



SUMMARY OF KUMITE COMPETITION RULES

This summary follows the guidelines of the WKF, ESHRKF and WSSHRF Competition Rules

AUGUST 19, 2024

PROMOTIONAL AND COMPETITIVE KUMITE

REFEREE PANEL

The Refereeing Group for each match consists of a Referee (SUSHIN), two Judges (FUKUSHIN), an Arbitrator (KANSA), alternatively 1 Referee, 1 Mirror Judge and 1 Arbitrator (KANSA).

DURATION OF BOUT

Promotional Kumite:

BOYS 1	(8/9 years old)	1 Minute
BOYS 2	(10/11 years old)	1 Minute 30 Seconds
BEGINNERS	(12/13 years old)	1 Minute 30 Seconds

Competitive Kumite:

CADETS	(14/15 years old)	2 Minutes
JUNIORS	(16/17 years old)	2 Minutes
UNDER 21	(18/20 years old)	2 Minutes
SENIORS	(18/35 years old)	2 Minutes

(The duration of the bouts may be subject to changes based on organizational needs, everything will be communicated in time)

ATOSHI BARAKU: The timekeeper shall give a signal, indicating “15 seconds to go”

Competitors are entitled to a rest period between bouts, equal to the standard duration time of the bout.

CRITERIA FOR DECIDING THE WINNER OF A MATCH

The result of a bout is determined by a Competitor obtaining a clear lead of eight points, at time-up having the highest number of points; at equal score having the first unopposed point advantage (SENSHU); obtaining a decision by HANTEI or; by a HANSOKU, SHIKKAKU, or KIKEN imposed against a Competitor.

- a. Individual matches cannot end in a draw, except for matches in a Team match in which case, if the score is tied and neither competitor has obtained SENSHU, the Referee will announce a draw (HIKIWAKE).
- b. Should a Competitor that has been awarded SENSHU receive a warning for avoiding combat for the following incidents: JOGAI, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout – the Competitor will automatically forfeit this advantage.

TIE

In case of a tie at the end of the match, the competitor who has the SENSHU will be declared the winner. Otherwise, the Referee decision (HANTEI) will be used. In this case, both for Promotional and Kumite matches, the decision will be for AKA or AO (no tie).

CRITERIA FOR DECIDING THE WINNER OF ROUND-ROBIN

In the event of a tie in victories between individual Competitors in a round robin, the winner will be the one who has obtained

- 1) The highest number of points scored during all the matches;
- 3) Direct confrontation.

It is possible for a Competitor to be disqualified from a bout (HANSOKU) and continue the competition. In this case, his/her opponent wins that bout by either 8-0.

CRITERIA FOR DECIDING THE WINNING TEAM

The winning Team is the one with the most bout victories. . Should the two Teams have the same number of bout victories, then the winning Team will be the one with the most points, taking both winning and losing bouts into account.

If the two Teams have the same number of bout victories and points, then a deciding bout will be held. Each Team may nominate any one Competitor of their Team for purpose of fighting the extra bout, regardless of if that Competitor already has fought in a previous bout between the two Teams.

If the extra bout does not produce a winner based on superiority on points, nor any of the Competitors receive SENSHU, the extra bout will be decided based on HANTEI according to the same procedure as for individual bouts. The result of the HANTEI for the extra bout will then also determine the result of the Team match.

In Team matches when a Team has won sufficient bouts or scored sufficient points as to be the established winner, then the match is declared over, and no further bouts will take place.

In Team matches, should a Team member be disqualified (HANSOKU or SHIKKAKU), his/her score for that bout, if any, will be zeroed and the opponent's score will be set at eight points.

SCORING

IPPON	(1 Point)
NIHON	(2 Points)
SANBON	(3 Points)

IPPON is awarded for Tsuki (straight punch) or Uchi (strike) to a scoring area.

NIHON is awarded for Chudan kicks. Chudan being defined as the abdomen, chest, back and side. **Any scoring technique which is delivered on the opponent who is unbalanced by leg sweeping technique**

SANBON is awarded for JODAN kicks or any techniques against an opponent whose any part of the body other than the feet is in contact with the mat with exception of Hiza-Gamae (Kata Hiza Dachi: One knee touching the mat while executing a technique).

- Contestant who score first will obtaine 'first unopposed score advantage' (SENSHU)

In order to be considered a score the technique must have the potential to be effective if it had not been controlled, and must also fill the criteria of:

- 1) Good form (Properly executed technique).
- 2) Sporting attitude (Delivered without intent to cause injury).
- 3) Vigorous application (Delivery with speed and power).
- 4) Maintaining awareness of the opponent both during and after execution of the technique (Not turning away or falling down after completing a technique – unless the fall is caused by a foul by the opponent).
- 5) Good timing (Delivery of the technique at the correct moment).
- 6) Correct distance (Delivery at a distance where the technique would be effective).

A technique is invalid if:

- a) Executed after the time-up signal or the Referee calling "YAME".
- b) Executed upon or after "WAKARETE" before "TSUZUKETE" has been called.
- c) Executed when the performer is outside the competition area (JOGAI).
- d) Followed by a foul – with the exception of JOGAI.
- e) One turns one's back to the opponent after a technique (lack of awareness).
- f) It in itself is, or follows, a violation of the rules (such as excessive contact, holding, grabbing etc.)

CONTACT

Techniques to the CHUDAN area may be delivered with controlled impact without causing injury to the opponent. A loss of breath by the recipient of a blow does not in itself indicate lack of control.

Techniques to the JODAN can score when stopped within 5 cm of the target for kicks and 2 cm for hand techniques but may be delivered with light touch (skin touch), without causing impact – with exception to the throat area where no physical contact is allowed.

For the categories up to 15 years, techniques to the JODAN can score when stopped within 10 cm of the target for kicks and 5 cm for hand techniques.

"Skin touch" is allowed in categories for Competitors 16 years or older (Juniors).

For the categories from 8 to 15 years old, skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body.

In case of first instance of too strong contact or repeated too strong contact which case injury and diminish the competitors chance to win will be given HANSOKU CHUI and NIHON (Two points) for recipient.

PROHIBITED BEHAVIOUR

The following behaviours are prohibited:

- 1) Techniques, which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
- 2) Attacks to the arms, legs, groin, joints, or instep.
- 3) Attacks to the face with open hand techniques.
- 4) Techniques executed after “WAKARETE” before “TSUZUKETE” has been called.
- 5) Dangerous or forbidden throwing techniques.
- 6) Feigning, or exaggerating injury.
- 7) Exit from the competition area (JOGAI) not caused by the opponent or following a score.
- 8) Self-endangerment by indulging in behaviour, which exposes the Competitor to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
- 9) Avoiding combat as a means of preventing the opponent having the opportunity to score.
- 10) Passivity – not attempting to engage in combat (Cannot be given after there is less than 15 seconds left of the bout or to someone having a lead by points or SENSHU).
- 11) Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
- 12) Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
- 13) Grabbing the opponent’s arm or Karategi with one hand without immediately attempting a scoring technique or takedown.
- 14) Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
- 15) Simulated or actual attacks with the head, knees, or elbows.
- 16) Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other violations of etiquette.

17) In categories up to 13 years old, sweeping and/or throwing techniques are not permitted.

- In addition, a Referee may, based solely on his/her own Judgement, ban from the competition floor any Coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the bout, and postpone the continuation of a bout until the Coach complies. The same authority of the Referee extends to the compliance of other members of the Competitor’s entourage present on the competition floor.

- Only the Coach designated for that specific bout is allowed to coach and guide the Competitor from the place allocated to the coach close to the competition area. All other registered and accredited Coaches, or other registered member of the delegation, attending the Championships are not allowed to interfere, coach and/or guide the Competitor during the same bout at the risk of having their accreditation withdrawn.

- Instructions and comments from the Coach must not interfere with the proceedings. The Coach may freely speak to the Competitor when the match is halted but must at all times refrain from commenting on judgements.

WARNINGS & PENALTIES

Informal Warnings

There are two types of Informal Warnings:

TSUZUKETE

for encouraging activity To urge the Competitors to commence activity by gesturing in the same way as is customary for making the Competitors stepping on to the TATAMI, combined with the instruction “TSUZUKETE”.

WAKARETE

for breaking up a clinch To break-up a clinch, using the same gesture as is customary for making the Competitors step back on the TATAMI combined with giving the order “WAKARETE” to temporarily stop the action without stopping the clock. The Competitors must separate – after which the order “TSUZUKETE” is given for resuming action.

OFFICIAL WARNINGS

There are two degrees of official warnings: **CHUI e HANSOKU CHUI.**

CHUI Warning

is given, up to three times, for smaller infractions that do not diminish the other Competitor's chances of winning.

HANSOKU CHUI Warning of disqualification in the event of further infractions

Is given for more serious infractions that reduces the other Competitor's chances of winning or to a Competitor for any further infraction if three CHUI has already been given.

PENALTIES

There are two kinds of penalties which are two different levels of disqualification

HANSOKU

Disqualification from the bout.

This is the penalty of disqualification following a very serious infraction or when HANSOKU CHUI has already been given.

SHIKKAKU Disqualification from the tournament.

This is a disqualification from the entire tournament including any subsequent category the offender may have been registered for. SHIKKAKU may be invoked when a

Competitor fails to obey the orders of the Referee, acts maliciously, or commits an act, which harms the prestige and honour of Karate.

WARNING AND PENALTY APPLICATION

Excessive contact: Where contact is considered by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUI) may be given.

Contact causing injury: Any technique, which results in injury, can unless caused by the recipient cause a warning or penalty. The Competitors must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.

Overreaction to contact: A slight overreaction will receive a CHUI. An obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, may receive HANSOKU directly.

Feigning an injury: Any instance of feigning an injury, whoever slight, will receive a minimum warning of CHUI while an obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, will receive SHIKKAKU directly. Any feigning of an injury from a technique that in fact has been determined by the judges as a point will, as a minimum, result in HANSOKU CHUI.

Contact to the throat: Any contact to the throat, unless received by the recipient's own fault, must result in a warning or penalty.

Throwing techniques are divided into two types. The established "conventional" karate leg sweeping techniques such as De Ashi Barai, Ko Uchi Gari, etc., where the opponent is swept off-balance or thrown without being grabbed first - and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. Both are allowed.

The pivotal point of the throw must not be above the thrower's hip level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws are expressly forbidden, as are so-called "sacrifice" throws.

Catching a kick: The only instance where a throw may be performed while holding onto the opponent with both hands is when trapping the opponent's kicking leg. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for the purpose of executing a takedown, and then holding on to the opponent's leg while the other grasping the opponents Karategi or body to break the fall.

Grabbing the legs: It is forbidden to grab the opponent below the waist and lift and throw him/her or to reach down to pull the legs from under him/her. If a Competitor is injured as a result of a throwing technique, the Referee will decide whether a warning or penalty is called for.

One hand grabbing: The Competitor may seize the opponent's arm or Karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques.

Holding on to break a fall: Holding on to the opponent's Karategi with one hand is permitted to break a fall.

Exiting the competition area: JOGAI relates to a situation where a Competitor's foot, or any other part of the body, touches the floor outside of the competition area. An exception is when the Competitor is physically pushed or thrown from the area by the opponent or is exiting after having scored.

Self endangerment: A warning or penalty for MUBOBI is given when a Competitor is hit or injured through his or her own fault or negligence. This may be caused by turning their back on the opponent, attacking without regard for the opponent's counterattack, stopping fighting before the Referee calls "YAME", dropping the guard or repeated failure or refusal to block the opponent's attacks.

- If a Competitor has been asked before the bout starts, and confirms wearing a groin guard, and it later proves that this is not so, the Competitor will receive SHIKKAKU. If the Competitor has not been asked, but it is discovered that the Competitor does not wear a groin guard, the Competitor will be given two (2) minutes to correct the matter and will automatically receive a warning for MUBOBI

Passivity refers to situations where neither Competitor makes attempts to score, or a single Competitor does not attempt to score despite being behind on points or the opponent has a lead because of SENSHU. Passivity cannot be given during the first or last 15 seconds of a bout.

Avoiding Combat refers to a situation where a Competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behaviour such as constantly retreating without effective counter, holding, clinching, or exiting the competition area rather than allowing the opponent an opportunity to score. Avoiding combat during the last 15 seconds of the bout (ATO SHIBARAKU) will, as a minimum, result in HANSOKU CHUI and loss of SENSHU.

Not following instructions: A Competitor that refuses following the instructions of the Referee or display a loss of temper will automatically receive SHIKKAKU. This penalty may be imposed before, during or after the bout.

Excessive celebration, political or religious demonstration: Competitors are expected to respect the ceremony of salutations before and after the bout or match. Any excessive celebration, such as falling on one's knees etc., political or religious expressions, during or immediately after the bout or match, are prohibited and may be subject to penalty.

Disqualification of individual Competitors in Team matches

HANSOKU or SHIKKAKU: In Team matches, the offended Competitor's score will be set at eight points and the offender's score will be zeroed.

INJURIES AND ACCIDENTS IN COMPETITION

An injured Competitor who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the tournament doctor. No such permission can be given to a Competitor that suffered loss of consciousness or otherwise have any symptoms of concussion.

An injured Competitor, permitted to continue, may also win a second bout by disqualification due to injury, but is immediately withdrawn from further Kumite competition in that tournament.

10 SECOND RULE:

Any Competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a Competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will stop the match, call the doctor, and at the same time start a verbal count to ten in the English language indicating his count showing a finger for each second. In all cases where the 10 second count has been started the doctor will be asked to examine the Competitor before the bout can resume. For incidents falling under this 10 second rule, the Competitor may be examined on the mat. The Tatami Manager must notify the central table when a Competitor has been stopped from further competition based on the 10-second rule.

INJURY OF BOTH COMPETITORS

If two Competitors injure each other or are suffering from the effects of previously incurred injury and are declared by the Tournament Doctor to be unable to continue, the bout is decided as one normally would do at full time.

OFFICIAL PROTEST

No one may protest about a Judgement to the members of the Refereeing Panel.

If it is believed that a refereeing procedure contravenes the rules, the Competitor's Coach or his official representative are the only ones who can lodge a protest which must be submitted by completing the appropriate form immediately after the end of the match.

The Coach of the competitor must ask the Manager of the competition area for the form to prepare the official protest, to whom he must return it completed and signed.

The only exception is when the protest concerns an administrative problem, in which case the Coach can refer directly to the Competition Area Manager of the competition area who in turn will report it to the Referee.

If the protest involves Competitors in an on going category, then the next round that could involve the Competitor must be postponed until the appeal is decided.

The Competition Area Manager will complete the form with the requested information and will then hand the completed protest form to a representative of the Appeals Jury.

The Appeals Jury will immediately analyze the protest. After analyzing all the elements available, it will draft a report and undertake all the necessary actions deemed necessary to resolve the problem.

If a protest is deemed invalid, the Appeals Jury will appoint a member to notify the protester and write "DISCLAIMED" on the original document. The document must be signed by all three members of the Appeals Jury.

If a protest is accepted, the Appeals Jury will notify the Chief Referee so that appropriate action can be taken to remedy the situation, including the following options:

- Reversing previous judgments that contravene the rules.
- Voiding results of the affected rounds from the point before the accident.
- Redoing such bouts that have been affected by the incident.
- Suggest any sanctions for the referee involved in the case of the upheld protest.

If the protest is accepted, the Appeals Jury will appoint one of its members to inform the protestor that the protest has been upheld, write the word "ACCEPTED" on the original document, and have it signed by all three members of the Appeals Jury before handing the protest form to the Chief Referee.