3 For the elimination and final rounds, a Toroku Kata (Registered Kata) shall be performed. The list of Registered Kata shall be updated regularly by the World UWMAF Traditional Bogu.
- 7.3.4 Kata Bunkai Kumite includes the technique of Juho (soft way, throwing (nage), arm lock (gyaku) techniques), Goho (hard way, blocking (uke), punching (tsuki), striking (ate) and kicking (keri)), and Bukiho (Weapons techniques using both Bo and Boken) and must be performed in the order described.
- 7.3.5 The defending contestant should be unarmed for the performance.
- 7.3.6 The defending position must be changed between the contestants of the Team as all three members of the team must perform in both offensive and defensive positions.

7.4 JUDGING PANEL

- 7.4.1 The contest shall be conducted at the hands of one referee and four judges previously selected by the Chief Referee. If there are insufficient judges, the Chief Referee may elect to appoint one referee and two judges.
- 7.4.2 The referee shall be seated in the front central position, while the judges shall take positions in each of the four corners.

7.5 CONTEST OPERATION

- 7.5.1 The contest shall proceed in the following manner: When the contestants' names are called by the announcer, the contestants shall enter the contest area from the area directly opposite the referee. Prior to entering the contest area, the contestants shall sit down and bow to the shomen (Zarei). After rising again the contestants shall bow again (nyujo) and proceed to the designated starting position. The contestants shall then bow to the referee (shomen ni rei) and announce the name of the Kata Bunkai Kumite to be performed in a loud voice, with Kiai. At the referee's call of "Hajime" (start), the contestants shall commence the performance.
- 7.5.2 Upon completion of the performance, the contestant shall return to the designated position, and wait for the referee's announcement of the score. The contestants shall then bow to the referee (shomen ni rei), and exit the contest area bowing as they do so (taijo). After exiting the contest area the contestants shall sit down and bow to the Shomen again (Zarei).
- 7.5.3 All matters relating to the contest during its conduct shall be handled under the exclusive direction of the referee.

7.6 VICTORY AND LOSS

- 7.6.1 The result of each team shall be determined by adding the points awarded by each member of the judging panel. Each judge shall have up to ten points to award each team, in a mark range previously designated by the referee.
- 7.6.2 The highest and lowest scores, respectively, awarded to each team by a member of the judging panel shall be subtracted before adding the total score. The score awarded by the Main referee shall not be eliminated.
- 7.6.3 At the end of the elimination round, a pre-determined number of teams shall be selected to proceed to the next round. This is repeated until the final round when the final place-getters will be determined. The sole criteria for selection to proceed to the next round or selection of place-getters, will be the scores calculated using the above process.

- 7.6.4 In the event of a tie for a placing, firstly the scores of the referee will be compared to determine the result. Secondly, the lower scores eliminated shall be compared. If there is still no result, the higher scores eliminated shall be compared. If the results are still tied, the tied teams shall be requested to perform once again Kata Bunkai Kumite to determine the outcome. This Kata Bunkai Kumite shall be judged according to the standard criteria.

7.7 CRITERIA FOR JUDGEMENT

- 7.7.1 All judgments shall be made and passed in compliance with the criteria contained in Articles 4 and 5 of the Rules of Judging the Kata Bunkai Kumite Contest.

7.8 RULE VIOLATION AND DISQUALIFICATION

- 7.8.1 No team's participation in a contest shall be considered valid unless the team correctly follows the instructions of the referee.

7.9 PROTESTS AND OTHER MATTERS

- 7.9.1 The coach of a team shall be entitled to protest to the arbitrator if he or she believes that the judging panel has acted in violation of the Rules of Judging.
- 7.9.2 If the arbitrator feels the protest is justified, he or she can request the judging panel to explain its decision and/or revise it.
- 7.9.3 The decision of the arbitrator shall be final.
- 7.9.4 In the event of the occurrence of a case not covered in these rules, the matter shall be handled by the Chief Referee, in consultation with the judging panel.

8. THE RULES OF JUDGING KATA BUNKAI KUMITE CONTEST

8.1 PURPOSE

- 8.1.1 These Rules have been conceived to ensure fair and impartial judging, and for establishing the authority of the referee and judges.

8.2 METHOD OF JUDGING

- 8.2.1 A match shall in principle be attended by one referee and four (4) judges. In addition, Announcers, Record Keepers and Contest Expeditors shall be available to ensure smooth contest operation.
- 8.2.2 ANNOUNCERS. An announcer serving a contest shall inform the Recorders, inconsistent form and order, of the points awarded by the referee and judges, starting from the referee and proceeding clockwise. The announcer shall then clearly announce for the benefit of the judging panel and other officials concerned the points added up by the recorders.
- 8.2.3 RECORDERS. A recorder shall accurately record on the designated "Point Addition Form" the points reported by the announcer, and in compliance with Article 3, Item 2b of these Rules, correctly record the total score.
- 8.2.4 CONTEST EXPEDITERS. A contest expeditor shall perform the following functions to help smooth contest operations:
- a) Matters related to the efficient and smooth operation of the contest;
 - b) Contact with contestants;
 - c) Contact with the judging panel;
 - d) Insure impeccable order in the contest area; and
 - e) Any other matter which may be considered necessary by the organizing authorities.
- 8.2.5 The contestants are required to perform "Toroku" Kata (Registered Kata) according to the Kata Bunkai Kumite Contest Rules.
- 8.2.6 Hantei (Decision) of the Judging Panel
- a) All judges shall, at the signal of the referee, simultaneously indicate the hantei points awarded, which shall in principle be in a range designated by the referee.

- b) Of the hantei points awarded by the judging panel, the highest and lowest points awarded by the judges (excluding the referee) shall be excluded. The points awarded by the referee and the remaining judges shall then be added to obtain the score awarded to the contestant.

8.3 CRITERIA FOR JUDGEMENT

8.3.1 The following criteria are the basis for judgment of a Kata Bunkai Kumite performance (kata bunkai kumite no hantei no yoso):

- a) The performer's manner and attitude (reigi saho to taïdo);
- b) The performer's expression of their level of achievement in martial arts training (tanren no do-ai);
- c) The performer's focus, technical strength, and completeness of execution (kime to zanshin);
- d) The performer's expression of inner fighting spirit (seishin ryoku); and
- e) The harmony and rhythm of the contestants' performance (choshi).
- f) The difficulty level of the techniques used, in particular, the use of kicks.

8.3.2 In addition the judging panel should consider the performers' use and understanding of the five elements of Kata Performance.

- a) Mettsuke. Eye control - when and where to look, understanding the target, the opponent's intention, technique and strategy. Also involves the expression of self-confidence and fighting spirit.
- b) Kokyu. Breath control. When to inhale and exhale, and how the breath is retained during a particular sequence. Also how well the performer concentrates his/her mind, body and technique into one.
- c) Chikara No Kyojaku. Power control. When to use power and when to relax. Often, especially in the basic kata, offensive techniques require power, and defensive techniques involve the release of power.
- d) Waza No Kankyu. Speed control. When to be fast, and when to slow down. Again, offensive techniques are often faster than defensive ones;
- e) Tai No Shinshuku. Body and motion control. When to expand the motion, and when to contract. Expansion often occurs with offensive movements and contraction with defensive ones. How well are the body dynamics related to the effectiveness of the technique.

- f) Waza no yu retsu. Technical excellence
- g) ()Technical realism, ()proper execution
- h) ()Timing and distance.
- i) ()Natural flow.
- j) Three minds: Zenshin (preparatory mind), Tsushin (concentration mind) and Zanshin (mind of completion)

8.4 FOUL AND DISQUALIFICATION

- 8.4.1 A team shall be disqualified when it interrupts the performance of the Kata Bunkai Kumite, or when it performs a kata which is at variance with the Kata Bunkai Kumite announced.

8.5 OTHER MATTERS

- 8.5.1 All matters relating to the function and competence of the referee and judges, as well as other relevant matters, shall be based on the provisions and stipulations of the Rules of Kumite Competition, and the Rules of Judging Kumite Competition.
- 8.5.2 Matters not explicitly specified or implicitly covered in these Rules shall, if the need arises, be handled at the discretion of the Chief Referee, in consultation with the members of the judging panel. These matters shall be communicated to other officials and others concerned before the commencement of the contest, and if necessary, be announced publicly.

9. CLASSIFICATION OF INTERNATIONAL REFEREES AND JUDGES

Referees and judges must be certified by the UWMAF ., as follows:-

9.1 Master Referee

- 9.1.1 May referee, arbitrate or judge at any UWMAF Championships. Can act as Chief Referee for any UWMAF. World Championships.
- 9.1.2 Must have a minimum grade of Rokudan, be at least 35 years of age, have a minimum of 15 years karatedo experience, and must have been a Senior Referee for at least 5 years.
- 9.1.3 Master Referees official UWMAF . Referees Crest will be gold, red and black.

9.2 Senior Referee

- 9.2.1 May referee, arbitrate or judge at any UWMAF. Championships. Can act as Chief Referee at any UWMAF. International Championships.
- 9.2.2 Must have a minimum grade of Godan, be at least 30 years of age, have a minimum of 12 years karatedo experience, and must have been an A Grade Referee for at least 3 years.
- 9.2.3 Senior Referees official UWMAF . Referees Crest will be silver, red and black.

9.3 A Grade Referee

- 9.3.1 Referee, arbitrate or judge at any UWMAF. Championships.
- 9.3.2 Must have a minimum grade of Yondan, be at least 27 years of age, have a minimum of 9 years karatedo experience, and must been a B Grade Referee for at least three years.

9.4 B Grade Referee

- 9.4.1 Referee or judge at UWMAF. Championships.
- 9.4.2 Must have a minimum grade of Sandan, be at least 23 years of age, have a minimum of 6 years karatedo experience, and must have been a C Grade Referee for at least two years.

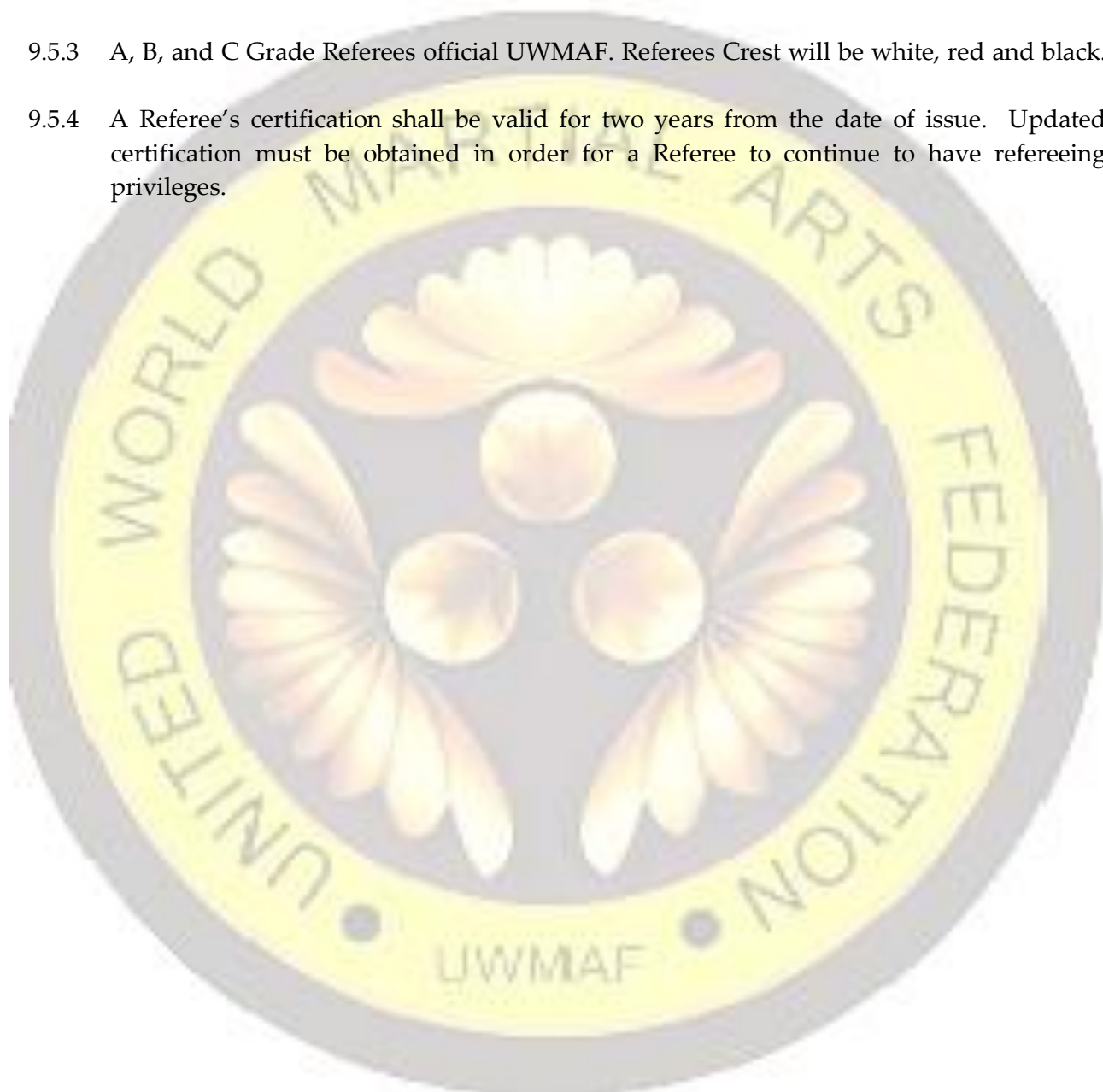
9.5 C Grade Referee

9.5.1 Judge at UWMAF. Championships.

9.5.2 Must have a minimum grade of Nidan, be at least 21 years of age, have a minimum of 3 years karatedo experience, and must have been certified as a Referee by a National UWMAF Traditional Boguorganization for at least two years.

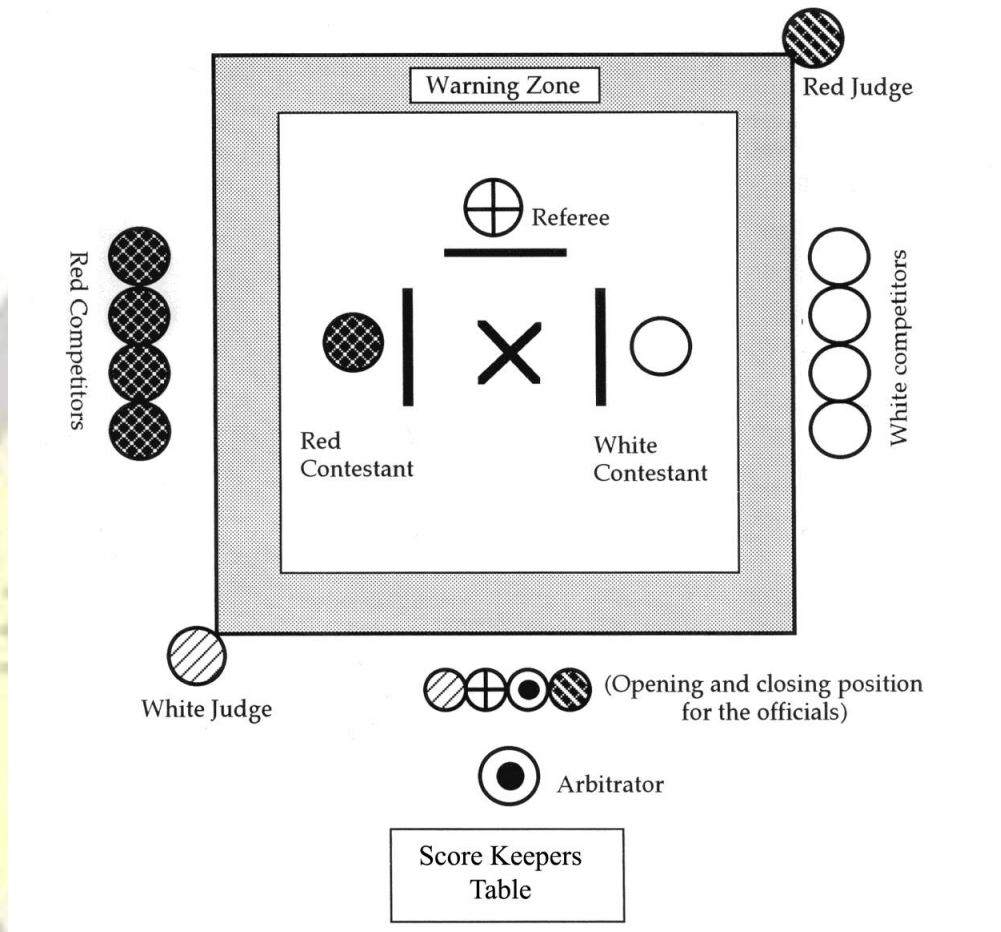
9.5.3 A, B, and C Grade Referees official UWMAF. Referees Crest will be white, red and black.

9.5.4 A Referee's certification shall be valid for two years from the date of issue. Updated certification must be obtained in order for a Referee to continue to have refereeing privileges.



APPENDIX A

THE MATCH AREA AND THE POSITIONING OF THE REFEREE, JUDGES AND ARBITRATOR



All lines should be 0.05m in width

Score Keepers, Time Keepers and Record Keepers should in principle be seated behind the arbitrator

All measurements should be made from the outer side of lines.

Judges seats should be 0.05m away from the corner of the contest area.

APPENDIX B

TARGET AREAS AND MAJOR SCORING TECHNIQUES

CONTROLLED CONTACT TARGETS

LEVEL	Jodan	Chudan
TARGET	Faceguard	Body Protector
TECHNIQUES	Tsuki Waza Keri Waza Uchi Waza	Tsuki Waza Keri Waza Uchi Waza
POINT TYPE	Ippon Waza-Ari	Ippon Waza-Ari

NON-CONTACT TARGETS

LEVEL	Jodan	Chuda
TARGET	Top & Back of Head Neck	Back
TECHNIQUES	Tsuki Waza Keri Waza Uchi Waza	Tsuki Waza Keri Waza Uchi Waza
POINT TYPE	Waza-Ari	Waza-Ari

ORDER OF ANNOUNCING

SCORER	Aka Shiro
TARGET	Jodan Chudan
TECHNIQUES	Tsuki Keri Uchi
POINT TYPE	Ippon Waza-Ari

CLASSIFICATION OF MAJOR SCORING TECHNIQUES

GENERAL – Based on Motion

<i>Tsuki Waza</i>	Punching Techniques
<i>Keri Waza</i>	Kicking Techniques
<i>Uchi Waza</i>	Striking Techniques
<i>Ate Waza</i>	Hitting Techniques

SPECIFIC SCORING TECHNIQUES

***Tsuki Waza* - Punching Techniques**

<i>Tate Ken</i>	Vertical Fist
<i>Yoko Ken</i>	Horizontal Fist
<i>Gyaku Ken</i>	Reverse Fist

***Keri Waza* – Kicking Techniques**

<i>Jo Sokutei</i>	Ball of Foot
<i>Ka Sokutei</i>	Heel of Foot
<i>Sokuto</i>	Edge of Foot
<i>Sokko</i>	Instep

***Uchi Waza* – Striking Techniques**

<i>Shuto</i>	Knife Hand
<i>Haito</i>	Ridge hand
<i>Haishu</i>	Back Hand
<i>Shotei</i>	Heel of Palm
<i>Uraken</i>	Back Knuckle Fist
<i>Kentsui</i>	Hammer Fist

***Atte Waza* – Hitting Techniques**

<i>Empi</i>	Elbow
<i>Hiza</i>	Knee

APPENDIX C

THE TERMS AND THEIR MEANINGS AND THE METHODS OF SIGNALLING USED BY REFEREES AND JUDGES

TERM	MEANING	DEFINITION; DESCRIPTION OF THE REFEREE'S MOVEMENT
1. Shomen ni Rei	Bow to the front	The referee pushes his/her hands palms outwards towards the shomen
2. Shinban ni Rei	Bow to the referee	The referee turns his/her palms inwards, bringing them in towards himself/herself
3. Otagai ni Rei	Bow to each other	The referee brings his/her hands together in front of him/her, palms inwards, as if bringing the contestants together
4. Shobu Ippon Hajime	Start the match	Start of match; referee stands straight on the prescribed spot
5. Yame	Stop	Interruption or end of the match; referee makes a vertical cutting motion downward (<i>shuto</i>)
6. Motono Ichi	Original position	Contestants and referee return to their original positions
7-12. Waza-ari	Point	Points are awarded; referee signals with hand on the side of the contestant scoring the number of points (1-5)
13. Tsuzukete hajime	Resume; begin	Referee, in the prescribed position, withdraws his leg (<i>zenkutsu-dachi</i>) and closes his arms opened widely obliquely upwards, to meet before his body.

14. Tsuzukete	Continue	Resumption of match when interruption not proclaimed by the referee.
15. Ato shibaraku	A little time remaining	Announced by the referee when the timekeeper signals that there are 30 seconds remaining.
16. Jikan	Time	Instruction to the timekeeper to subtract the time
17. Soremade	That is all	Time is completed; referee pushes his/her palms forward in front of his/her face, palms outwards
18. Hantei Torimasu	Judgement	The referee requests the judges by a long-short whistling to express their opinions with their flags, and by a short whistling to put their flags down
19. Hikiwake	Draw	The arms are crossed over the chest, then brought down with the palms of hand showing to the front. The arms are stopped in a low, half open position
20. Enchosen	Extension	Match reopened with the command " <i>enchosen hajime</i> "
21. Sai Enchosen	Final extension	Match reopened with the command " <i>sai-enchosen hajime</i> "
22. Torimasen	Unacceptable	Technique not accepted as effective; arms crossed before the body are brought down to half-open position with the palms downwards
23-25. Ai-uchi waza-ari	Simultaneous technique	Points scored by both players; fists poked in front of the chest, then the hands signal the waza-ari value
26. Aka (shiro) Ippon	Ippon for red (white)	Decisive technique is indicated, then one arm is raised upwards
27. Aka (shiro) no Kachi	Victory for red (white)	One arm raised high in oblique direction

28. Jogai	Out of bounds	Contestant(s) out of the match area
29. Jogai chui	Penalty for being out of bounds	The referee points to the feet of the offending contestant, then to the boundary, then awards waza-ari to the opponent
30. Hansoku chui	Penalty for a foul	The referee points to the belly of the offending contestant then awards waza-ari to the opponent
31. Hansoku	Foul	Referee points to the face of the offender then awards ippon (victory) to the opponent
32. Shiro (Aka) kiken, Aka (shiro) no kachi	Renunciation by white (red), victory to red (white)	Referee points to the position of the renouncing opponent, the awards victory to the opponent
33. Shikkaku	Expulsion	Referee points to the face of the offender, then to the outside of the contest area, awards victory to the opponent
34. Fukushin shugo	Judges assemble	The referee calls the judges to the conference; signalling with both arms raised high; all assemble in front of the arbitrator
35. Mukogeki keikoku	Warning for stalling	The referee points at the stomach of the offender(s), then circles his/her hands in front of his/her stomach
36. Mukogeki chui	Penalty for stalling	The referee points at the stomach of the offender(s) then circles his hands in front of his stomach and awards waza-ari to the opponent
37. Taijo	Leave the contest area	The referee pushes hands out to the sides, palms outwards
38. Suwatsute	Sit	Referee pushes palms downwards towards the floor
39. Tatsute	Stand	The referee lifts their hands from low to high, palms upwards

40. Aka Waza-ari (one point) & Shiro Waza-ari (two points)	One point (red) Two points (white)	The referee extends the right hand to the one-point position and the left hand to the two-point position.
41. Aka Waza-ari (three points) & Shiro Waza-ari (one point)	Three points (red), One point (white)	The referee extends their right hand to the three-point position and their left hand to the one-point position.
42. Aka Waza-ari (two points) & Shiro Waza-ari (four points)	Two points (red), Four points (white)	The referee extends a right hand to the two-point position and a left hand to the four-point position.
43. Aka Waza-ari (Five points) & Shiro Waza-ari (one point)	Five points (red), One point (white)	The referee extends the right hand to the five-point position and the left hand to the one-point position.
44. Nukeru	Technique passed through the target	The referee indicates that a technique passed through the target
45. Soreru	Technique missed the target	The referee indicates that a technique missed the target
46. Uketeru	Blocked technique	The referee indicates that a technique was blocked by the opponent

REFEREE TERMINOLOGY AND HAND SIGNALS

THE METHODS OF SIGNALLING AS USED BY THE JUDGES

TERM	MEANING	DEFINITION; DESCRIPTION OF THE JUDGE'S MOVEMENT
1. Teiichi	The judge's correct posture	
2. Shiro (Aka) ippon	Ippon for White (red)	One flag is raised upwards
3-7. Waza-ari	Point	Points are awarded; the judge signals with flag on the side of the contestant the number of points
8. Jogai	Out of bounds	Taps flag on the floor repeatedly
9-11. Ai-uchi waza-ari	Simultaneous technique	Points scored by both players; flags poked in front of the chest, then signal the waza-ari value
12. Torimasen	Unacceptable	Technique not accepted as effective; flags crossed before the knees repeatedly
13. Hansoku chui	Penalty for a foul	The flag is waved in a small circle above the head
14. Hansoku	Foul	The flag is waved in a large circle above the
15. Mienai	Did not see	Flags crossed in front of the eyes
16. Hikiwake	Draw	The flags are crossed over the head
17. Shiro (aka) no kachi	Victory for red (white)	One flag raised high in oblique direction
18. Igiari	Calling referee's attention	Flags crossed above the head and tapped continuously
19. Mukogeki	Stalling	Flags are circled in front of the chest
20. Kawasu	Avoid contestants	Judge stands and moves the chair to avoid contestants

APPENDIX D

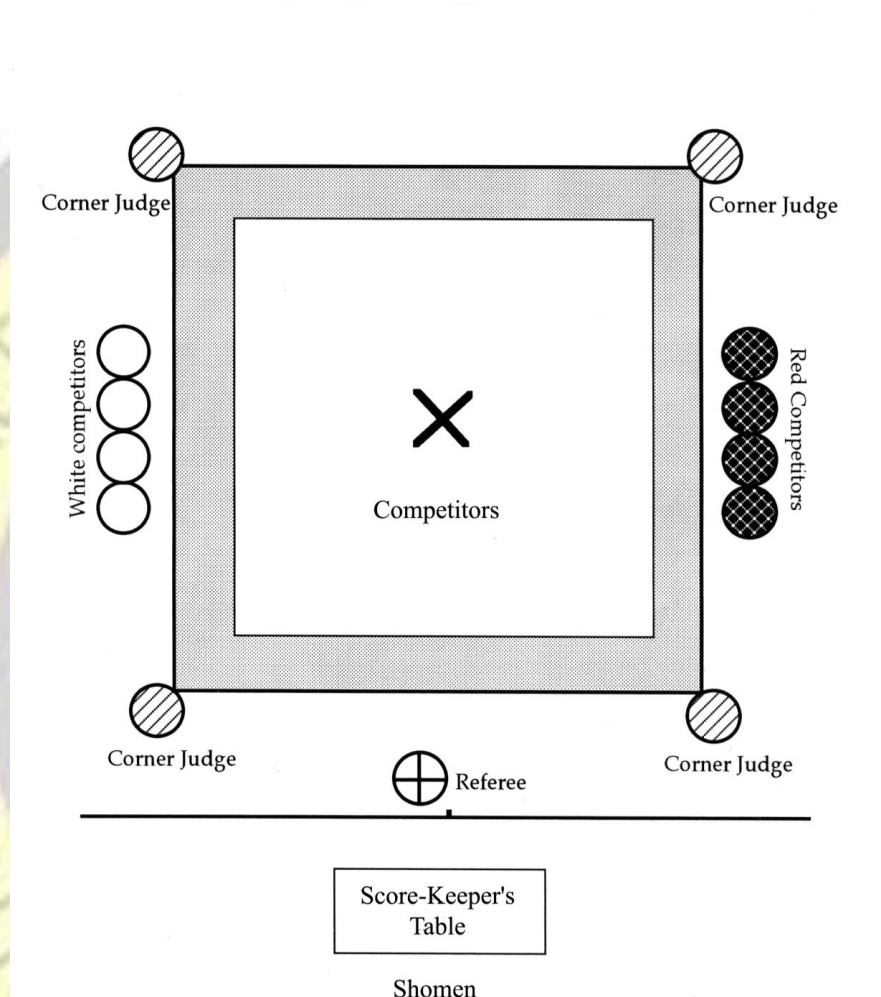
SCORING SYMBOLS

Δ	Tsu ki	Punchin g
○	Ke ri	Kickin g
□	Uc hi	Strikin g
	At e	Hittin g
⊙	Kac hi	Winne r
⊙	Mak e	Defea t
	Ippo n	Win by full point
	Hant ei	Win by decision
X	Hikiwa ki	Dra w
▽	Ch ui	Penalty for a foul
	Jog ai	Out of bounds
□	Shikak u	Expulsio n
	Hansok u	Fo ul
T	Jika n	Tim e

E	Enchosen	Extension
	Jodan	Upper level
	Chudan	Middle level
	Gedan	Lower level
	Kiken	Absence

APPENDIX E KATA

CONTEST AREA



APPENDIX F

LIST OF TOROKU (REGISTERED) KATA

1. Seisan
 - Kudaka no Seisan; Seisan; Seishan; Hangetsu
 2. Bassai
 - Kudaka no Bassai; UWMAF Traditional BoguBassai; Matsumura no Bassai; Kyan no Bassai; Bassai Sho; Bassai Dai; Sukumine no Bassai
 3. Chinto
 - Kudaka no Chinto; UWMAF Traditional BoguChinto; Chinto; Gankaku
 4. Kusanku
 - Kudaka no Kusanku; UWMAF Traditional Bogu Kusanku; Shiho Kusanku; Kyan no Kushanku; Kushanku (Kanku) Dai; Kushanku (Kanku) Sho
 5. Sochin
 - Kudaka no sochin; Aragaki no Sochin; Sochin
 6. Sankakutobi
 - Kudaka no Sankakutobi; Sankakutobi Sho
 7. Happiken
 8. Naihanchin
 - Kudaka no Naihanchin; UWMAF Traditional Naihanchin (Tekki) Shodan, Nidan, Sandan
 9. Nijushiho
 - Kudaka no Nijushiho; Nijushiho; Niseishi
 10. Wankan
 - Kudaka no Wankan; Wankan; Matsukaze
 11. Jion
 - Kudaka no Jion; UWMAF Traditional
 12. Seipai
 13. Saifua
 14. Seienchin
-

15. Sanchin
 - Kudaka no Sanchin; Omote; Ura; Sanchin
16. Heian
 - Heian (Pinan) Shodan, Nidan, Sandan, Yondan, Godan
17. Shorinken
18. Hakkyokuken
19. Gokyo
 - Te Waza Kogeki Dai Ikkyo, Nikyo, Sankyo, Yonkyo, Gokyo
 - Ashi Waza Kogeki Dai Ikkyo, Nikyo, Sankyo, Yonkyo, Gokyo
20. Taikyoku
 - Taikyoku Shodan, Nidan, Sandan
21. Ananko
 - Kudaka no Ananko, Kyan no Ananko, Ananko
22. Sansai
23. Rohai

WEARING THE HAKAMA

1. Hold the top portion of the Hakama at the front side, at waist height, in front of you.
2. Step into the Hakama, placing both legs in the appropriate positions.
3. Holding the front side of the Hakama, bring it up to waist height.
4. Taking hold of the cords of the front side, wrap these around your body and tie them at the rear.
5. Lift the back side of the Hakama, and position the solid portion under the obi (belt).