

UWMAF Traditional  
BOGU

# Bogu

RULES

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## THE ETHICS OF REFEREEING

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

1. Referees and Judges must always be absolutely neutral and impartial. 2. Referees and judges must always comport themselves with dignity and self possession. Referees and judges must with the utmost attentiveness and concentration watch and observe every detail of the competition or contest they attend, and pass correct judgment on every move of the contestants.
3. 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 referees attention or if called to conference by the referee.

4. The quality of the judgment and attitude in match operation shown by the referees and judges

has a profound effect on the progress of Koshiki Karatedo match operation. It is therefore required that every referee and judge demonstrates 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 Koshiki Karatedo.

## **TRADITIONAL BOGU KARATEDO COMPETITION RULES THE RULES OF KUMITE COMPETITION**

### **ARTICLE 1 SHIAIJO (MATCH AREA)**

1. The match area (shiaiyo) 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. The size of the shiaiyo shall, in principle, be 9.0 square meters or equivalent. 3. As a

general rule, all the line markings on the floor shall be in distinct white and 0.05m in width. The warning track shall have a minimum width of 1 meter, marked by a red line or tatami.

4. All measurements shall be made between the outer sides of the lines. 5. In the event that the match is to be elevated from the floor level, the height shall be 1 meter and the floor space

9.2m x 1.5m square in principle. The chair for the arbitrator should be placed in this elevated area.

6. Two parallel lines perpendicular to the front side line, each one meter long, shall be drawn at a distance of 1.6m from and on both sides of the centre point of the shiaiyo. These lines shall be the standing lines for the contestants.

7. A .5m long line shall be drawn parallel to the back-side line, two meters away from the centrepoint, towards the back-side line. This line shall designate the regular position of the referee. 8.

The arbitrator and the record keeper(s) shall, as a rule, be seated at the front-side of the shiaiyo, facing the referee, and more than two meters removed from it.

9. The coaches box shall be 1 meter from the parameter of the shiaiyo adjacent to the players box on the side closest to the arbitrator. The box shall have dimensions of 1m in length and 0.5m in width.

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.

## ARTICLE 2 OFFICIAL ATTIRE (KARATEDOGI)

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. The jacket when tightened around the waist with the belt must be of an even length covering the hips.
3. The length of the sleeves must not only cover the elbows, but also cover at least half of the forearm.
4. The length of the pants shall cover at least 3/4 of the skin down from the knees.
5. The length of the belt from knot to end shall be no less than 15cm.
6. The red and white strings which will be worn by contestants for a kumite match must be approximately 5cm wide and of a length sufficient enough to allow 15cm 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 Super Safe face protectors are available.
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.
8. The use of bandages, supports, fist guards, kick guards for reasons of injury, must be approved by the referee, in consultation with the chief medical officer.
9. Referees, judges and arbitrators shall wear the official "Super Safe" karatedogi, with the official UWMAF Referees Badge worn on the left side of the chest. The standard official UWMAF

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.

### **ARTICLE 3 PROTECTIVE EQUIPMENT (ANZEN BOGU)**

1. All contestants are required to wear the standard "Super 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. The Safety Supervisor will ensure that Super 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.
3. 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.
4. 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.

6. The use of a mouth guard is optional.

#### **ARTICLE 4 "SHIAI" (MATCHES)**

1. The types of shiai shall be as follows:

a. Individual-title shiai b. Team shiai

2. The shiai shall in principle be decided by "ippon shobu" (or "sanbon shobu") 3. The number of persons composing a team shall be an odd number. A team shiai shall be considered complete if a minimum of 3 out of 5, 4 out of 7, or 2 out of 3 are present for the match. However, any team with less than 1/2 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. 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. a. 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 be automatically awarded kiken, and the opposing contestant shall be the winner. b. Failure of the player or the team to arrive on time for the tournament may result in disqualification (shikkaku).

c. 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.

d. Competitors attempting to compete without having completed the appropriate application procedures may be refused.

5. There shall be one method of conducting a shiai, being the "number of winners method". 6. In the "number of winners method", the winning team is that team which has had the greater 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.

7. 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".

a. No competitor may compete in more than two successive shiai. Once withdrawn, a contestant shall not compete again until the entire team has competed. 8. The official UWMAF weight categories shall be:

## **□ MEN**

LIGHTWEIGHT Less than or equal to 63.5kg



MIDDLEWEIGHT Greater than 63.5kg and less than or equal to 73kg CRUISERWEIGHT Greater than 73kg and less than or equal to 82kg HEAVYWEIGHT Greater than 82kg.

## □ **WOMEN**

LIGHTWEIGHT Less than or equal to 54kg

MIDDLEWEIGHT Greater than 54kg and less than or equal to 61kg

CRUISERWEIGHT Greater than 61kg.

9. The correct composition and order for teams events is as follows:

□ **MEN** Lightweight, Middleweight, Cruiserweight, Heavyweight

□ **WOMEN** Lightweight, Middleweight, Cruiserweight

□ **MIXED** Male Lightweight, Female Lightweight, Male Middleweight, Female

Middleweight, Male Cruiserweight, Female Cruiserweight, Male Heavyweight

## **ARTICLE 5 JUDGES AND ARBITRATORS**

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

2. An arbitrator shall be appointed to ensure the fairness of the conduct of the shiai and the

judgment 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 / individual coach, as the case may be.

3. As a general rule, each of the judges shall be positioned 0.5m away from the corner of the match area. Where technically difficult due to floor layout, this rule may be circumvented. Please refer to Appendix A for the official layout diagram.

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).

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 officials, and coaches.

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)

7. Participating contestants shall be positioned according to the diagram shown (see Appendix). No alteration of this order may be made once the match is started.

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 consultation with the chief referee.

## **ARTICLE 6 CONDUCT OF SHIAI**

1. When the referee calls "nyujo", the contestants waiting to compete in the next match shall bow and enter the shiaiyo, taking up their positions on 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. When the call "yame" is given by the referee, 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 soremade", the contestants shall again return to their prescribed positions (motono ichi) to await the referees 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 shiaiyo (taijo).

3. The shiai shall be conducted exclusively under the instructions of the referee.

## **ARTICLE 7 SHIAI JIKAN (MATCH TIME)**

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.

a. When there is 30 seconds remaining in the match, the time keeper shall announce "ato sanju byo", to which the referee shall respond by announcing "ato shi baraku". 2. An encho sen (first extension) of one minute shall be staged if no decision is reached or if no conclusive judgment 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 is/her assessment of the contestants conditions.

3. 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.

a. 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.

4. Shiai time shall be taken from the referees signal to commence the shiai, and shall be counted until the final cessation of the match. However, any time spent in discussion among the referee and judges, or in connection to an injury, shall not be included in the shiai time. The command "jikan" must be called by the referee to stop the counting of shiai time. 5. 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 signaled "yame, soremade" shall be counted as part of the score.

## ARTICLE 8 VICTORY AND DEFEAT

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. Areas of attack:

- a. Controlled contact attacks may only be delivered to "Super Safe Guard" Protected areas.
- b. Contact to the jodan area must be light, controlled contact.
- c. Non contact controlled techniques may be executed to the back of the torso area. If successfully executed and recognized, such an attack may be awarded a single waza ari.

## **ARTICLE 9 CRITERIA FOR DECIDING AN "IPPON" (WINNING POINT)**

- 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).
  - a. An "ippon" may be awarded for a technique which meets the above criteria, and was preceded by a throwing or sweeping technique.
  - b. Techniques delivered outside the prescribed shiaiyo 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.
  - c. A sequence of three or more effective techniques in an unbroken combination (renzoku waza) shall be awarded "ippon".
  - d. In the event that the opponent has lost the will to fight, the other contestant shall be

awarded "ippon".

e. Techniques which force the opponent to submit, such as strangulation (shime waza), joint locking (kansetsu waza) and throwing techniques (nagewaza) may at the discretion of the referee be awarded "ippon", provided that such techniques are fully controlled, and applied with full regard to the opponents safety. Such techniques executed that violate this rule are subject to penalties.

## **ARTICLE 10 CRITERIA FOR DECIDING A "WAZA ARI"**

1. The criteria for deciding a "waza ari" (one point) are the same as those for deciding an "ippon" (Article 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. In the case of overtime extensions (encho sen) and final extensions (sai encho sen), all points shall be counted cumulatively.

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".

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.

5. Techniques scored simultaneously by both contestants and recognized by the referee shall be awarded ai uchi and a waza ari awarded to each contestant.

## **ARTICLE 11 CRITERIA FOR DECISION (HANTEI)**

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: □ Which contestant has scored the greatest number of waza ari; □ The relative excellence of fighting attitudes; □ Ability and skill; □ The degree of vigour and fighting spirit; □ The number of valid attacking moves; and □ Relative excellence in strategy.

## **ARTICLE 12 PROHIBITED ACTS AND TECHNIQUES**

1. Direct attacks to unprotected areas, including joints.
2. Striking while holding the "Super Safe" equipment.
3. Attacks to the groin area.
4. Attacks to the head without correct pullback.
5. Excessive contact to jodan.
6. Unnecessary grabbing, clinching and bodily crashing against the opponent.
7. Any unsportsman like, discourteous behaviour, such as name calling, provocation and unjustifiable utterances.

8. Kicking techniques executed to the legs. However, foot sweeping techniques are allowed, provided that they are immediately followed by another valid attacking technique. 9. Elbow strikes to the head (jodan hiji ate).

10. Knee kicks to the head (jodan hiza geri).

11. Any stalling or avoiding of competition.

12. Any stepping or moving outside of the designated shiai-jo.

13. Any attack directed to the area of the ear.

### **ARTICLE 13 FOUL AND DISQUALIFICATION**

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.

a. In case a contestant, after having once been warned, repeats prohibited techniques, the referee may award "ippon" to the opponent.

b. 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.

c. 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.

d. 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. When a contestant commits any of the following acts, the contestant shall be awarded hansoku

or shikkaku, and 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 Referee's 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.

3. If a contestant crosses the outside line of the contest area with both feet, he/she shall be given a "jogai chui" and the opponent a waza ari.

a. A contestant who steps out of bounds shall automatically be given a jogai chui, and the opponent awarded a waza ari.

b. 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.

#### **ARTICLE 14 INJURIES OR ACCIDENTS DURING THE SHIAI**

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. 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.

3. In the event of an injury occurring when no medical officer is in attendance for consultation, the referee shall consult the chief referee whether the match should continue or be halted.

4.a. 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 contestants safety and well being (shikkaku make).

b. In the event that the same situation arises during a team event, the opposing team shall be declared victorious.

## **ARTICLE 15 PROTESTS AND OTHER MATTERS**

1. No contestant may personally protest to the referee and/or judges in relation to any decision(s) rendered.

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.

a. 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.

b. 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.

c. 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.

3. Protests shall be made prior to the completion of the match in accordance with ARTICLE 15. Protests made after the completion of the match shall not be entertained.

## ARTICLE 16 MISCELLANEOUS RULES

1. In the event of a situation not foreseen in these Rules, or in case that 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.
2. Amendments to, or abolition of, of these Rules in part or in whole, requires an affirmative vote of more than two thirds of the title holding members of the United World Martial Arts Federation Referee's Council, and submittal to the Directing Committee for approval.
3. These Rules shall be effective as of 1 June 2021, and shall be enforced as of that date.

### Summary of Rule Changes:

- A player who is warned for stalling shall have ten seconds to attempt an attacking movement, or be awarded a "mubobi chui", and the opposing player shall be awarded a waza ari.
- A controlled kick to jodan shall be worth the equivalent of two points.
- In calling for the judges decision at the completion of a match, the referee shall announce "hantei torimasu".
- When there are 30 seconds of match time remaining, the time keeper will alert the referee by announcing "ato san ju byo". The referee will acknowledge this and alert the players by announcing "ato shi baraku".
- When a player in a match deliberately stalls or delays, the referee may caution that player with the warning "mukogeki keikoku".

- Foot sweeping techniques (ashi barai) must be immediately followed by a single or combination technique.
- Techniques scored simultaneously and recognized by the referee as valid, successful attacking techniques, shall be announced as "ai uchi" by the referee, who shall give the appropriate hand signals to award a waza ari to each player.
- A controlled contact kick to a protected area of the body (chudan) shall be awarded a waza ari. That is equivalent to two (2) points, if it satisfies the criteria for waza ari.
- The contestants shall wear clean official "Super Safe" Karatedogi or equivalent clean white Karatedogi and referees, judges and arbitrators shall wear the official "Super Safe" karatedogi, with the official UWMAF Referees Crest worn on the left side of the chest. In addition, worn over the karatedogi shall be a black hakama.

## THE RULES OF JUDGING OF KUMITE COMPETITION

### ARTICLE 1 PURPOSE

These rules are instituted for the purpose of insuring strict fairness and uniformity of the methods of judging, and thus to enhance the authority of the judges, and they shall be applicable to matches held under the auspices of the World Koshiki Karatedo Federation.

### ARTICLE 2 METHODS OF DECISION

Referees and judges shall judge matches in accordance with the "Rules of the Shiai".

### ARTICLE 3 METHODS OF JUDGEMENT

The panel of judges for each match shall consist of one arbitrator, one referee and two judges. In addition, for the purpose of facilitating the operation of the matches, several time keepers, caller announcers, record keepers and score keepers shall be appointed.

#### **ARTICLE 4 POWER AND DUTY OF THE CHIEF REFEREE**

The Chief Referees powers and duties shall include the following:

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

#### **ARTICLE 5 POWER AND DUTY OF THE DEPUTY CHIEF REFEREE**

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.

#### **ARTICLE 6 THE POWER AND DUTY OF REFEREES AND JUDGES**

The referees and judges shall be vested with the following power: 1. 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 (prior to 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. 2.

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 judgment by means of flags, and exercise their right to express their decision or view. The voting right of a judge shall be one point.

## **ARTICLE 7 STARTING SUSPENDING AND ENDING MATCHES AND**

### **ANNOUNCING**

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".
2. When the referee recognizes a technique executed by a contestant as being ippon, he/sheshall stop the match by announcing "yame" and order the contestants 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. 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), and return 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 wazari 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".

4. When time up is with no ippon having been scored during the match, the referee shall announce "yame soremade" and order the contestants to their positions (motono ichi), and return to his / her own designated position. Having allowed the judges time to weigh their judgment, 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 judgment must be made according to the opinion of the referee.

5. When faced with the following situations, 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 for which the match is delayed.

6. 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.

7. When the referee order a contestant to adjust his/her uniform or Super Safe Guard armour.

8. 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.

9. 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 contestants opponent ippon. 10. 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. 11. 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 by means of a flag, accurately expressing his/her opinion :

a. When he/she has observed an ippon or waza ari.

b. When he/she has noticed that a contestant is about to commit or has committed a prohibited act or technique.

c. When he/she has noticed the injury or illness of a contestant before the referee notices it.

d. When both or either of the contestants have moved out of the match area. e. In other case when he/she deems it necessary to call the attention of the referee. 12. Each judge shall continuously evaluate the relative excellence of the contestants and form his/her opinion independently.

13. When the referee calls "hantei torimasu", each of the judges shall express his/her opinion in the prescribed manner.

14. The timekeeper shall give signals by a gong or buzzer indicating 30 seconds remaining and announce "ato san ju byo".

15. If the match remains interrupted for more than 10 seconds, the referee shall signal "jikan" (time out), and the timekeeper shall, with reference to the arbitrator, stop the time until the referee resumes the match.

## **ARTICLE 8 PROTESTS TO THE ARBITRATOR AND REVISION OF DECISIONS**

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. In the event that 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.

## **ARTICLE 9 POWER OF THE CHIEF ARBITRATOR**

The Chief Arbitrator shall organize and head an arbitrator team and decide in advance the positioning

of the arbitrators.

## **ARTICLE 10 POWER AND DUTY OF THE DEPUTY ARBITRATOR**

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 in his/her capacity.

## **ARTICLE 11 ARBITRATOR**

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, and in the event that he/she finds the decision patently unreasonable, he/she may demand the panel of judges to revise the decision. 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. When a full panel of judges holds consultation, 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.

## **ARTICLE 12 OTHER MATTERS**

Matters relating to judgment not prescribed in these Rules and the Rules for Operation shall be discussed among the judges and the decisions thus reached shall be referred to the arbitrator of the match and the Chief Referee for approval.

## **THE CONDITIONS FOR OPERATING THE JUDGING RULES**

### **ARTICLE 1**

When a judge signals (by flags) an effective technique executed by one of the opponents, the referee may ignore the signal and continue the match. When both judges signal likewise, however, the referee must acknowledge their opinion and render a judgment 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.

### **ARTICLE 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.

### **ARTICLE 3**

When the contestants have stepped out of bounds, the match shall continue until the referee orders it to be halted.

### **ARTICLE 4**

The power of the arbitrator as match supervisor shall include supervision, inspection and direction of the time, record and score keepers. Records kept of the match shall become official records subject to the arbitrators approval.

## **ARTICLE 5**

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.

## **ARTICLE 6**

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 thus devolve upon the referee to take necessary precautions to prevent injuries or confusion.

## **ARTICLE 7**

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.

## **ARTICLE 8**

The terms and signals to be used by the referee and judges shall be according to Appendix C.

## **ARTICLE 9**

The signals to be made with the flags by the judges during the match shall be as specified in Appendix C.

## **ARTICLE 10**

When a referee awards a decision by hantei on the basis of the signals given by the judges, his decision shall be governed by the rules.

## **ARTICLE 11**

1. In the case of an injury to the contestants, the referee shall at once halt the match and give the injured prompt and effective treatment.
2. In case a contestant is deemed unable to continue with the match owing to an injury or other physical reasons on the basis of the advice of the tournament doctor, the referee shall terminate the match or suspend the injured from the match.
3. All international referees and judges should be certified by a recognized medical authority in C.P.R. and First Aid.

## **THE RULES OF KATA CONTEST**

### **ARTICLE 1 CONTEST AREA**

1. In general, the same match area conditions that apply to shiai matches should also apply to kata contests.

2. If the conditions above cannot be met, the Chief Referee should make alternative arrangements that adhere to the above as closely as possible.

## **ARTICLE 2 ATTIRE**

1. The attire worn by contestants, referees and judges shall be identical as that defined in the shiai competition rules.

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.

## **ARTICLE 3 ORGANISATION OF THE CONTEST**

1.

a. The kata contest shall consist of individual contests. b. The contest shall be divided into the following categories: ☐ Junior Female

☐ Junior Male ☐ Senior Female ☐ Senior Male

2. The contestants may be asked to perform either a "Toroku" Kata (Registered Kata) or a

"Tokui" Kata (Favorite Kata). For the elimination round, a Toroku Kata shall be performed. In the following rounds, a Tokui Kata may be performed, which may be any of the Toroku Kata, or any other kata of the contestants style or school. The list of Registered Kata shall be updated regularly by the World Koshiki Karatedo Federation.

## **ARTICLE 4 JUDGING PANEL**

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.
2. The referee shall be seated in the front central position, while the judges shall take positions in each of the four corners.

## **ARTICLE 5 CONTEST OPERATION**

1. The contest shall proceed in the following manner. When a contestants name is called by the announcer, the contestant shall enter the contest area from the area directly opposite the referee. Prior to 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.
2. Upon completion of the performance, the contestant shall return to the designated position,



and wait for the referees announcement of the result. The contestant shall then bow to the referee (shomen ni rei), and withdraw, bowing on exiting the contest area. 3. All matters relating to the match during its conduct shall be handled under the exclusive direction of the referee.

## **ARTICLE 6 VICTORY AND LOSS**

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 each contestant, in a mark range previously designated by the referee.

2. The highest and lowest scores, respectively, awarded to each contestant by a member of the judging panel shall be subtracted prior to adding the total score. The score awarded by the main referee shall not be eliminated.

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, 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.

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. In the event that 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 (Favorite Kata), and shall be judged according to the standard criteria.

## **ARTICLE 7 CRITERIA FOR JUDGEMENT**

1. All judgment shall be made and passed in compliance with the criteria contained in Articles 4 and 5 of the Rules of Judging the Kata Contest.

## **ARTICLE 8 RULE VIOLATION AND DISQUALIFICATION**

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

## **ARTICLE 9 PROTESTS AND OTHER MATTERS**

1.

a. 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. b. If the arbitrator feels the protest is justified, he or she can request the judging panel to explain its decision and/or revise it. c. The decision of the arbitrator shall be final.

2. 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.

## **THE RULES OF JUDGING KATA CONTESTS**

### **ARTICLE 1 PURPOSE**

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

## **ARTICLE 2 METHOD OF JUDGING**

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.

2. ANNOUNCERS. An announcer serving a contest shall inform the Recorders, in 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. 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.

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.

### **ARTICLE 3**

1. The contestants may be required to perform either a "Toroku" Kata (Registered Kata) or a "Tokui" Kata (Favorite Kata), according to the Kata Contest Rules.

2. 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.

### **ARTICLE 4 CRITERIA FOR JUDGEMENT**

1. The following criteria are the basis for judgment of a kata performance (kata no hantei no yoso):

a. The performers manner and attitude (reigi saho to taido);

b. The performers expression of his/her level of achievement in martial arts training

(tanren no do ai);

c. The performers focus, technical strength, and completeness of execution (kime to zanshin);  
d. The performers expression of inner fighting spirit (seishin ryoku); and e. The harmony and rhythm of a contestants performance (choshi).

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. Breathe 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 then 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.

## ARTICLE 5 FOUL AND DISQUALIFICATION

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.

## **ARTICLE 6 OTHER MATTERS**

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.

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 prior to the commencement of the contest, and if necessary, be announced publicly.

## **THE RULES OF KATA BUNKAI KUMITE CONTEST\***

### **ARTICLE 1 CONTEST AREA**

1. In general, the same match area conditions that apply to shiai matches should also apply to Kata Bunkai Kumite contests.

2. If the conditions above cannot be met, the Chief Referee should make alternative arrangements that adhere to the above as closely as possible.

### **ARTICLE 2 ATTIRE**

1. The attire worn by contestants, referees and judges shall be identical as that defined in the shiai competition rules.
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.

### **ARTICLE 3 ORGANISATION OF THE CONTEST**

1. The Bunkai Kumite consist of team contestants, each team made up of three individuals. a. The contest shall be held in one category only.
2. The contestants may be asked to perform a Kata Bunkai Kumite of either a "Toroku" Kata (Registered Kata) or a "Tokui" Kata (Favourite Kata). For the elimination round, a Kata Bunkai Kumite of a Toroku Kata shall be performed. In the following rounds, a Kata Bunkai Kumite of a Tokui Kata may be performed, which may be any of the Toroku Kata, or any other Kata of the contestant"s style or school. The list of Registered Kata shall be updated regularly by the World Koshiki Karatedo Federation.
3. Kata Bunkai Kumite includes the technique of Goho (hard way, blocking, punching, striking and kicking), Juho (soft way, throwing (nage), arm lock (gyaku) techniques) and Bukiho (Waepons techniques).
4. The defending contestant should be weapon less for the performance. 5. The defending position can be changed between the contestants of the Team.

### **ARTICLE 4 JUDGING PANEL**

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.
2. The referee shall be seated in the front central position, while the judges shall take positions in each of the four corners.

## **ARTICLE 5 CONTEST OPERATION**

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.
2. Upon completion of the performance, the contestant shall return to the designated position, and wait for the referees 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).
3. All matters relating to the contest during its conduct shall be handled under the exclusive direction of the referee.

## **ARTICLE 6 VICTORY AND LOSS**



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.
2. The highest and lowest scores, respectively, awarded to each team by a member of the judging panel shall be subtracted prior to adding the total score. The score awarded by the Main referee shall not be eliminated.
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.
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. In the event that the results are still tied, the tied teams shall be requested to perform a further Kata Bunkai Kumite to determine the outcome. This Kata Bunkai Kumite shall be a Tokui Kata (Favourite Kata), and shall be judged according to the standard criteria. However, for this moment it can be decided by the judging panel that this Kata Bunkai Kumite can also be one of the two performed already.

## **ARTICLE 7 CRITERIA FOR JUDGEMENT**

1. All judgement 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.

## **ARTICLE 8 RULE VIOLATION AND DISQUALIFICATION**

1. No teams" participation in a contest shall be considered valid unless the team correctly follows the instructions of the referee.

## **ARTICLE 9 PROTESTS AND OTHER MATTERS**

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.

a. If the arbitrator feels the protest is justified, he or she can request the judging panel to explain its decision and/or revise it.

b. The decision of the arbitrator shall be final.

2. 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.

## **THE RULES OF JUDGING KATA BUNKAI KUMITE CONTESTS**

### **ARTICLE 1 PURPOSE**

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

### **ARTICLE 2 METHOD OF JUDGING**

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.

2. ANNOUNCERS. An announcer serving a contest shall inform the Recorders, in 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. 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.

4. CONTEST EXPEDITERS. A contest expediter 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.

### **ARTICLE 3 -**

1. The contestants may be required to perform either a "Toroku" Kata (Registered Kata) or a "Tokui" Kata (Favourite Kata), according to the Kata Bunkai Kumite Contest Rules. 2. 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.

#### **ARTICLE 4 CRITERIA FOR JUDGEMENT**

1. The following criteria are the basis for judgment of a Kata Bunkai Kumite performance (kata bunkai kumite no hantei no yoso):
  - a. The performers manner and attitude (reigi saho to taïdo);
  - b. The performers expression of their level of achievement in martial arts training (tanren no do ai);
  - c. The performers focus, technical strength, and completeness of execution (kime to zanshin);
  - d. As this is a Koshiki Karatedo competition, similar to Kumite, in Kata kicking techniques should be scored higher than other techniques.
  - e. The performers expression of inner fighting spirit (seishin ryoku); and f. The harmony and rhythm of the contestants" performance (choshi).
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. Breathe 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 then 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. Technical excellence
- g. Technical realism, proper execution
- h. Timing and distance
- i. Three minds: Zenshin (preparatory mind), Tsushin (concentration mind) and Zanshin (mind of completion)

## ARTICLE 5 FOUL AND DISQUALIFICATION

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.

## **ARTICLE 6 OTHER MATTERS**

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.

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 prior to the commencement of the contest, and if necessary, be announced publicly.

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## **CLASSIFICATION OF INTERNATIONAL REFEREES**

### **AND JUDGES**

Referees and judges must be certified by the W.K.K.F., as follows:

#### **Master Referee**

Referee, arbitrate or judge at any W.K.K.F. Championships. Can act as Chief Referee for any W.K.K.F. World Championships.

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. Master Referees official W.K.K.F. Referees Crest will be gold, red and black in colour.

### **Senior Referee**

Referee, arbitrate or judge at any W.K.K.F. Championships. Can act as Chief Referee at any W.K.K.F. International Championships.

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. Senior Referees official W.K.K.F. Referees Crest will be silver, red and black in colour.

### **A Grade Referee**

Referee, arbitrate or judge at any W.K.K.F. Championships

Must have a minimum grade of Yondan, be at least 27 years of age, have a minimum of 9 years karatedo experience, and must have been a B Grade Referee for at least three years.

### **B Grade Referee**

Referee or judge at W.K.K.F. Championships

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.

### **C Grade Referee**

Judge at W.K.K.F. Championships.

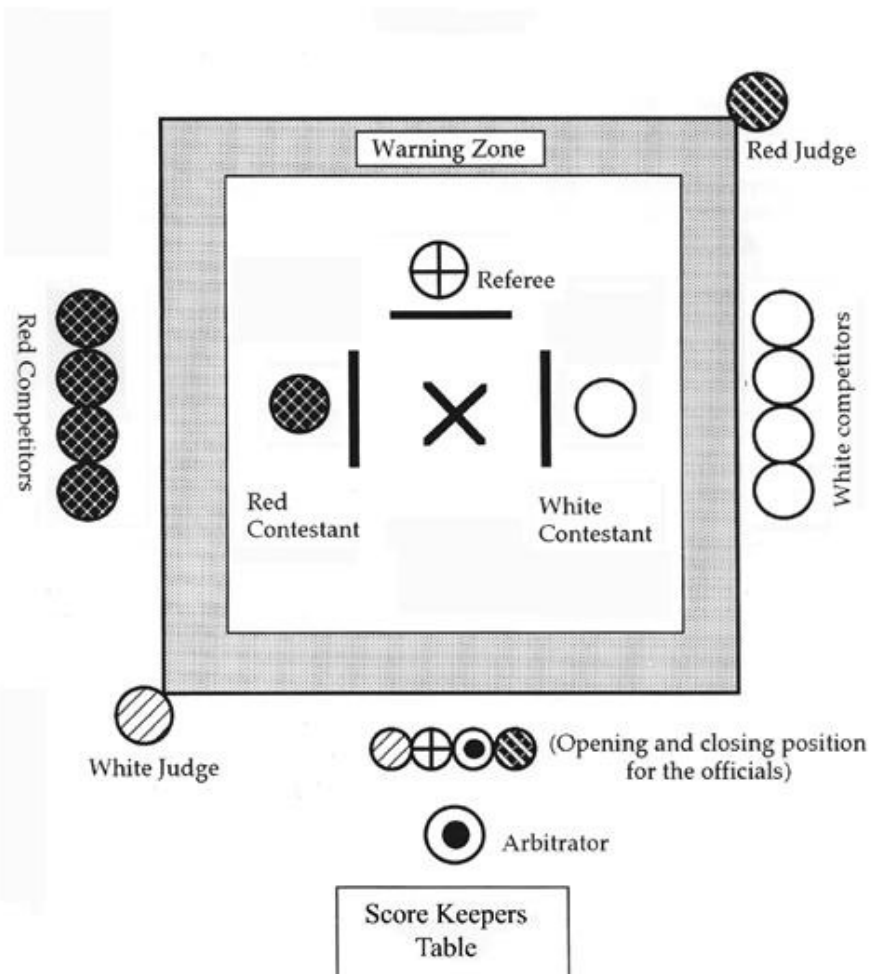
Must have a minimum grade of Nidan, be at least 21 years of age, have a minimum of 3 years karatedo experience, and must have been certified as a Referee by a National Koshiki organization for at least two years.

A, B, and C Grade Referees official W.K.K.F. Referees Crest will be white, red and black in colour.

Referees certification shall be valid for two years from the date of issue. Updated certification must be

obtained to continue to have refereeing privileges.





## **Appendix A : The match area and the positioning of the referee, judges and arbitrator.**

SHOMEN

□ 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 0.5 m away from the corner of the contest area.

## **Appendix B : Target Areas and major scoring techniques**

### **Controlled contact areas**

TraditionalBoguRules2021		
Level	Jodan	Chudan
Target	Faceguard	Body protector
Techniques	Tsuki Waza Keri Waza Uchi Waza	Tsuki Waza Keri Waza Uchi Waza
Point type	Ippon	Ippon
	Waza-Ari	Waza-Ari
Non-contact targets		
Level	Jodan	Chudan
Target	Top and Back of head	Back
Techniques	Tsuki Waza Keri Waza Uchi Waza	Tsuki Waza Keri Waza Uchi Waza
Point type	Waza-Ari	Waza-Ari
Scorer	Order of announcing	
	Aka	
	Shiro	
TraditionalBoguRules2021		

<b>Target</b>	<b>Jodan</b>
	<b>Chudan</b>
<b>Techniques</b>	<b>Tsuki Keri Uchi</b>
<b>Point type</b>	<b>Ippon</b>
	<b>Waza-Ari</b>

## Classification of major scoring techniques

### General - based on motion

Tsuki Waza - Punching techniques Keri Waza - Kicking techniques Uchi Waza - Striking techniques  
Ate Waza - Hitting techniques

### Specific scoring techniques

#### Tsuki Waza - Punching techniques

Tate Ken - Vertical fist Yoko Ken - Horizontal fist Gyaku Ken - Reverse fist

#### Keri Waza - Kicking techniques

Jo Sokutei - Ball of the foot Ka Sokutei - heel of the foot Sokuto - Edge of the foot

Sokko - Instep

#### Uchi Waza - Striking techniques

Shuto - Knife hand

Haito - Ridge hand Haishu - Back hand Shotei - Heel of the palm Uraken - Back knuckle of the fist

Kentsui - Hammer fist

### **Ate Waza - Hitting techniques**

Empi - Elbow

Hiza - Knee

### **Appendix C : The terms, their meaning and the methods of signalling as used by the referees and judges**

<b>Term</b>	<b>Meaning</b>	<b>Definition; Description of the referee's movement</b>
<b>1. Shomen ni Rei</b>	<b>Bow to the front</b>	<b>The referee pushes his/ her hands palm outwards towards the shomen</b>
<b>2. Shinban ni Rei</b>	<b>Bow to the referee</b>	<b>The referee turns his/ her palms inwards, bringing them towards himself/ herself</b>
<b>3. Otagai ni Rei</b>	<b>Bow to each other</b>	<b>The referee brings his/ her hands together in front of him/ her, palms inwards, as if bringing the contestants together</b>
<b>4. Shobu Ippon Hajime</b>	<b>Start the match</b>	<b>Start of match; referee stands</b>

			<b>straight on the prescribed spot</b>
<b>5.</b>	<b>Yame</b>	<b>Stop</b>	<b>Interruption or end of the match;</b>
			<b>referee makes a vertical cutting</b>
			<b>motion downward (Shuto)</b>
<b>6.</b>	<b>Motono Ichi</b>	<b>Original position</b>	<b>Contestants and referee return</b>
			<b>to their original positions</b>
<b>7-12.</b>	<b>Waza-ari</b>	<b>Point</b>	<b>Points are awarded, referee</b>
			<b>signals with hand on the side of</b>
			<b>the contestant the number of</b>
			<b>points (1-5)</b>
<b>13.</b>	<b>Tsuzukete Hajime</b>	<b>Resume, begin</b>	<b>Referee, in the prescribed</b>
			<b>position, withdraws his leg</b>
			<b>(zenkutsu dachi) and close his</b>

		<b>arms, opened widely obliquely</b>
		<b>upwards, to meet before his</b>
<b>14. Tsuzukete</b>	<b>Continue</b>	<b>body.</b>
		<b>Resumption of match when</b>
		<b>interruption not proclaimed by</b>
		<b>the referee.</b>
<b>15. Ato shibaraku</b>	<b>A little time remaining</b>	<b>Announced by the referee when</b>
		<b>the timekeeper signals that there</b>
		<b>are 30 seconds remaining</b>
<b>16. Jikan</b>	<b>Time</b>	<b>Instruction to the time keeper to</b>
		<b>subtract the time</b>
<b>17. Soremade</b>	<b>That is all</b>	<b>Time is completed; referee</b>
		<b>pushes his/ her palm forward in</b>



			<b>front of his/ her face, palm</b>
			<b>outwards.</b>
<b>18. Hantei torimasu</b>	<b>Judgement</b>	<b>The referee request the judges</b>	
		<b>by a long-short whistling to</b>	
		<b>express their opinions with their</b>	
		<b>flags, and by a short whistling to</b>	
		<b>put their flags down.</b>	
<b>19. Hikiwake</b>	<b>Draw</b>	<b>The arms are crossed over the</b>	
		<b>chest, then brought down with</b>	
		<b>the palms of hands showing to</b>	
		<b>the front. The arms are stopped</b>	
		<b>in a low, half open position,</b>	
<b>20. Enchosen</b>	<b>Extension</b>	<b>Match reopened with the commend „enchosen hajime“</b>	

<b>21.</b>	<b>Sai Enchosen</b>	<b>Final extension</b>	<b>Match reopened with the commend „sai enchosen Hajime“</b>
<b>22.</b>	<b>Torimasen</b>	<b>Unacceptable</b>	<b>Technique not accepted as effective; arms crossed before the body are brought down to half-open position with the palms downwards.</b>
<b>23-25.</b>	<b>Ai-uchi waza-ari</b>	<b>Simultaneous technique</b>	<b>Points scored by both players; fists poked in front of the chest, then the hands signal the waza ari value.</b>
<b>26.</b>	<b>Aka (shiro) Ippon</b>	<b>Ippon for red (white)</b>	<b>Decisive technique is indicated, then one arm is raised upwards</b>
<b>27.</b>	<b>Aka (shiro) no kachi</b>	<b>Victory for red (white)</b>	<b>One arm raised high in oblique direction</b>

<b>28. Jogai</b>	<b>Out of bounds</b>	<b>Contestant(s) out of the match area.</b>
<b>29. Jogai chui</b>	<b>Penalty for being out of bounds</b>	<b>Referee points to feet of offending contestant, then to the boundary, then awards waza ari to the opponent</b>
<b>30. Hansoku chui</b>	<b>Penalty for a foul</b>	<b>Referee points to the belly of offending contestant, then awards waza ari to the opponent</b>
<b>31. Hansoku</b>	<b>Foul</b>	<b>Referee points to the face of offender, then awards ippon (victory) to the opponent</b>
<b>32. Shiro (Aka) kiken, Aka</b>	<b>Renunciation by white(red),</b>	<b>Referee points to the position of</b>

(Shiro) no kachi victory to red (white) the renouncing opponent, the

awards victory to the opponent

33. Shikkaku	Expulsion	Referee points to the face of the offender, then to outside of the contest area, then awards victory to the opponent
34. Fukushin shugo	Judges assemble	Referee calls the judges to conference; signalling with both arms raised high; all assemble in front of the arbitrator.
35. Mukogeki keikoku	Warning for stalling	Referee points at the stomach of the offender(s), then circles his/ her hands in front of his/ her own stomach.
36. Mukogeki chui	Penalty for stalling	Referee points at the stomach of

**the offenders(s) then circles**

**hands in front of own stomach**

**and awards waza ari to the**

**opponent.**

<b>37. Taijo</b>	<b>Leave the contest area</b>	<b>Referee pushes hands out to sides, palm outwards.</b>
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<b>38. Suwatsute</b>	<b>Sit down</b>	<b>Referee pushes palms downwards toward the floor.</b>
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**African Koshiki Karatedo Federation**

**Rules for Koshiki Karatedo Competition**

Shihan Olaf Lotze Renshi 6.Dan, President Referee Council E.K.K.F

<b>39. Tatsute</b>	<b>Stand up</b>	<b>Referee lifts hands from low to high, palms upwards</b>
<b>40. Aka Waza-ari (one Point) &amp; Shiro Waza-ari (Two points)</b>	<b>One point (red) &amp; Two points (white)</b>	<b>Referee extends right hand to the one point position and the left hand to the two points position.</b>
<b>41. Aka Waza-ari (Three Points) &amp; Shiro Waza-ari (One Point)</b>	<b>Three points red &amp; one point white</b>	<b>Referee extends right hand to the three points position and the left hand to the one point position.</b>
<b>42. Aka Waza-ari (Two Points) &amp; Shiro Waza-ari (Four Points)</b>	<b>Two points red &amp; Four points white</b>	<b>Referee extends right hand to the two points position and the left hand to the four points position.</b>
<b>43. Aka Waza-ari (Five Points) &amp; Shiro Waza-ari (One Point)</b>	<b>Five points red &amp; one point white</b>	<b>Referee extends right hand to the five points position and the left hand to the one point position.</b>
<b>44. Nukeru</b>	<b>Technique passed through the target</b>	<b>Referee indicates that a technique passed through the target</b>
<b>45. Soreru</b>	<b>Technique missed the target</b>	<b>Referee indicates that a technique missed the target</b>

<b>46. Uketeru</b>	<b>Blocked technique</b>	<b>Referee indicates that a Technique was blocked by the opponent</b>
<b>47. Nugyo</b>	<b>Enter the contest area</b>	<b>Referee pushes hands inside, palm inwards.</b>

The methods of signalling as used by the judges



	<b>Term</b>	<b>Meaning</b>	<b>Definition; Description of the</b>
<b>1.</b>	<b>Teiichi</b>	<b>The judges correct posture</b>	<b>judge's movement</b>
<b>2.</b>	<b>Shiro (Aka)-Ippon</b>	<b>Ippon for White (Red)</b>	<b>One flag is raised upwards</b>
<b>3-7.</b>	<b>Waza-ari</b>	<b>Point</b>	<b>Points are awarded; judge</b>
			<b>signals with flag on the side of</b>
			<b>the contestant the number of</b>
			<b>points</b>
<b>8.</b>	<b>Jogai</b>	<b>Out of bounds</b>	<b>Taps flag on the floor repeatedly</b>
<b>9-11.</b>	<b>Ai-uchi</b>	<b>Simultaneous technique</b>	<b>Points scored by both players;</b>
			<b>flags poked in front of the chest, then signal the waza ari value</b>
<b>12.</b>	<b>Torimasen</b>	<b>Unacceptable</b>	<b>Technique not accepted as effective; flags crossed before the knees repeatedly</b>

<b>13. Hansoku chui</b>	<b>Penalty for a foul</b>	<b>Flag is waved in small circle</b>
		<b>above the head</b>
<b>14. Hansoku</b>	<b>Foul</b>	<b>Flag is waved in large circle</b>
		<b>above the head</b>
<b>15. Mienai</b>	<b>Did not see</b>	<b>Flags crossed in front of the</b>
		<b>eyes</b>
<b>16. Hikiwake</b>	<b>Draw</b>	<b>The Flags are crossed over the</b>
		<b>head</b>
<b>17. Shiro (aka) no Kachi</b>	<b>Victory for red (white)</b>	<b>One flag raised high in oblique</b>
		<b>direction</b>
<b>18. Igiari</b>	<b>Calling referee"s attention</b>	<b>Flags crossed above the head,</b>
		<b>and tapped continuously</b>

- |     |          |                   |  |
|-----|----------|-------------------|--|
| 19. | Mukogeki | Stalling          | Flags are circled in front of the chest                  |
| 20. | Kawasu   | Avoid contestants | Judge stand and moves his/ her chair to avoid contestant |



1. Teiichi 2. Ippon 12. Torimasen

9.- 11. Aiuchi 8. Jogai 16. Hikiwake

Red one Point Red two points Red three points

Red four points Red five points 15. Mienai

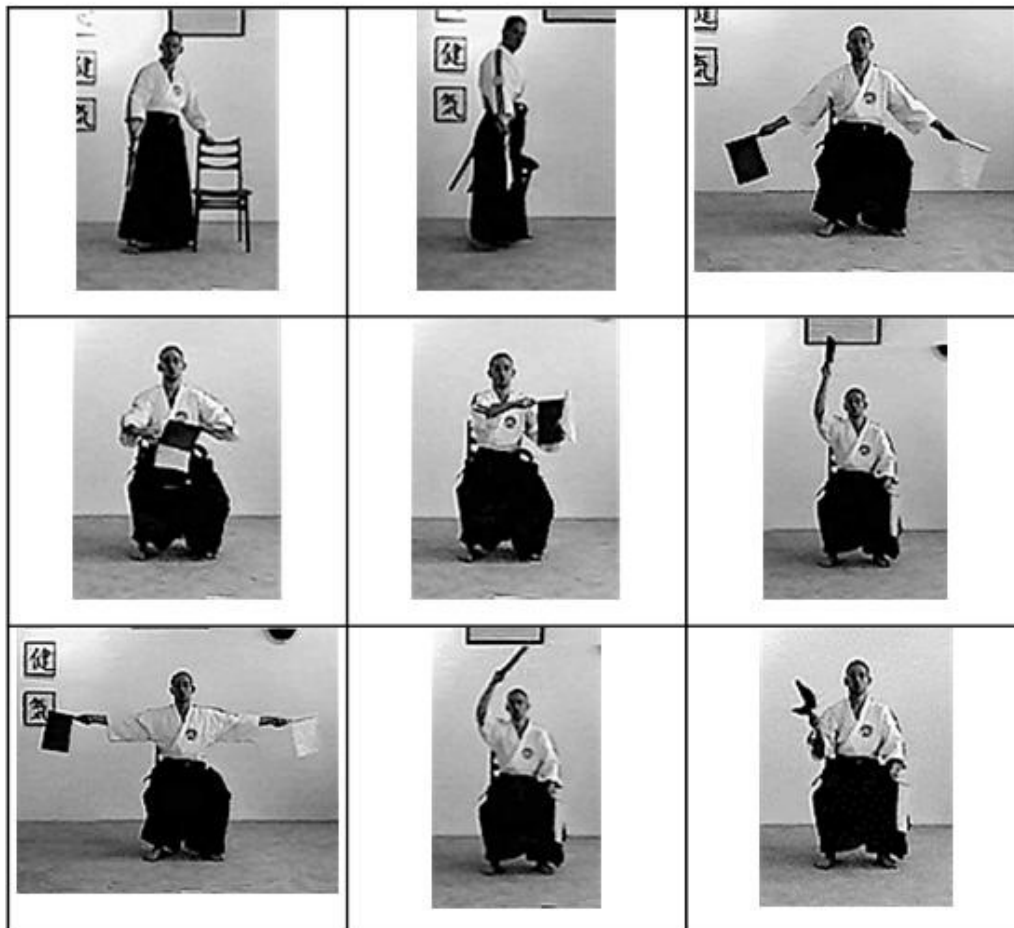
20. Kawasu 20. Kawasu

Aka, Shiro waza-ari, one point

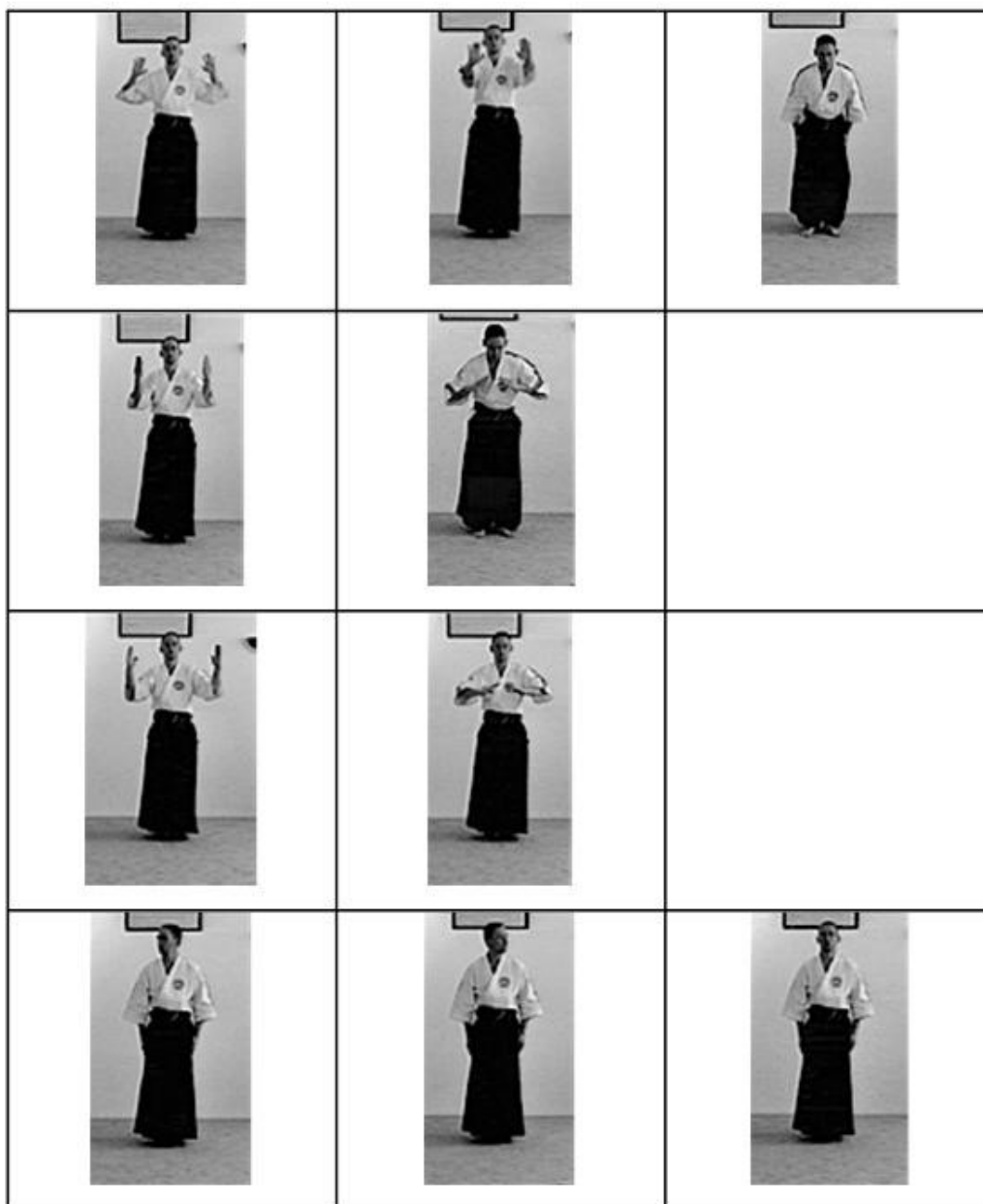
19. Mukogeki 18. Igiari 17. Aka no kachi

Aka, Shiro Waza ari, two points

14. Hansoku 13. Hansoku chui



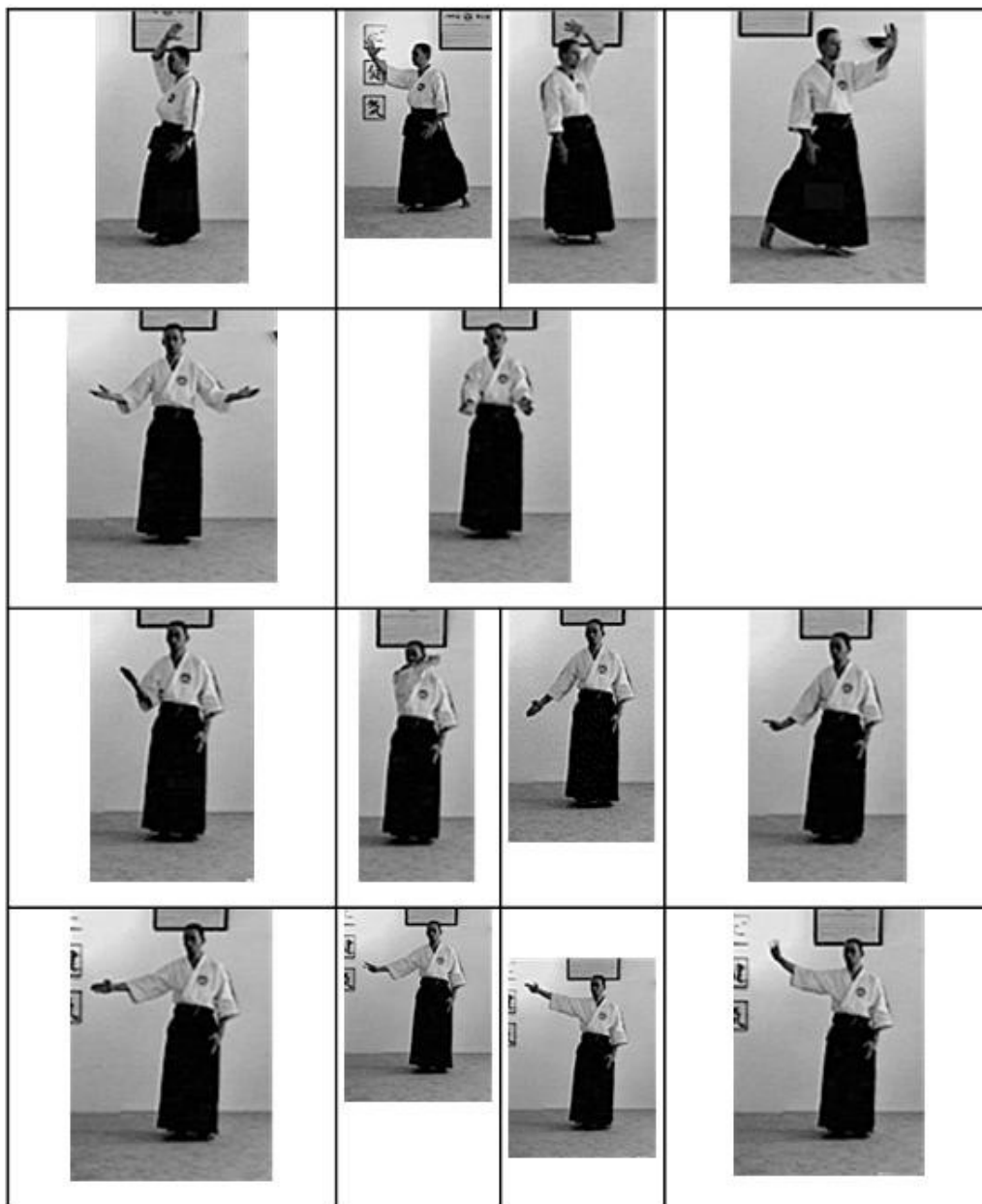






## **Referee terminology and hand signals**

1. Shomen ni Rei
2. Shinban ni Rei
3. Otagai ni Rei
4. Shobu Ippon Hajime



5. Yame 5. Yame

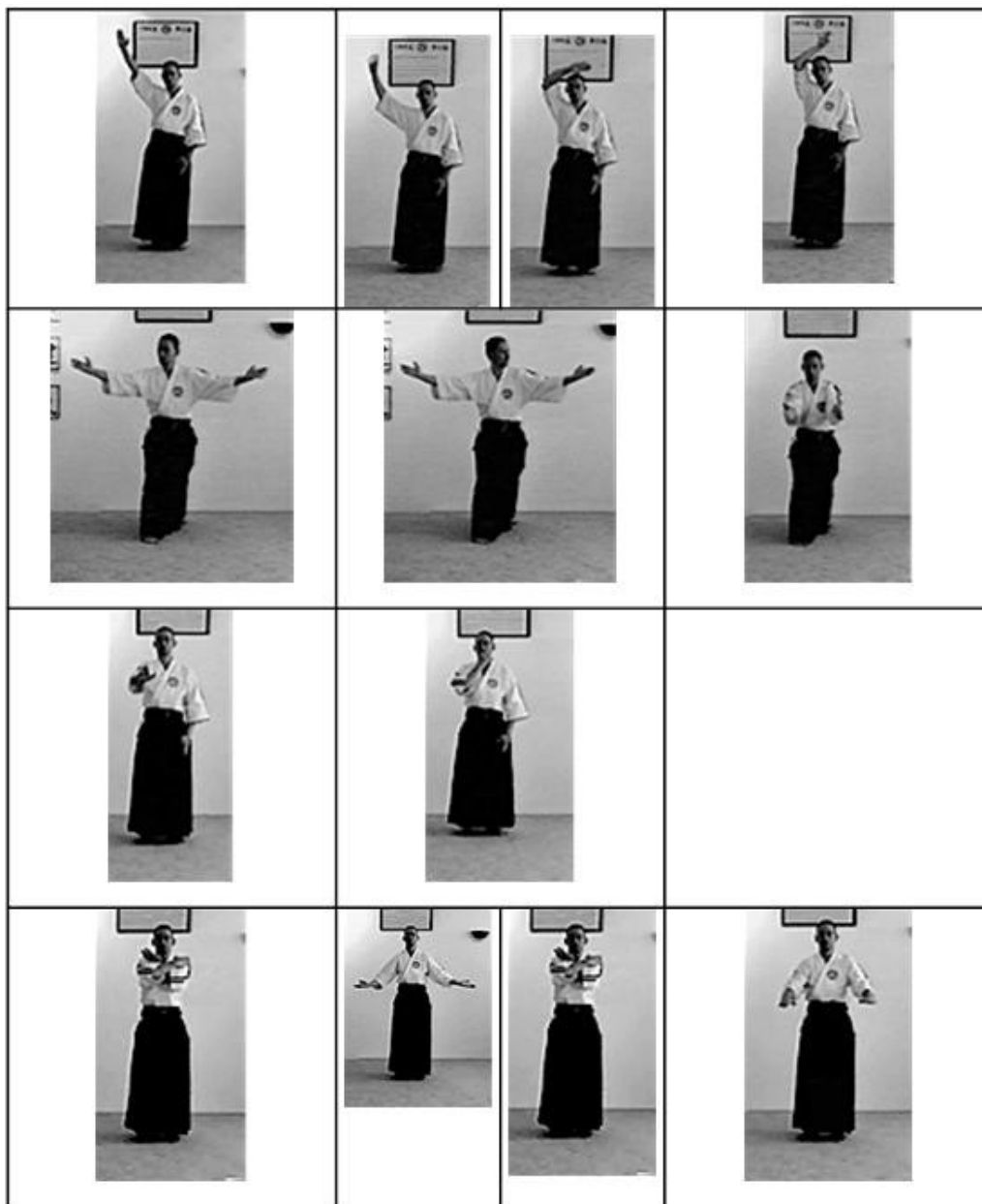
6. Moto no ichi

7.-12. Aka Waza ari One point

Aka waza ari,

two points

Aka waza ari, Three points



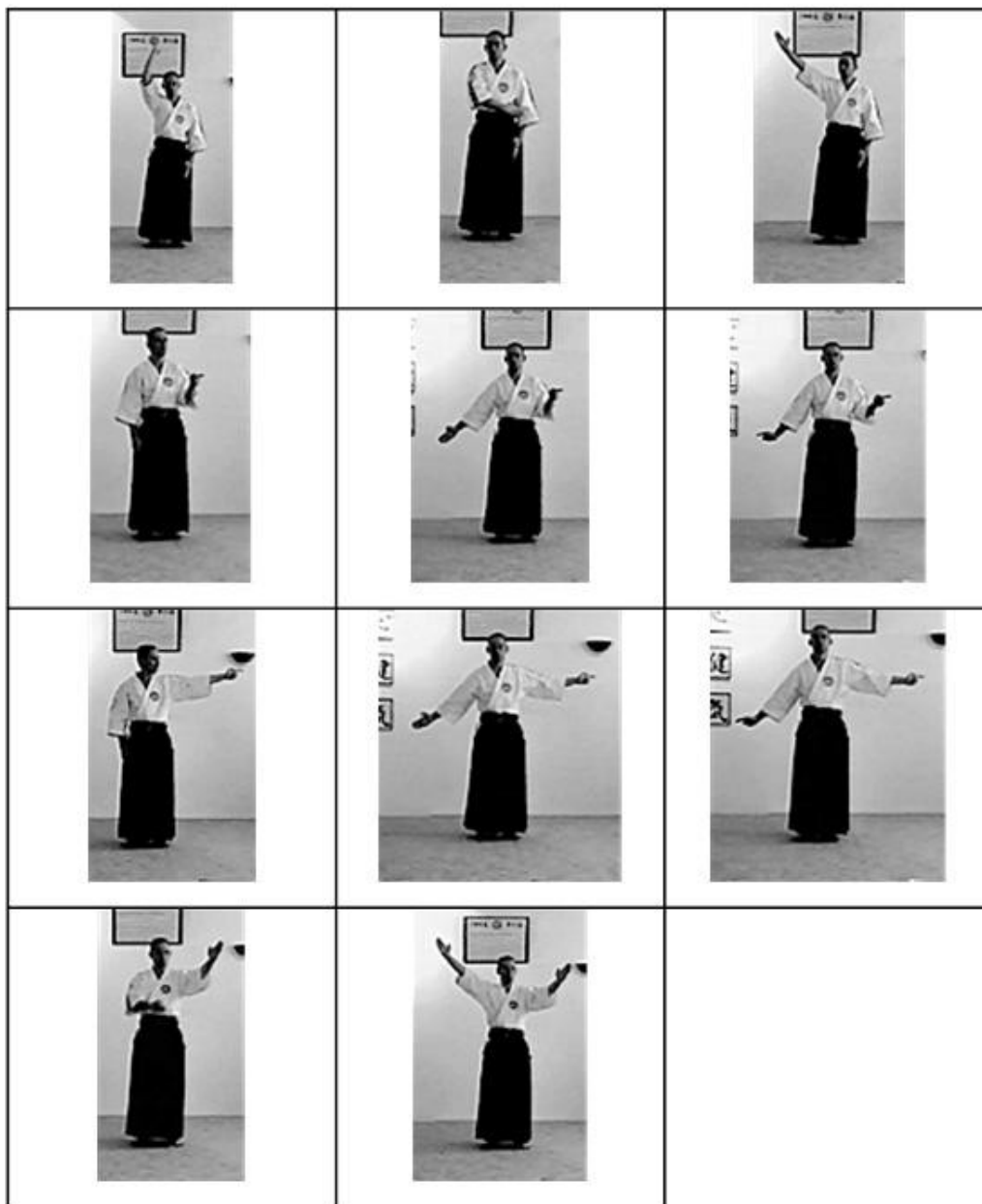
Four points Aka waza ari

Aka waza ari Five Points

13. Tsuzukete Hajime

17. Soremade 18. Hantei Torimasu

19. Hikiwake 22. Torimasen

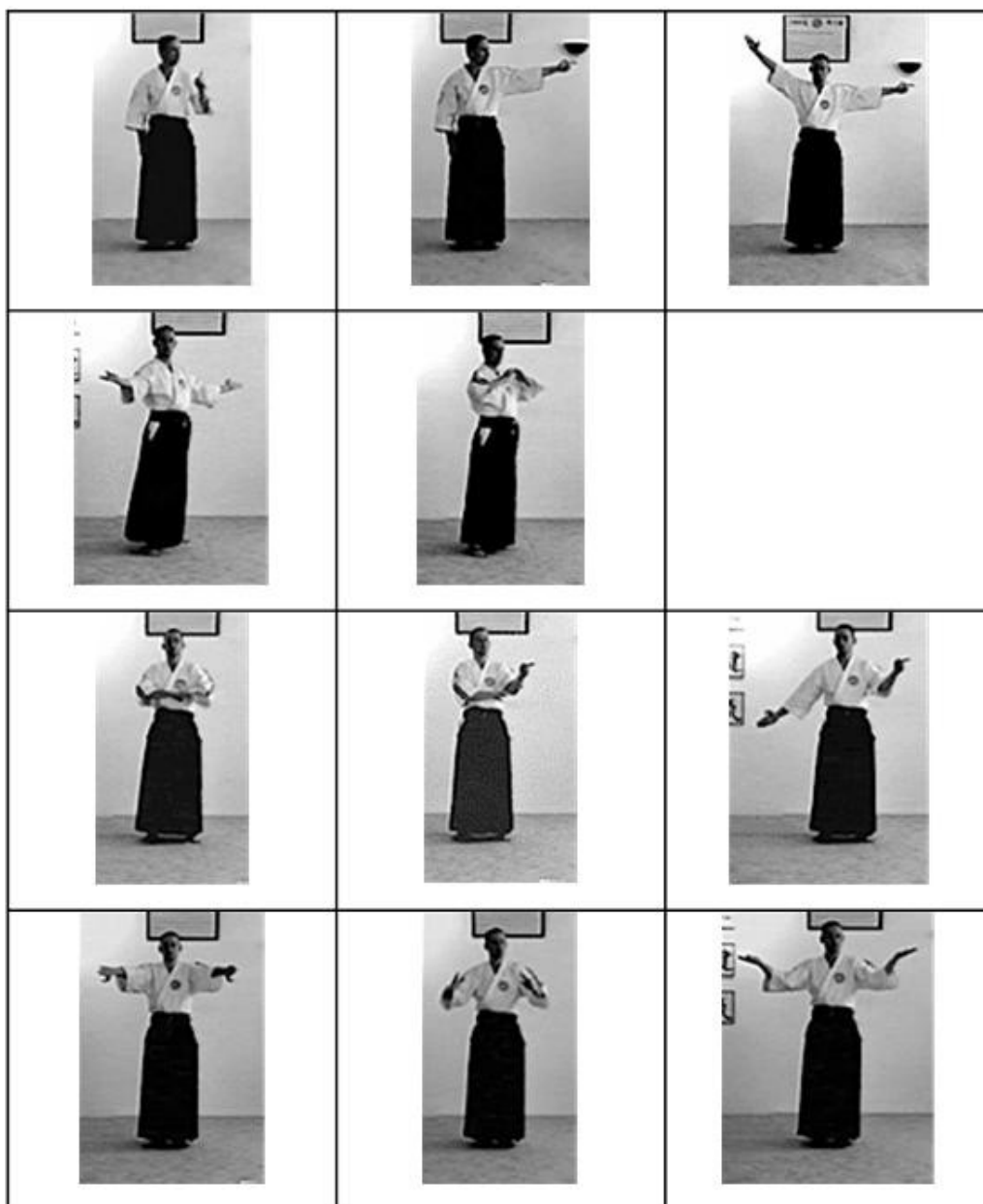


26. Ippon 27. Aka no Kachi

30. Shiro Hansoku chui Aka Waza ari One point

29. Shiro Jogai Chui Aka waza ari One Point

31. Shiro hansoku Aka no kachi













32. Shiro Kiken 33. Shikkaku Aka no kachi

34. Fukushin Shugo

Shiro Mukogeki 36. Mukogeki chui Aka waza ari

37. Taijo 47. Nyujo 39. Tatsute



38. Suwatsute

Aka waza ari one point Shiro waza ari two points

Aka one point Shiro four points

Aka two points Shiro four points

Aka five points Shiro one point





44. Nukeu 45. Soreru 46. Uketeru

## Appendix D : Scoring symbols

Tsuki Punching Keri Kicking Uchi Striking Ate Hitting Make Defeat

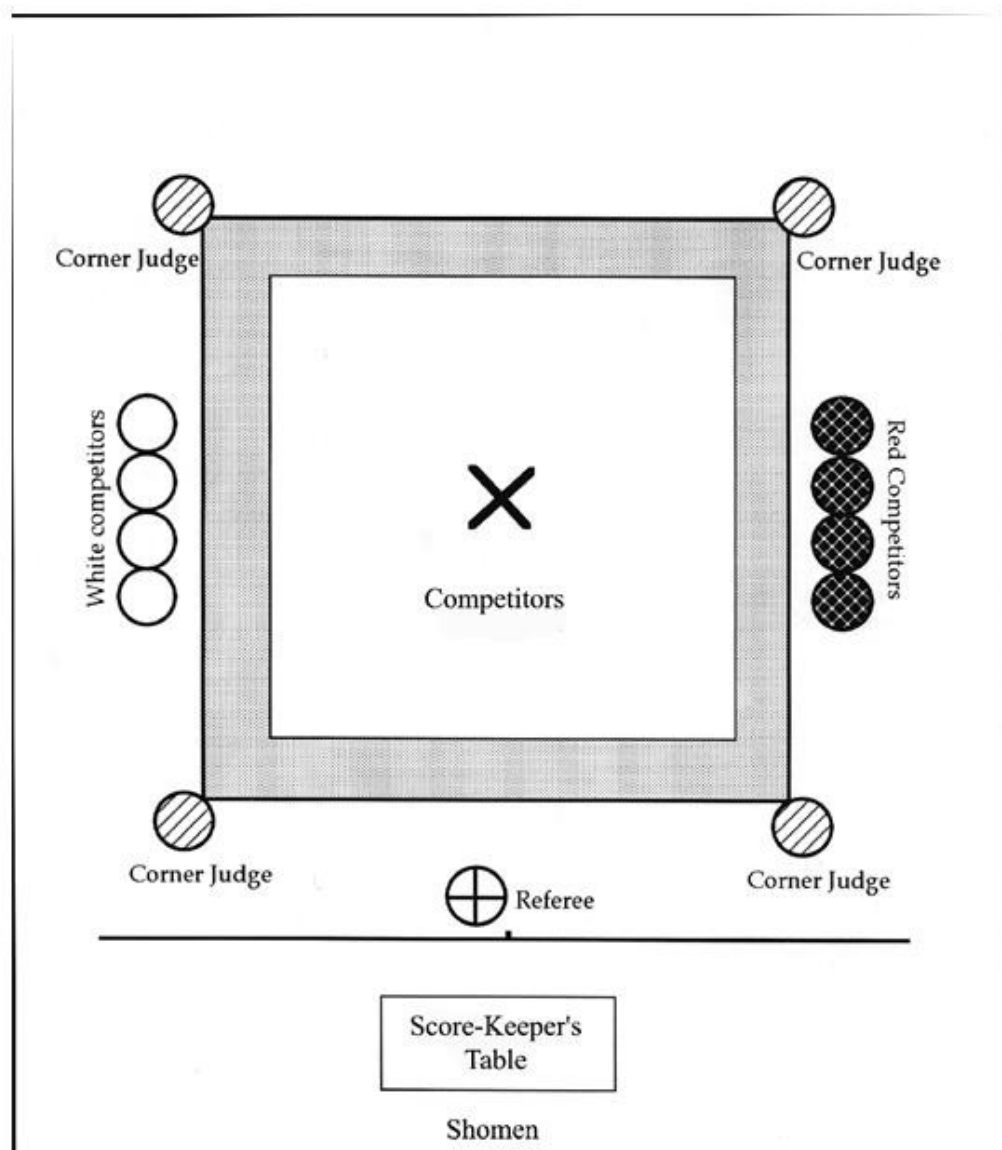
Ippon Win by full point Hantei Win by decision Hikiwake Draw

Chui Penalty for foul Jogai Out of bounds Shikkaku Expulsion Hansoku Foul

Jikan Time

Enchosen Extension Jodan Upper level Chudan Middle level Gedan Lower Level Kachi Winner Kiken

Absence



## Appendix E : Kata Contest Area

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## Appendix F : List of toroku (registered) Kata

1. Seisan
  - Kudaka no Seisan; Seisan; Seishan; Hangetsu
2. Bassai
  - Kudaka no Bassai; Koshiki Bassai; Matsumura no Bassai; Kyan no Bassai; Bassai Sho; Bassai Dai; Sukumine no Bassai
3. Chinto
  - Kudaka no Chinto; Koshiki Chinto; Chinto; Gankaku
4. Kusanku
  - Kudaka no Kusanku; Koshiki 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; Koshiki Naihanchin; Naihanchin (Tekki) Shodan, Nidan, Sandan

9. Nijushiho

- Kudaka no Nijushiho; Nijushiho; Niseishi

10. Wankan

- Kudaka no Wankan; Wankan; Matsukaze

11. Jion

- Kudaka no Jion; Koshiki Jion; Jion12. Saifua

13. Sanchin

- Kudaka no Sanchin; Omote; Ura; Sanchin

14. Seipai

15. Seienchin

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

# Vivamus vestibulum ntulla nec ante.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Sed egestas, ante et vulputate volutpat, eros pede semper est, vitae luctus metus libero eu augue. Morbi purus libero, faucibus adipiscing, commodo quis, gravida id, est. Sed lectus. Praesent elementum hendrerit tortor. Sed semper lorem at felis. Vestibulum volutpat, lacus a ultrices sagittis, mi neque euismod dui, eu pulvinar nunc sapien ornare nisl. Phasellus pede arcu, dapibus eu, fermentum et, dapibus sed, urna.