Kumite Seminar
Welcome!
World Karate Federation

WKF COMPETITION RULES

KUMITE

Version 9.0 - January 2015
World Karate Federation

TATAMI
Jacket ties must be tied

Yes!                           No!

Jackets without ties cannot be used
Compulsory protective equipment

All protective equipment must be WKF homologated

- **Mitts**: red for AKA and blue for AO
- **Shin pads**: red for AKA and blue for AO
- **Foot protector**: red for AKA and blue for AO
- **Gum shield**
- **Female chest protector**
- **Body protector**
- **Groin Guards** (not mandatory but if worn must be approved WKF type)
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Compulsory protective equipment

CADETS

WKF approved FACE MASK

Until 2015-12-31
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Body protection for all Categories
plus chest protector for female competitors
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The red and blue belts must be without any personal embroideries or markings

Only the manufacturer's logotype

Not permitted
Contestants must wear a white karate Gi without stripes or personal embroidery.
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GI jacket
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GI jacket

GI jacket
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Compulsory protective equipment

Shin pads & foot protector
RED for AKA and BLUE for AO

NO!
ARTICLE 2
OFFICIAL DRESS

Not permitted
ARTICLE 2
OFFICIAL DRESS
PROHIBITED

Hair decorations
Metal hairgrips
Ribons
Beads
Piercing
Discreet rubber band or pony tail retainer is permitted
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DECORATIONS

Tape is decoration!
The wearing of certain items because of religious basis are not allowed...
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EXCEPTION

WKF homologated black head scarf

Female competitors

Referees/ judges
ADVERTISING SPACE FOR WKF, size 20 x 10 cm.

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

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

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

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

Sponsors
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Referees uniform

[Image of a referees uniform consisting of a jacket, pants, and shoes]
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Referees uniform

Not permitted
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Referees uniform
Not permitted
World Karate Federation

Referee’s working conditions

NO!
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Referee’s working conditions

YES!
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PROTEST?

If you are a Judge or Referee
Don’t get involved
Don’t help translate
Don’t make recommendations
Avoid conflict of interest!
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VIDEO REVIEW

ONLY KUMITE MATCHES & POINTS
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Referees & Judges
AT WKF EVENTS...

0-tolerance alcohol
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The Appeals Jury

6 senior Referees
3 members and
3 supplementary
Match Supervisor

Very important function: AUTHORITY

Senior & experienced Referee

Must ensure that the competitors are wearing approved equipment
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Referees & Judges

1 Referee
Each Judge is seated in a corner of the Tatami in the safety area.
No Match Supervisor at the line-up
Referee - Judges - Coaches
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Referees & Judges officiating cannot perform another function.
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Do not discuss the outcome of a match with a coach or competitor!

Referee Panel
Tatami Manager
Referee Commission
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Don’t touch the competitors!!! Call the doctor
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World Karate Federation

In team matches the panel will rotate for each bout

The Match Supervisor will not rotate
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The Referee can move around the entire Tatami including the safety zones.

Do not stand in front of Judges or the Match Supervisor!
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JUDGE’S RED FLAG (AKA)

JUDGE 1 & 4
RIGHT HAND

JUDGE 2 & 3
LEFT HAND
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JUDGES... Show only

POINTS

JOGAI
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POINTS & JOGAI
JUDGES...

Signal your judgement on warnings & penalties indicated by the Referee
JUDGE’S FLAG SIGNALS FOR CAT. 1

RED FLAG IN FRONT FOR AKA

BLUE FLAG IN FRONT FOR AO
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JUDGES
when giving points

Keep the flags out until the Referee has announced the point(s)
Co-operation between Judges!!

Look what other Judges are signaling!
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Points & penalties
minimum of 2 judges
In this case...

The Referee will award both scores!
If a contestant scores with more than one technique before Yame, the Judges should give the higher point.

For example a successful punch and a kick.
2 flags -- same contestant -- different score

the lower score will be given

The same for warnings and penalties
4 flags -- same contestant -- 2 different scores

the lower score will be given

The same for warnings and penalties
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The Referee will always follow the majority

score - warning - penalty
The referee has a vote when dissolving a tie break

If two judges hold an opposing opinion to the two other judge
Judges will indicate scores / Jogai before the Referee stops the bout.
The Referee **must stop the bout if two or more judges signal a score for the same competitor**
CRITERIA FOR DECISION

The attitude, fighting spirit, and strength demonstrated
Superiority of tactics and techniques
Who has initiated the majority of the action

During the whole bout!
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JOGAI means...

Exit from the competition area not caused by the opponent!
Judges look for JOGAI
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J O G A I

NO

YES
Aka throws Ao
(After blocking a kick)

Ao is out – Aka is in

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

**Hansoku Chui** (Cat. 2)
If no scores, or equal scores the match will be decided by HANTEI
In team matches if after the extra bout no scores or equal scores...

The match will be decided by HANTEI
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POINTS

1. approved & effective technique
2. against an approved attack area
3. fulfil 100% the six criteria
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100%  Good form
100%  Sporting attitude
100%  Vigorous application
100%  Awareness (Zanshin)
100%  Good timing
100%  Correct distance
Good Form
Effectiveness according to traditional Karate concepts

Sporting Attitude
A non-malicious attitude
Vigorous Application
The power and speed of the technique

Zanshin
Total concentration, awareness & control
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**Good Timing**
Delivering a technique when it have the greatest potential effect

**Correct Distance**
Precise distance where it will have the greatest potential effect
YUKO

Tzuki or Uchi delivered to the 7 scoring areas
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Giving Points

YUKO (1 point)
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Waza-Ari

Chudan kicks
GIVING POINTS

WAZA-ARI (2 points)
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IPPON

J odan kicks...
When a contestant is...

Take down (according to the rules)

Slips

Falls

Is off his/her feet

IPPON

TORSO!
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NO TORSO... NO I PPOH!
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**GIVING POINTS**

**IPPON** (3 points)
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YUKO

WAZA-ARI

IPPON
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Standard procedure for giving points
When giving points the referee must identify:

First the scoring competitor **AKA - AO**

Second the scoring area **CHUDAN - JODAN**

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

Fourth the score awarded **YUKO – WAZA-ARI - IPPON**
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ZANSHI N?
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Distancing for Jodan techniques

Seniors

5 centimetres
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Distancing for Jodan techniques

Juniors & Cadets

10 centimetres
Duration of a Kumite bout

Cadets & Juniors always 2 min
Seniors female always 2 min
Seniors male always 3 min
Under 21 always 2 min Female and 3 min Male
Resting time for Competitors

**Between matches**
Equal to the duration time of the match

**Repercharge**
In the case of change of equipment & colour
Five (5) minutes
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Category 1

Keikoku

Hansoku Chui

Hansoku

Shikkaku

Category 2
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Team

First match 1
2
3
4
Last match 5

Kumite

1 First match
2
3
4
5 Last match

Match order

Shushin
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Match order team Kumite
Prohibited attack areas/techniques
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Prohibited attack areas/techniques
(Aka) **YES!**  (Ao) **NO!**
TEAM MATCHES

When a team has sufficient victories…
or scored sufficient points…

In case of Kiken - Hansoku – Shikkaku

8-0
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MUBOBI
When the offender receives excessive contact or sustains injury
When the offender is thrown with an approved technique and hurts him/her self
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SHUKOKU - KEI KOKU - HANSOKU-CHUI

Cat. 1

ARE WARNINGS

NO POINTS TO THE OPPONENT

Cat. 2
HANSOKU & SHI KAKAKU ARE PENALTIES
CATEGORY 1

1. Techniques which make excessive contact – contact with the throat

2. Attacks to the arms – legs – groin – joints – instep

3. Attacks to the face with open hand

4. Dangerous or forbidden throwing
CHUKOKU
The opponent’s potential for winning has not been reduced

KEIKOKU
The opponent’s potential for winning has been slightly reduced

HANSOKU-CHUI
The opponent’s potential for winning has been seriously reduced

HANSOKU
The opponent’s potential for winning has been reduced virtually to zero
1. Feigning & exaggerating injury
2. Jogai
3. Mubobi
4. Avoiding combat
5. Passivity *(Cannot be given during Atoshi Baraku)*
6. Clinching - wrestling - pushing – seizing – standing chest to chest without attempting a scoring technique or takedown

7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponent's kicking leg

8. Grabbing the opponent's arm or karate-GI with one hand without immediately attempting a scoring technique or takedown
9. Uncontrolled techniques & attacks

10. Simulated attacks with the head – knees – elbows (Cat. 1)

11. Discourteous behaviour
CATEGORY 2  “All grabbing is for immediately action”

With one (1) hand
Two offensive
One defensive

With two (2) hands
Defensive/ offensive
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CATEGORY 2  “All grabbing is for immediately action”

With one hand: two offensive

Grab & score

Grab, sweep & score
CATEGORY 2  “All grabbing is for immediately action”

With one hand: one defensive

When folding down grab for braking the fall (Ukemi) but when on the floor the competitor has to let it go
CATEGORY 2 “All grabbing is for immediately action”
With two (2) hands defensive/ offensive

When catching a kick (Jodan/ Chudan)
with the purpose of taking down the opponent
PASSIVITY Category 2

Referee signal

Judges signal

Cannot be given during Atoshi Baraku
Avoiding Combat is

Running away
Clinching - Wrestling
Pushing - Seizing
Standing chest to chest
Contestant seizes the opponent and does not perform an immediate technique or throw.

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

Contestants seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique.
Both competitors stand chest to chest without immediately attempting a throw or other technique
Feigning an injury which does not exist = **SHIKKAKU**

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

Very serious exaggeration: may receive **HANSOKU** directly
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No contact to the face - face mask - with hand techniques for CADETS & JUNIORS

warning / penalty
Two injured contestants cannot continue…

Most points

Equal score: Hantei

Team match & equal score: Hikiwake

Team match & extra bout: Hantei
Injuries & dangerous techniques
Injuries & dangerous techniques
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Injuries & dangerous techniques
World Karate Federation
Injured competitors will be examined outside the Tatami

Unless the injury calls for examination on the Tatami
The Referee must constantly observe the injured contestant.
A short delay allows injury symptoms to develop.
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Observe the contestant

Stay with the doctor
Injured contestant?

Three (3) minutes medical treatment
After three minutes...

Referee’s decision
unfit to fight or
extension of treatment
If doctor says "YES"
Referee can say "NO"

If doctor says "NO"
Referee can never say "YES"
Bandages – padding - supports because of injury
Approved by the Referee on the advice of the Doctor
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Metalllic teeth braces
Approved by the Referee and the Doctor
THE 10 SECONDS RULE
A competitor who falls…
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is thrown...
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or knocked down…
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and does not fully regain his or her feet within

Ten seconds, is considered unfit to continue

fighting and will be Automatically withdrawn from

all Kumite events in that tournament
What to do?

The referee panel must ask itself:

- Was the technique valid?
- Was it properly applied to the proper area?
- Was the technique well controlled?
- Was it Mubobi?

What caused the contestant to remain on the floor?
In all cases where the 10 second clock has been started, the doctor will be asked to examine the contestant.
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This is a category 2 offence
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This is a category 2 offence
This is a category 2 offence
COACH

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

Finals official WKF events

Male coaches
Must wear a dark suit, shirt and tie

Female coaches
May choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours
They may also wear religious headwear approved by WKF
The coach must know:

- Rules of competition
- Anti Doping rules
- Competitors & coach behaviour
- Rules for writing a protest
- Rights and duties
- Fair play manners
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World Karate Federation

COACH?

NO!
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COACH?

NO!
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Backpacks under the chair!

NO!
Coaches seated outside the safety area on their respective sides of the tatami towards the official table.
In team matches the competitors must sit down and wait for the next match.
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NO!
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NO!
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Our future... Please handle with care!
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THANK YOU VERY MUCH

GOOD LUCK!